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Playing the Game

Imagination is a key ingredient of Dungeons & Dragons, a cooperative game in which the characters that you roleplay embark on adventures together in fantasy worlds filled with monsters and magic.

In D&D, the action takes place in the imaginations of the players, and it's narrated by everyone together.

Rules Glossary

If you read a rules term in this book and want to know its definition, consult the [Rules Glossary](#). This chapter provides an overview of how to play D&D and focuses on the big picture. Many places in this chapter reference that glossary.

Player or DM?

To play D&D, you need one person to be the Dungeon Master and other players (three to six are best) to play adventurers. Which role is right for you?

Being a Player

If you want to be one of the protagonists in your group's adventures, consider being a player. Here's what players do:

Make a Character. Your character is your alter ego in the fantasy world of the game. After you read this chapter, use the rules in [chapter 2](#) to create your character.

Team Up. Your character joins the other players' characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other characters.

Venture Forth. Your character's group explores locations and events presented by the DM. You can respond to them in any way you can imagine, guided by the rules in this book. Although the DM controls all the monsters you encounter, the DM isn't your adversary. The DM guides your party's journey as your characters become more powerful.

Being the Dungeon Master

If you want to be the mastermind of the game, consider being the DM. Here's what DMs do:

Build Adventures. You prepare the adventures that the players experience. In the [Dungeon Master's Guide](#), you'll find advice for how to create adventures and even whole worlds.

Guide the Story. You narrate much of the action during play, describing locations and creatures that the adventurers face. The players decide what their characters do as they navigate hazards and choose

what to explore. Then you use a combination of imagination and the game’s rules to determine the results of the adventurers’ decisions.

Adjudicate the Rules. You oversee how the group uses the game’s rules, making sure the rules serve the group’s fun. You’ll want to read the rest of this chapter to understand those rules, and you’ll find the [rules glossary](#) essential.

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 Dungeon Master Describes a Scene.** The DM 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 DM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.
3. **The DM 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 DM 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 DM 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.

Exceptions Supersede General Rules

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

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

An Ongoing Game

Sometimes a session of D&D is a complete game in itself (often called a “one-shot”), where you play a short adventure that lasts for just one session. More often, though, D&D sessions are connected in a longer adventure that takes several sessions to complete, and adventures can be strung together into a larger narrative called a campaign.

A campaign is like a TV series, while an adventure is like a season of the series. And a game session is like a single episode—it might be self-contained, but it usually links to the larger plot if there is one.

Adventures

An adventure might be created by the Dungeon Master or purchased. In either case, an adventure features a fantastic setting, such as an underground dungeon, a wondrous wilderness, or a magic-filled city. It includes a cast of nonplayer characters controlled by the DM. Often one of the NPCs is a villain whose agenda drives much of an adventure’s action.

During an adventure, the adventurers explore environments, events, and creatures presented by the DM. Battles, traps, negotiations, mysteries, and more arise during these explorations.

Adventures vary in length and complexity. A short adventure might present only a few challenges and take only one session to complete. A long adventure might involve many combats, interactions, and other challenges and take dozens of sessions.

Campaigns

A campaign is a series of adventures with a consistent group of adventurers following the narrative.

Some campaigns are episodic, where each adventure is its own tale and not much besides the player characters links it to the next one. Other campaigns involve long-running plots, a cast of recurring NPCs, and themes that span multiple adventures, leading toward a climactic conclusion.

As with adventures, a DM might create a campaign from scratch, assemble a campaign from published adventures, or mix homemade material with published material. And the campaign might take place in a world of the DM’s creation or in a published campaign setting, such as the Forgotten Realms or Greyhawk (the latter is described in the [Dungeon Master’s Guide](#)).

Dice

Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt.

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.

Dice Notation

The dice used in D&D are referred to by the letter *d* followed by the die's number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, along with any numbers to add or subtract. For example, “3d8 + 5” means you roll three eight-sided dice, add them together, and add 5 to the total.

Percentile Dice

The rules sometimes refer to a d100. While such dice exist, the common way to roll 1d100 uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One die—that you designate before rolling—gives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the ones digit, for example, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

D3

The same *d* notation appears in the expression “1d3,” even though it’s rare to find dice with only three sides. To simulate rolling 1d3, roll 1d6 and divide the number rolled by 2 (round up).

What Are Dice For?

Here are the most common uses of dice in D&D.

D20 Test

The 20-sided die (d20) is the most important die you’ll use in the game. It’s central to the core mechanic—called D20 Tests—the game uses to determine whether creatures succeed or fail at the things they attempt during the game (see “[D20 Tests](#)” later in this chapter). You roll a d20 whenever your character tries to do something that the DM decides has a chance of both success and failure. The higher your roll, the more likely it is that you succeed.

Damage

The most common use for dice other than the d20 is to determine damage. When you make a successful attack roll (one kind of [D20 Test](#)), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells use different dice for damage. For example, a [Dagger](#) uses 1d4, a [Greataxe](#) uses 1d12, and a [Fireball](#) spell uses 8d6.

Random Tables

Occasionally, you’ll see a table that uses a die roll to generate a random result. On these tables, you’ll see a die expression, such as d10 or d100, in the header of the leftmost column. Roll that die, and find

the number you rolled (or a range containing that number) in that column. Read across that row for the result. For example, the [Trinkets table](#) in [chapter 2](#) uses a d100.

Percentage Chances

Sometimes you might see a rule describing a percentage chance of something happening. For example, a rule might say there is a 5 percent chance of something happening. You can determine whether that thing happens by rolling percentile dice; if the roll is equal to or less than the percentage chance (a 01 to 05, in this example), it happens.

Interpreting Die Rolls in the Story

Part of the fun of D&D is interpreting what die rolls mean in the story. The randomness that dice bring often introduces the unexpected: an expert fails, a novice succeeds, or any number of other twists.

When a [D20 Test](#) or another roll produces a surprise, the Dungeon Master often gives a fun description of what happened. If you’re a player, look for opportunities to interpret your character’s die rolls and describe why things unfolded unexpectedly or even humorously.

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.

Score	Meaning
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.

Ability Modifiers

Score Modifier

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

1. **Roll 1d20.** You always want to roll high. If the roll has [Advantage](#) or [Disadvantage](#) (described [later in this chapter](#)), 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.
2. **Add Modifiers.** Add these modifiers to the number rolled on the d20:

- **The Relevant Ability Modifier.** This chapter and the [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 this chapter.
 - **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.
3. **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 Dungeon 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 the [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 DM 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 DM 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 this chapter 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 DM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

Typical Difficulty Classes

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

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 DM) 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 this chapter.

Difficulty Class

The Difficulty Class for a saving throw is determined by the effect that causes it or by the DM. 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 this chapter, but the DM 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 the 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 chapter 7)

Some features let you use different ability modifiers from those listed. For example, the [Finesse](#) property (see [chapter 6](#)) 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 this chapter 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 [chapter 2](#)), 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 this chapter).

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 DM 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) 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.

Heroic Inspiration

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

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

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

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

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 [chapter 2](#)). A monster's Proficiency Bonus is based on its [Challenge Rating](#) (see the [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

Up to 4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6
21–24	+7
25–28	+8
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 the [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 this chapter) specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The DM 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 that skill but doesn't add its Proficiency Bonus. For example, if a character tries to climb a cliff, the DM 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.

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.

Determining Skills

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

Skills with Different Abilities

Each skill proficiency is associated with an ability check. For example, the [Intimidation](#) skill is associated with Charisma. In some situations, the DM might allow you to apply your skill proficiency to a different ability check. For example, if a character tries to intimidate someone through a show of physical strength, the DM might ask for a Strength ([Intimidation](#)) check rather than a Charisma ([Intimidation](#)) check. That character would make a Strength check and add their Proficiency Bonus if they have [Intimidation](#) proficiency.

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 the [rules glossary](#).

Actions

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike .

Action	Summary
Dash	For the rest of the turn, give yourself extra movement equal to your Speed .
Disengage	Your movement doesn't provoke Opportunity Attack 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 Dungeon 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 this chapter.

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 this chapter](#), 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.

What Would Your Character Do?

Ask yourself as you play, "What would my character do?" Playing a role involves some amount of getting into another person's head and understanding what motivates them and how those motivations translate into action. In D&D, those actions unfold against the backdrop of a fantastic world full of situations we can only imagine. How does your character react to those situations?

This advice comes with one important caveat: avoid character choices that ruin the fun of the other players and the DM. Choose actions that delight you and your friends.

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 Dungeon 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 the [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, each of which is described in "[Social Interaction Example](#)."

The DM 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 DM’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 DM wants dice to play a role in determining an NPC’s response to you. In such situations, the DM 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 [chapter 6](#) for rules on many items that are useful on adventures. The items in that chapter’s “[Tools](#)” and “[Adventuring Gear](#)” sections are especially useful. The weapons in that chapter 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 the [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. The 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 Dungeon 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 DM that their character is doing something, such as moving a lever or opening a door, and the DM 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 this chapter.

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the DM 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 DM might require you to abide by the rules for [carrying capacity](#) in the [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 DM might use the rules on [breaking objects](#) in the [rules glossary](#).

Hazards

Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards:

- [Burning](#)
- [Dehydration](#)
- [Falling](#)
- [Malnutrition](#)
- [Suffocation](#)

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The DM can summarize this travel without calculating exact distances or travel times, or the DM 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 this chapter.

Marching Order

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

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 [chapter 6](#) for a selection of mounts for sale). The [Dungeon Master's Guide](#) 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. [Chapter 6](#) 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 Dungeon 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 DM 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 DM rolls for monsters. For a group of identical creatures, the DM 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 DM 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 DM decides the order among tied monsters, and the players decide the order among tied characters. The DM 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 this chapter. A character’s features and a monster’s stat block also provide action options. “[Movement and Position](#)” later in this chapter 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.

The DM 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 DM 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 the [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 the [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.

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.

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 the [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

Size	Space (Feet)	Space (Squares)
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 the [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 the [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, 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 DM 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 this chapter. 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...
<u>Half</u>	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
<u>Three-Quarters</u>	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
<u>Total</u>	Can't be targeted directly	An object that covers the whole target
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.

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 the [rules glossary](#)).

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld 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 the [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 in D&D, 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 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.

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. The [rules glossary](#) provides the rules for Short and Long Rests.

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 [chapter 6](#) for weapons' damage dice and [chapter 7](#) 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 the [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 the [rules glossary](#)).

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 Dungeon 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 DM about making a new character to join the group. The [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 the [rules glossary](#)) until you regain any Hit Points, and you now face making [Death Saving Throws](#) (see below).

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.

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 the [rules glossary](#)).

Temporary Hit Points 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.

Conditions

Many effects impose a condition, a temporary state that alters the recipient's capabilities. The following conditions are defined in the [rules glossary](#):

- [Blinded](#)
- [Charmed](#)
- [Deafened](#)
- [Exhaustion](#)
- [Frightened](#)
- [Grappled](#)
- [Incapacitated](#)
- [Invisible](#)
- [Paralyzed](#)
- [Petrified](#)
- [Poisoned](#)

- [Prone](#)
- [Restrained](#)
- [Stunned](#)
- [Unconscious](#)

The definition of a condition specifies what happens to its recipient while affected by it, and some conditions apply other conditions.

Duration

A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the [Prone](#) condition is countered by standing up, for example).

Conditions Don't Stack

If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the condition's effects don't get worse. Either you have a condition or you don't.

The [Exhaustion](#) condition is an exception; its effects get worse if you have the condition and receive it again.

Creating a Character

You can make a character for Dungeons & Dragons using the building blocks found here. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a class (such as [Fighter](#) or [Wizard](#)), a background (such as [Soldier](#) or [Acolyte](#)), and a species (such as [Human](#) or [Elf](#)). You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse.

Get Ready

Before you dive into character creation, there are a few things to do to get ready, as explained below.

Talk with Your DM

Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game.

Session Zero

Some Dungeon Masters start a campaign with a “session zero,” an initial gathering focused on creating characters and setting expectations, including topics to avoid as well as those to embrace. A session zero provides a great opportunity to talk to the other players and the DM and decide whether your characters know one another, how they met, and what sorts of quests the group might undertake together.

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 like the one on [D&D Beyond](#), 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 in this chapter:

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 a Class

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See [chapter 3](#) 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
A Balanced Party			

The classic D&D party comprises a Cleric, Fighter, Rogue, and Wizard. Those four classes have the longest history in the game, but more importantly, they bring a balanced mix of capabilities to adventures. You're welcome to use that party setup or modify it using these guidelines:

Cleric: Replace with Bard or Druid

Fighter: Replace with Barbarian, Monk, Paladin, or Ranger

Rogue: Replace with Bard or Ranger

Wizard: Replace with Bard, Sorcerer, or Warlock

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 DM 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 the chapter 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 [chapter 6](#).

Hold That Thought

You’ll fill in more details about your class later. Choosing your class is the most important decision you make in creating a character, and it informs many of the decisions you make in later steps. You’ll return to your class’s description in [chapter 3](#) several more times before you’re done.

Step 2: Determine 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 [chapter 4](#), and your DM 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	Backgrounds
Strength	Soldier
Dexterity	Criminal , Soldier
Constitution	Criminal , Sage , Soldier
Intelligence	Acolyte , Criminal , Sage
Wisdom	Acolyte , Sage
Charisma	Acolyte

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in [chapter 5](#). 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 [chapter 3](#) and note the proficiencies on your character sheet.

On the sample character sheet, you can indicate proficiency in skills and saving throws by marking the circle next to them.

The features table in your class description shows your Proficiency Bonus (described in [chapter 1](#)), 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 [chapter 6](#). In addition, you can have one trinket at no cost (see the [Trinkets table](#) at the end of this chapter).

Record your chosen equipment on your character sheet. Equipment is described in [chapter 6](#), but for now you can just write it all down and look up the specifics in that chapter later. There's also space on the sample character sheet to note any coins you have left after purchasing your equipment, as well as treasure you acquire on your adventures.

Choose a Species

Choose a species for your character. The following species options are detailed in [chapter 4](#): [Dwarf](#), [Elf](#), [Halfling](#), and [Human](#). 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 on D&D worlds. Every player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages originated with the first members of the most prominent species in the worlds of D&D and have since spread widely.

Standard Languages		
1d12	Language	Origin
—	Common	Sigil
1	Common Sign Language	Sigil
2	Draconic	Dragons
3–4	Dwarvish	Dwarves
5–6	Elvish	Elves
7	Giant	Giants
8	Gnomish	Gnomes
9	Goblin	Goblinoids
10–11	Halfling	Halflings
12	Orc	Orcs

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	Origin
Abyssal		Demons of the Abyss
Celestial		Celestials
Deep Speech		Aberrations
Druidic		Druidic circles
Infernal		Devils of the Nine Hells
Primordial*		Elementals
Sylvan		The Feywild
Thieves' Cant		Various criminal guilds
Undercommon		The Underdark

*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: Determine 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. [Chapter 1](#) explains what each ability means.

Generate Your Scores

Determine your ability scores by using one of the following three methods. Your DM 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
8	0
9	1
10	2
11	3
12	4
13	5
14	7
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	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
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

Class	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
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.

Backgrounds and Species from Older Books

Backgrounds in older D&D books don't include ability score adjustments. If you're using a background from an older book, adjust your ability scores by increasing one score by 2 and a different one by 1, or increase three scores by 1. None of these increases can raise a score above 20.

Similarly, species in older books include ability score increases. If you're using a species from an older book, ignore those increases and use only the ones given by your background.

Also, if the background you choose doesn't provide a feat, you gain an [Origin feat](#) of your choice.

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

Describe Appearance and Personality

Ability scores are an essential part of the rules, but they can be more than that. Once you've assigned your ability scores, give some thought to what those scores might say about your character's

appearance and personality. A very strong character with low Charisma might look and behave differently from a charismatic character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character based on having a high or low score in an ability.

Note your character's appearance and personality on your character sheet.

Strength

1d4 High Strength Low Strength

1	Muscular	Weak
2	Sinewy	Slight
3	Protective	Self-conscious
4	Direct	Indirect

Dexterity

1d4 High Dexterity Low Dexterity

1	Lithe	Jittery
2	Dynamic	Clumsy
3	Fidgety	Hesitant
4	Poised	Unsteady

Constitution

1d4 High Constitution Low Constitution

1	Energetic	Frail
2	Hale	Squeamish
3	Hearty	Lethargic
4	Stable	Fragile

Intelligence

1d4 High Intelligence Low Intelligence

1	Decisive	Artless
2	Logical	Illogical
3	Informative	Uninformed
4	Curious	Frivolous

Wisdom

1d4 High Wisdom Low Wisdom

1	Serene	Rash
2	Considerate	Distracted
3	Attentive	Oblivious
4	Wary	Naive

Charisma

1d4 High Charisma Low Charisma

- | | | |
|---|------------|-----------|
| 1 | Charming | Pedantic |
| 2 | Commanding | Humorless |
| 3 | Hilarious | Reserved |
| 4 | Inspiring | Tactless |

Step 4: Choose an Alignment

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

D&D assumes that player characters aren't of an evil alignment. Check with your DM 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.

Unaligned Creatures

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

Alignment and Personality

Alignment can shape a character's personality, goals, and core beliefs. Looking at the two elements of an alignment, you can use the lists below to inspire details of your character's personality.

Personality Traits by Alignment

Alignment 1d4 Associated Trait

	1	Boastful
Chaotic	2	Impulsive
	3	Rebellious
	4	Self-absorbed
	1	Compassionate
Good	2	Helpful
	3	Honest
	4	Kind
	1	Dishonest
Evil	2	Vengeful
	3	Cruel
	4	Greedy
	1	Cooperative
Lawful	2	Loyal
	3	Judgmental
	4	Methodical
	1	Selfish
Neutral	2	Disinterested
	3	Laconic
	4	Pragmatic

Step 5: Fill In Details

Now fill in the rest of your character sheet.

Record Class Features

Look at your class's feature table in [Chapter 3](#), and write down the level 1 features. The class features are detailed in that same chapter.

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 DM will determine whether your character notices something without asking you to make a Wisdom ([Perception](#)) check; the DM 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:

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

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 [chapter 6](#). 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:

Melee attack bonus = Strength modifier + Proficiency Bonus

Ranged attack bonus = Dexterity modifier + Proficiency Bonus

Look up the damage and properties of your weapons in [chapter 6](#). You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

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

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

Spell attack bonus = spellcasting ability modifier + Proficiency Bonus

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

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

Name Your Character

Choose a name for your character, and write it on your character sheet. The name can be whatever you like. Was it the name of an ancestor? Does it have religious or other significance? Is it a name you chose for yourself?

Create Final Details

As you finish creating your character, consider whether you'd like to make up any other details about the character. Here are the sorts of things you might ask yourself as the character:

- What's your gender?
- What person or people do you care most about?
- What's your deepest fear?
- On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else?

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 later in this chapter.
- 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 [chapter 3](#), 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 [chapter 3](#). 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.

Bonus Feats at Level 20

A DM 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.

Starting at Higher Levels

Your DM 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 in the “[Level Advancement](#)” section. You begin with the minimum amount of XP required to reach your starting level. For example, if the DM starts you at level 10, you have 64,000 XP.

Starting Equipment

The DM 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 DM.

Also, check with your DM about what equipment is available for you to buy with your starting money. For example, the firearms described in [chapter 6](#) are too expensive for level 1 characters, but they might be available for purchase if your DM allows them.

Starting Equipment at Higher Levels

Starting Level	Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common

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

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, 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 this chapter. 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 [chapter 3](#).

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.

Multiclass Spellcaster: Spell Slots per Spell Level

Level	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	—	3	—	—	—	—	—	—	—
3	—	4	2	—	—	—	—	—	—

Level	1	2	3	4	5	6	7	8	9
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

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
- One third of your Fighter or Rogue levels (round down) if you have the Eldritch Knight or Arcane Trickster subclass.

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.

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 DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

Trinkets

1d100

Trinket

- | 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 |

1d100**Trinket**

- 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
- 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

1d100**Trinket**

- 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
- 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"

1d100

Trinket

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 Classes

Character class provides a character's most exciting capabilities. This chapter offers twelve classes, each of which contains four subclasses—all summarized below.

Barbarian. Storm with Rage, and wade into hand-to-hand combat. Then follow the [Path of the Berserker](#) to unleash raw violence.

Bard. Perform spells that inspire and heal allies or beguile foes. Then join the [College of Lore](#) to collect knowledge and magical secrets.

Cleric. Invoke divine magic to heal, bolster, and smite. Then harness the [Life Domain](#) to be a master of healing.

Druid. Channel nature magic to heal, shape-shift, and control the elements. Then join the [Circle of the Land](#) to draw on the magic of the environment.

Fighter. Master all weapons and armor. Then embody the [Champion](#) to strive for peak combat prowess.

Monk. Dart in and out of melee while striking fast and hard. Then become a [Warrior of The Open Hand](#) to master unarmed combat.

Paladin. Smite foes and shield allies with divine and martial might. Then swear the [Oath of Devotion](#) to emulate the angels of justice.

Ranger. Weave together martial prowess, nature magic, and survival skills. Then embody the [Hunter](#) to protect nature with martial versatility.

Rogue. Launch deadly Sneak Attacks while avoiding harm through stealth. Then embody the [Thief](#) to master infiltration and treasure hunting.

Sorcerer. Wield magic innate to your being, shaping the power to your will. Then channel [Draconic Sorcery](#) to breathe the magic of dragons.

Warlock. Cast spells derived from occult knowledge. Then form a pact with the *Fiend Patron* to call on sinister powers.

Wizard. Study arcane magic and master spells for every purpose. Then embody the *Evoker* to create explosive effects.

Barbarian

Core Barbarian Traits

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

Barbarians are mighty warriors who are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion—and not limited to anger—this Rage is an incarnation of a predator’s ferocity, a storm’s fury, and a sea’s turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don’t have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Becoming a Barbarian...

As a Level 1 Character

- Gain all the traits in the [Core Barbarian Traits table](#).
- Gain the Barbarian’s level 1 features, which are listed in the [Barbarian Features table](#).

As a Multiclass Character

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

Barbarian Class Features

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

Barbarian Features

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

Level 1: Rage

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

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

While active, your Rage follows the rules below.

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

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

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

No Concentration or Spells. You can't maintain [Concentration](#), and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the [Incapacitated](#) condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

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

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

Level 1: Unarmored Defense

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

Level 1: Weapon Mastery

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

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

Level 2: Danger Sense

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

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you [Advantage](#) on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

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

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at [level 1](#).

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 5: Fast Movement

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

Level 7: Feral Instinct

Your instincts are so honed that you have [Advantage](#) on [Initiative](#) rolls.

Level 7: Instinctive Pounce

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

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any [Advantage](#) on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have [Disadvantage](#). If the chosen attack roll hits,

the target takes an extra 1d10 damage of the same type dealt by the weapon or [Unarmed Strike](#), and you can cause one Brutal Strike effect of your choice. You have the following effect options.

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

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

Level 11: Relentless Rage

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

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

Level 13: Improved Brutal Strike

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

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

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

Level 15: Persistent Rage

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

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

Level 17: Improved Brutal Strike

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

Level 18: Indomitable Might

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Irresistible Offense](#) is recommended.

Level 20: Primal Champion

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

Barbarian Subclasses

A Barbarian subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Path of the Berserker subclass.

Path of the Berserker

Channel Rage into Violent Fury

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

Level 3: Frenzy

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

Level 6: Mindless Rage

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

Level 10: Retaliation

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

Level 14: Intimidating Presence

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

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

Bard

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	Choose any 3 skills (see chapter 1)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Choose 3 Musical Instruments (see chapter 6)
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor , 2 Daggers , Musical Instrument of your choice, Entertainer's Pack , and 19 GP; or (B) 90 GP

Invoking magic through music, dance, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions. Bards believe the multiverse was spoken into existence and that remnants of its Words of Creation still resound and glimmer on every plane of existence. Bardic magic attempts to harness those words, which transcend any language.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They become masters of many things, including performing music, working magic, and making jests.

A Bard's life is spent traveling, gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

Becoming a Bard...

As a Level 1 Bard

- Gain all the traits in the [Core Bard Traits table](#).
- Gain the Bard's level 1 features, which are listed in the [Bard Features table](#).

As a Multiclass Bard

- Gain the following traits from the [Core Bard Traits table](#): Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
- Gain the Bard's level 1 features, which are listed in the [Bard Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Bard Class Features

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

Bard Features

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

Level 1: Bardic Inspiration

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

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

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

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

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

Level 1: Spellcasting

You have learned to cast spells through your bardic arts. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the [Bard spell list](#) later in the class's description.

Cantrips. You know two cantrips of your choice from the Bard spell list. [Dancing Lights](#) and [Vicious Mockery](#) are recommended.

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use a [Musical Instrument](#) as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain [Expertise](#) (see the [rules glossary](#)) in two of your skill proficiencies of your choice. [Performance](#) and [Persuasion](#) are recommended if you have proficiency in them.

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

Level 2: Jack of All Trades

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

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

A Bard's Repertoire

Does your Bard beat a drum while chanting the deeds of ancient heroes? Strum a lute while crooning romantic tunes? Perform arias of stirring power? Recite dramatic monologues from classic tragedies? Use the rhythm of a folk dance to coordinate the movement of allies in battle? Compose naughty limericks?

When you play a Bard, consider the style of artistic performance you favor, the moods you might invoke, and the themes that inspire your own creations. Are your poems inspired by moments of natural beauty, or are they brooding reflections on loss? Do you prefer lofty hymns or rowdy tavern songs? Are you drawn to laments for the fallen or celebrations of joy? Do you dance merry jigs or perform elaborate interpretive choreography? Do you focus on one style of performance or strive to master them all?

Level 3: Bard Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Bard levels 8, 12, and 16.

Level 5: Font of Inspiration

You now regain all your expended uses of Bardic Inspiration when you finish a [Short](#) or [Long Rest](#).

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

Level 7: Countercharm

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

Level 10: Magical Secrets

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

Level 18: Superior Inspiration

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Spell Recall](#) is recommended.

Level 20: Words of Creation

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

Bard Spell List

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

Cantrips (Level 0 Bard Spells)

Spell	School	Special
Blade Ward	Abjuration	C
Dancing Lights	Illusion	C
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—

Spell	School	Special
Message	Transmutation	—
Minor Illusion	Illusion	—
Prestidigitation	Transmutation	—
Starry Wisp	Evocation	—
Thunderclap	Evocation	—
True Strike	Divination	—
Vicious Mockery	Enchantment	—

Level 1 Bard Spells

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

Level 2 Bard Spells

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—

Spell	School	Special
Calm Emotions	Enchantment	C
Cloud of Daggers	Conjuration	C
Crown of Madness	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
Phantasmal Force	Illusion	C
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—

Level 3 Bard Spells

Spell	School	Special
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Leomund's Tiny Hut	Evocation	R
Major Image	Illusion	C
Mass Healing Word	Abjuration	—
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—

Spell	School	Special
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—

Level 4 Bard Spells

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

Level 5 Bard Spells

Spell	School	Special
Animate Objects	Transmutation	C
Awaken	Transmutation	M
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Mislead	Illusion	C
Modify Memory	Enchantment	C
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Rary's Telepathic Bond	Divination	R
Scrying	Divination	C, M
Seeming	Illusion	—
Synaptic Static	Enchantment	—

Spell	School	Special
Teleportation Circle	Conjuration	M
Yolande's Regal Presence	Enchantment	C

Level 6 Bard Spells

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

Level 7 Bard Spells

Spell	School	Special
Etherealness	Conjuration	—
Forcecage	Evocation	C, M
Mirage Arcane	Illusion	—
Mordenkainen's Magnificent Mansion	Conjuration	M
Mordenkainen's Sword	Evocation	C, M
Power Word Fortify	Enchantment	—
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Teleport	Conjuration	—

Level 8 Bard Spells

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

Level 9 Bard Spells

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

Bard Subclass

A Bard subclass is a specialization that grants you features at certain Bard levels, as specified in the subclass. Bards form loose associations, which they call colleges, to preserve their traditions. This section presents the College of Lore subclass.

College of Lore

Plumb the Depths of Magical Knowledge

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

Level 3: Bonus Proficiencies

You gain proficiency with three skills of your choice.

Level 3: Cutting Words

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

Level 6: Magical Discoveries

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

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

Level 14: Peerless Skill

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

Cleric

Core Cleric Traits

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

Clerics draw power from the realms of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic. Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

Becoming a Cleric...

As a Level 1 Cleric

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

As a Multiclass Cleric

- Gain the following traits from the [Core Cleric Traits table](#): Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Cleric's level 1 features, which are listed in the [Cleric Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Cleric Class Features

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

Cleric Features

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

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the [Cleric spell list](#) later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. [Guidance](#), [Sacred Flame](#), and [Thaumaturgy](#) are recommended.

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use a [Holy Symbol](#) as a Spellcasting Focus for your Cleric spells.

Level 1: Divine Order

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

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

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

Level 2: Channel Divinity

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use

this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

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

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

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

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

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

Level 3: Cleric Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Level 5: Sear Undead

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

Level 7: Blessed Strikes

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

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

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

Level 10: Divine Intervention

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

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Fate](#) is recommended.

Level 20: Greater Divine Intervention

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

Cleric Spell List

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

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—
Resistance	Abjuration	C
Sacred Flame	Evocation	—

Spell	School	Special
<u>Spare the Dying</u>	Necromancy	—
<u>Thaumaturgy</u>	Transmutation	—

Level 1 Cleric Spells

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

Level 2 Cleric Spells

Spell	School	Special
<u>Aid</u>	Abjuration	—
<u>Augury</u>	Divination	R, M
<u>Blindness/Deafness</u>	Transmutation	—
<u>Calm Emotions</u>	Enchantment	C
<u>Continual Flame</u>	Evocation	M
<u>Enhance Ability</u>	Transmutation	C
<u>Find Traps</u>	Divination	—
<u>Gentle Repose</u>	Necromancy	R, M
<u>Hold Person</u>	Enchantment	C
<u>Lesser Restoration</u>	Abjuration	—
<u>Locate Object</u>	Divination	C
<u>Prayer of Healing</u>	Abjuration	—
<u>Protection from Poison</u>	Abjuration	—
<u>Silence</u>	Illusion	C, R
<u>Spiritual Weapon</u>	Evocation	C
<u>Warding Bond</u>	Abjuration	M

Spell	School	Special
<u>Zone of Truth</u>	Enchantment	—
Level 3 Cleric Spells		

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

Level 4 Cleric Spells

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

Level 5 Cleric Spells

Spell	School	Special
<u>Commune</u>	Divination	R

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

Level 6 Cleric Spells

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

Level 7 Cleric Spells

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

Level 8 Cleric Spells

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

Level 9 Cleric Spells

Spell	School	Special
Astral Projection	Necromancy	M
Gate	Conjuration	C, M
Mass Heal	Abjuration	—
True Resurrection	Necromancy	M

Cleric Subclass

A Cleric subclass is a specialization that grants you features at certain Cleric levels, as specified in the subclass. Each Cleric subclass is named after a domain of existence that is favored by a god, pantheon, or religious order. This section presents the [Life Domain](#) subclass.

Life Domain

Soothe the Hurts of the World

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

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

Level 3: Disciple of Life

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

Level 3: Life Domain Spells

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

Life Domain Spells

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

Level 3: Preserve Life

As a [Magic](#) action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level.

Choose [Bloodied](#) creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Level 6: Blessed Healer

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

Level 17: Supreme Healing

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

Druid

Core Druid Traits

Primary Ability Wisdom

Hit Point Die D8 per Druid level

Saving Throw Proficiencies Intelligence and Wisdom

Skill Proficiencies Choose 2: [Arcana](#), [Animal](#)

[Handling](#), [Insight](#), [Medicine](#), [Nature](#), [Perception](#), [Religion](#), or [Survival](#)

Weapon Proficiencies Simple weapons

Tool Proficiencies Herbalism Kit

Armor Training Light armor and Shields

Starting Equipment Choose A or B: (A) [Leather Armor](#), [Shield](#), [Sickle](#), [Druidic Focus \(Quarterstaff\)](#), [Explorer's Pack](#), [Herbalism Kit](#), and 9 GP; or (B) 50 GP

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

Becoming a Druid...

As a Level 1 Druid

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

As a Multiclass Druid

- Gain the following traits from the [Core Druid Traits table](#): Hit Point Die and training with Light armor and Shields.
- Gain the Druid's level 1 features, which are listed in the [Druid Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Druid Class Features

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

Druid Features

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting , Druidic , Primal Order	—	2	4	2	—	—	—	—	—	—	—	—
2	+2	Wild Shape , Wild Companion	2	2	5	3	—	—	—	—	—	—	—	—
3	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Wild Resurgence	2	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	3	14	4	3	3	3	1	—	—	—	—

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

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See [Chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the [Druid spell list](#) later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. [Druidcraft](#) and [Produce Flame](#) are recommended.

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use a [Druidic Focus](#) as a Spellcasting Focus for your Druid spells.

Level 1: Druidic

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

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence ([Investigation](#)) check but can't decipher it without magic.

Level 1: Primal Order

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

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

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

Level 2: Wild Shape

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

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

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

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see [appendix B](#) for stat block

options). The [Rat](#), [Riding Horse](#), [Spider](#), and [Wolf](#) are recommended. Whenever you finish a [Long Rest](#), you can replace one of your known forms with another eligible form.

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

When choosing known forms, you may look in the [Monster Manual](#) or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

Beast Shapes

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

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

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

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

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

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

Level 2: Wild Companion

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

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

Level 3: Druid Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Druid levels 8, 12, and 16.

Level 5: Wild Resurgence

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

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

Level 7: Elemental Fury

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

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

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

Level 15: Improved Elemental Fury

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

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

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

Level 18: Beast Spells

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Dimensional Travel](#) is recommended.

Level 20: Archdruid

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

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

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

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

Druid Spell List

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

Cantrips (Level 0 Druid Spells)

Spell	School	Special
Druidcraft	Transmutation	—
Elementalism	Transmutation	—
Guidance	Divination	C
Mending	Transmutation	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Produce Flame	Conjuration	—
Resistance	Abjuration	C
Shillelagh	Transmutation	—
Spare the Dying	Necromancy	—
Starry Wisp	Evocation	—
Thorn Whip	Transmutation	—
Thunderclap	Evocation	—

Level 1 Druid Spells

Spell	School	Special
Animal Friendship	Enchantment	—
Charm Person	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Entangle	Conjuration	C

Spell	School	Special
Faerie Fire	Evocation	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Healing Word	Abjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Longstrider	Transmutation	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Speak with Animals	Divination	R
Thunderwave	Evocation	—

Level 2 Druid Spells

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

Level 3 Druid Spells

Spell	School	Special
Aura of Vitality	Abjuration	C
Call Lightning	Conjuration	C
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Weapon	Transmutation	C
Feign Death	Necromancy	R
Meld into Stone	Transmutation	R
Plant Growth	Transmutation	—
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Sleet Storm	Conjuration	C
Speak with Plants	Transmutation	—
Summon Fey	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

Level 4 Druid Spells

Spell	School	Special
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Conjure Woodland Beings	Conjuration	C
Control Water	Transmutation	C
Divination	Divination	R, M
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Fount of Moonlight	Evocation	C
Freedom of Movement	Abjuration	—
Giant Insect	Conjuration	C
Grasping Vine	Conjuration	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Polymorph	Transmutation	C

Spell	School	Special
<u>Stone Shape</u>	Transmutation	—
<u>Stoneskin</u>	Transmutation	C, M
<u>Summon Elemental</u>	Conjuration	C, M
<u>Wall of Fire</u>	Evocation	C

Level 5 Druid Spells

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

Level 6 Druid Spells

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

Level 7 Druid Spells

Spell	School	Special
<u>Fire Storm</u>	Evocation	—

Spell	School	Special
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Regenerate	Transmutation	—
Reverse Gravity	Transmutation	C
Symbol	Abjuration	M

Level 8 Druid Spells

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

Level 9 Druid Spells

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

Druid Subclass

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles. This section presents the Circle of the Land subclass.

Circle of the Land

Celebrate Connection to the Natural World

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

Level 3: Circle of the Land Spells

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

Arid Land

Druid Level Circle Spells

- | | |
|---|--|
| 3 | Blur , Burning Hands , Fire Bolt |
| 5 | Fireball |
| 7 | Blight |
| 9 | Wall of Stone |

Polar Land

Druid Level Circle Spells

- | | |
|---|--|
| 3 | Fog Cloud , Hold Person , Ray of Frost |
| 5 | Sleet Storm |
| 7 | Ice Storm |
| 9 | Cone of Cold |

Temperate Land

Druid Level Circle Spells

- | | |
|---|---|
| 3 | Misty Step , Shocking Grasp , Sleep |
| 5 | Lightning Bolt |
| 7 | Freedom of Movement |
| 9 | Tree Stride |

Tropical Land

Druid Level Circle Spells

- | | |
|---|---|
| 3 | Acid Splash , Ray of Sickness , Web |
| 5 | Stinking Cloud |
| 7 | Polymorph |
| 9 | Insect Plague |

Level 3: Land's Aid

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

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

Level 6: Natural Recovery

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

In addition, when you finish a [Short Rest](#), you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none

of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

Level 10: Nature's Ward

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

Nature's Ward

Land Type Resistance

Arid	Fire
Polar	Cold
Temperate	Lightning
Tropical	Poison

Level 14: Nature's Sanctuary

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

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

Fighter

Core Fighter Traits

Primary Ability Strength or Dexterity

Hit Point Die D10 per Fighter level

Saving Throw Proficiencies Strength and Constitution

Skill Proficiencies Choose 2: [Acrobatics](#), [Animal](#)

Proficiencies [Handling](#), [Athletics](#), [History](#), [Insight](#), [Intimidation](#), [Persuasion](#), [Perception](#), or [Survival](#)

Weapon Proficiencies Simple and Martial weapons

Armor Training Light, Medium, and Heavy armor and Shields

Starting Equipment Choose A, B, or C: (A) [Chain Mail](#), [Greatsword](#), [Flail](#), 8 [Javelins](#), [Dungeoneer's Pack](#), and 4 GP; (B) [Studded Leather Armor](#), [Scimitar](#), [Shortsword](#), [Longbow](#), 20 [Arrows](#), [Quiver](#), [Dungeoneer's Pack](#), and 11 GP; or (C) 155 GP

Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

Becoming a Fighter...

As a Level 1 Fighter

- Gain all the traits in the [Core Fighter Traits table](#).
- Gain the Fighter’s level 1 features, which are listed in the [Fighter Features table](#).

As a Multiclass Fighter

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

Fighter Class Features

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

Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style , Second Wind , Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack , Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see [chapter 5](#)). [Defense](#) is recommended.

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

Level 1: Second Wind

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

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

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

Level 1: Weapon Mastery

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

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

Level 2: Action Surge

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

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

Level 2: Tactical Mind

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

Level 3: Fighter Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 5: Tactical Shift

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

Level 9: Indomitable

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

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

Level 9: Tactical Master

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

Level 11: Two Extra Attacks

You can attack three times instead of once whenever you take the [Attack](#) action on your turn.

Level 13: Studied Attacks

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Combat Prowess](#) is recommended.

Level 20: Three Extra Attacks

You can attack four times instead of once whenever you take the [Attack](#) action on your turn.

Fighter Subclass

A Fighter subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the [Champion](#) subclass.

Champion

Pursue Physical Excellence in Combat

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

Level 3: Improved Critical

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

Level 3: Remarkable Athlete

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

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

Level 7: Additional Fighting Style

You gain another Fighting Style feat of your choice.

Level 10: Heroic Warrior

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

Level 15: Superior Critical

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

Level 18: Survivor

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

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

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

Monk

Core Monk Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 2: Acrobatics , Athletics , History , Insight , Religion , or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see chapter 6)
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear , 5 Daggers , Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack , and 11 GP; or (B) 50 GP

Monks use rigorous combat training and mental discipline to align themselves with the multiverse and focus their internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler manifestation of defense and speed, this power infuses all that a Monk does.

Monks focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery.

Many Monks find that a structured life of ascetic withdrawal helps them cultivate the physical and mental focus they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view adventures as tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to turn themselves into living weapons.

Becoming a Monk...

As a Level 1 Monk

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

As a Multiclass Monk

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

Monk Class Features

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

Monk Features

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

Level 1: Martial Arts

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

- Simple Melee weapons
- Martial Melee weapons that have the [Light](#) property

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

Bonus Unarmed Strike. You can make an [Unarmed Strike](#) as a Bonus Action.

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

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

Level 1: Unarmored Defense

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

Level 2: Monk's Focus

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

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

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

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

Flurry of Blows. You can expend 1 Focus Point to make two [Unarmed Strikes](#) as a Bonus Action.

Patient Defense. You can take the [Disengage](#) action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the [Dodge](#) actions as a Bonus Action.

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

Level 2: Unarmored Movement

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

Level 2: Uncanny Metabolism

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

Once you use this feature, you can't use it again until you finish a [Long Rest](#).

Level 3: Deflect Attacks

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

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

Level 3: Monk Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Monk levels 8, 12, and 16.

Level 4: Slow Fall

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

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 5: Stunning Strike

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

Level 6: Empowered Strikes

Whenever you deal damage with your [Unarmed Strike](#), it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

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

You don't benefit from this feature if you have the [Incapacitated](#) condition.

Level 9: Acrobatic Movement

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

Level 10: Heightened Focus

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

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three [Unarmed Strikes](#) with it instead of two.

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

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

Level 10: Self-Restoration

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

In addition, forgoing food and drink doesn't give you levels of [Exhaustion](#).

Level 13: Deflect Energy

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

Level 14: Disciplined Survivor

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

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

Level 15: Perfect Focus

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

Level 18: Superior Defense

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Irresistible Offense](#) is recommended.

Level 20: Body and Mind

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

Monk Subclass

A Monk subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Warrior of the Open Hand subclass.

Warrior of the Open Hand

Master Unarmed Combat Techniques

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

Level 3: Open Hand Technique

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

Addle. The target can't make [Opportunity Attacks](#) until the start of its next turn.

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

Topple. The target must succeed on a Dexterity saving throw or have the [Prone](#) condition.

Level 6: Wholeness of Body

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

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

Level 11: Fleet Step

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

Level 17: Quivering Palm

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

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

Paladin

Core Paladin Traits

Primary Ability Strength and Charisma

Hit Point Die D10 per Paladin level

Saving Throw Proficiencies Wisdom and Charisma

Skill Proficiencies Choose 2: [Athletics](#), [Insight](#), [Intimidation](#), [Medicine](#), [Persuasion](#), or [Religion](#)

Weapon Proficiencies Simple and Martial weapons

Armor Training Light, Medium, and Heavy armor and Shields

Starting Equipment Choose A or B: (A) [Chain Mail](#), [Shield](#), [Longsword](#), 6 [Javelins](#), [Holy Symbol](#), [Priest's Pack](#), and 9 GP; or (B) 150 GP

Paladins are united by their oaths to stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits, or in a moment of desperation and

grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the injured, smite their foes, and protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic.

Becoming a Paladin...

As a Level 1 Character

- [Gain all the traits in the Core Paladin Traits table](#).
- Gain the Paladin's level 1 features, which are listed in the [Paladin Features table](#).

As a Multiclass Character

- Gain the following traits from the [Core Paladin Traits table](#): Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Paladin's level 1 features, which are listed in the [Paladin Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Paladin Class Features

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

Paladin Features

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Lay On Hands , Spellcasting , Weapon Mastery	—	2	2	—	—	—	—
2	+2	Fighting Style , Paladin's Smite	—	3	2	—	—	—	—
3	+2	Channel Divinity , Paladin Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack , Faithful Steed	2	6	4	2	—	—	—
6	+3	Aura of Protection	2	6	4	2	—	—	—

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Abjure Foes	2	9	4	3	2	—	—
10	+4	Aura of Courage	2	9	4	3	2	—	—
11	+4	Radiant Strikes	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Restoring Touch	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

Level 1: Lay On Hands

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

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

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

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Paladin spells, which appear in the [Paladin spell list](#) later in the class's description.

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

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

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

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

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

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

Spellcasting Focus. You can use a [Holy Symbol](#) as a Spellcasting Focus for your Paladin spells.

Level 1: Weapon Mastery

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

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

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see [chapter 5](#) for feats). Instead of choosing one of those feats, you can choose the option below.

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

Level 2: Paladin’s Smite

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

Level 3: Channel Divinity

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

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

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

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

Level 3: Paladin Subclass

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

Breaking Your Oath

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

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

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Paladin levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 5: Faithful Steed

You can call on the aid of an otherworldly steed. You always have the [Find Steed](#) spell prepared.

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

Level 6: Aura of Protection

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

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

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

Level 9: Abjure Foes

As a [Magic](#) action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the [Frightened](#) condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

Level 10: Aura of Courage

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

Level 11: Radiant Strikes

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

Level 14: Restoring Touch

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

Level 18: Aura Expansion

Your Aura of Protection is now a 30-foot [Emanation](#).

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Truesight](#) is recommended.

Paladin Spell List

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

Level 1 Paladin Spells

Spell	School	Special
Bless	Enchantment	C, M
Command	Enchantment	—
Compelled Duel	Enchantment	C
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Divine Favor	Transmutation	—
Divine Smite	Evocation	—
Heroism	Enchantment	C
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Searing Smite	Evocation	—
Shield of Faith	Abjuration	C
Thunderous Smite	Evocation	—
Wrathful Smite	Necromancy	—

Level 2 Paladin Spells

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

Level 3 Paladin Spells

Spell	School	Special
Aura of Vitality	Abjuration	C
Blinding Smite	Evocation	—
Create Food and Water	Conjuration	—
Crusader's Mantle	Transmutation	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Weapon	Transmutation	C
Magic Circle	Abjuration	M
Remove Curse	Abjuration	—
Revify	Necromancy	M

Level 4 Paladin Spells

Spell	School	Special
Aura of Life	Abjuration	C
Aura of Purity	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Locate Creature	Divination	C
Staggering Smite	Enchantment	—

Level 5 Paladin Spells

Spell	School	Special
Banishing Smite	Conjuration	C
Circle of Power	Abjuration	C
Destructive Wave	Evocation	—
Dispel Evil and Good	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Raise Dead	Necromancy	M
Summon Celestial	Conjuration	C, M

Paladin Subclass

A Paladin subclass is a specialization that grants you features at certain Paladin levels, as specified in the subclass. This section presents the [Oath of Devotion](#) subclass.

This subclass represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at level 3, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they've reached level 3 and made this oath. For others, the swearing of the oath is a formality, an official stamp on what was already in their hearts.

Oath of Devotion

Uphold the Ideals of Justice and Order

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

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

These paladins share the following tenets:

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

Level 3: Oath of Devotion Spells

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

Oath of Devotion Spells

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

Level 3: Sacred Weapon

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

The weapon also emits [Bright Light](#) in a 20-foot radius and [Dim Light](#) 20 feet beyond that.

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

Level 7: Aura of Devotion

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

Level 15: Smite of Protection

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

Level 20: Holy Nimbus

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

Holy Ward. You have [Advantage](#) on any saving throw you are forced to make by a Fiend or an Undead.

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

Sunlight. The aura is filled with [Bright Light](#) that is sunlight.

Ranger

Core Ranger Traits

Primary Ability Dexterity and Wisdom

Hit Point Die D10 per Ranger level

Saving Throw Proficiencies Strength and Dexterity

Skill Proficiencies Choose 3: [Animal](#), [Handling](#), [Athletics](#), [Insight](#), [Investigation](#), [Nature](#), [Perception](#), [Stealth](#), or [Survival](#)

Weapon Proficiencies Simple and Martial weapons

Armor Training Light and Medium armor and Shields

Starting Equipment Choose A or B: (A) [Studded Leather Armor](#), [Scimitar](#), [Shortsword](#), [Longbow](#), 20 [Arrows](#), [Quiver](#), [Druidic Focus \(sprig of mistletoe\)](#), [Explorer's Pack](#), and 7 GP; or (B) 150 GP

Far from bustling cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger's talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

Becoming a Ranger...

As a Level 1 Character

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

As a Multiclass Character

- Gain the following traits from the [Core Ranger Traits table](#): Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the [Ranger Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Ranger Class Features

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

Ranger Features

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

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

Level 1: Spellcasting

You have learned to channel the magical essence of nature to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the [Ranger spell list](#) later in the class's description.

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

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

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

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

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

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

Spellcasting Focus. You can use a [Druidic Focus](#) as a Spellcasting Focus for your Ranger spells.

Level 1: Favored Enemy

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

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

Level 1: Weapon Mastery

Your training with weapons allows you to use the [mastery properties](#) of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortwords.

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

Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack [Expertise](#). You gain Expertise in that skill.

Languages. You know two languages of your choice from the language tables in [chapter 2](#).

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see [chapter 5](#)). Instead of choosing one of those feats, you can choose the option below.

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

Level 3: Ranger Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 6: Roving

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

Level 9: Expertise

Choose two of your skill proficiencies with which you lack [Expertise](#). You gain Expertise in those skills.

Level 10: Tireless

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

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

Decrease Exhaustion. Whenever you finish a [Short Rest](#), your [Exhaustion](#) level, if any, decreases by 1.

Level 13: Relentless Hunter

Taking damage can't break your [Concentration](#) on [Hunter's Mark](#).

Level 14: Nature's Veil

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

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

Level 17: Precise Hunter

You have [Advantage](#) on attack rolls against the creature currently marked by your [Hunter's Mark](#).

Level 18: Feral Senses

Your connection to the forces of nature grants you [Blindsight](#) with a range of 30 feet.

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Dimensional Travel](#) is recommended.

Level 20: Foe Slayer

The damage die of your [Hunter's Mark](#) is a d10 rather than a d6.

Ranger Spell List

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

Level 1 Ranger Spells

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

Level 2 Ranger Spells

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Barkskin	Transmutation	—
Beast Sense	Divination	C, R
Cordon of Arrows	Transmutation	—
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gust of Wind	Evocation	C
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Pass without Trace	Abjuration	C
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spike Growth	Transmutation	C
Summon Beast	Conjuration	C, M

Level 3 Ranger Spells

Spell	School	Special
<u>Conjure Animals</u>	Conjuration	C
<u>Conjure Barrage</u>	Conjuration	—
<u>Daylight</u>	Evocation	—
<u>Dispel Magic</u>	Abjuration	—
<u>Elemental Weapon</u>	Transmutation	C
<u>Lightning Arrow</u>	Transmutation	—
<u>Meld into Stone</u>	Transmutation	R
<u>Nondetection</u>	Abjuration	M
<u>Plant Growth</u>	Transmutation	—
<u>Protection from Energy</u>	Abjuration	C
<u>Revivify</u>	Necromancy	M
<u>Speak with Plants</u>	Transmutation	—
<u>Summon Fey</u>	Conjuration	C, M
<u>Water Breathing</u>	Transmutation	R
<u>Water Walk</u>	Transmutation	R
<u>Wind Wall</u>	Evocation	C

Level 4 Ranger Spells

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

Level 5 Ranger Spells

Spell	School	Special
<u>Commune with Nature</u>	Divination	R
<u>Conjure Volley</u>	Conjuration	—
<u>Greater Restoration</u>	Abjuration	M
<u>Steel Wind Strike</u>	Conjuration	M
<u>Swift Quiver</u>	Transmutation	C, M
<u>Tree Stride</u>	Conjuration	C

Ranger Subclass

A Ranger subclass is a specialization that grants you features at certain Ranger levels, as specified in the subclass. This section presents the [Hunter](#) subclass.

Hunter

Protect Nature and People from Destruction

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

Level 3: Hunter's Lore

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

Level 3: Hunter's Prey

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

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

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

Level 7: Defensive Tactics

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

Escape the Horde. [Opportunity Attacks](#) have [Disadvantage](#) against you.

Multiattack Defense. When a creature hits you with an attack roll, that creature has [Disadvantage](#) on all other attack rolls against you this turn.

Level 11: Superior Hunter's Prey

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

Level 15: Superior Hunter's Defense

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

Rogue

Core Rogue Traits

Primary Ability Dexterity

Hit Point Die D8 per Rogue level

Saving

Throw Dexterity and Intelligence

Proficiencies

Skill Proficiencies *Choose*

4: [Acrobatics](#), [Athletics](#), [Deception](#), [Insight](#), [Intimidation](#), [Investigation](#), [Perception](#), [Persuasion](#), [Sleight of Hand](#), or [Stealth](#)

Weapon Proficiencies

Simple weapons and Martial weapons that have the [Finesse](#) or [Light](#) property

Tool

Proficiencies Thieves' Tools

Armor

Training Light armor

Starting Equipment

Choose A or B: (A) [Leather Armor](#), 2 [Daggers](#), [Shortsword](#), [Shortbow](#), 20 [Arrows](#), [Quiver](#), [Thieves' Tools](#), [Burglar's Pack](#), and 8 GP; or (B) 100 GP

Rogues rely on cunning, stealth, and their foes' vulnerabilities to get the upper hand in any situation.

They have a knack for finding the solution to just about any problem. A few even learn magical tricks to supplement their other abilities. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

In combat, Rogues prioritize subtle strikes over brute strength. They would rather make one precise strike than wear an opponent down with a barrage of blows.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

Becoming a Rogue...

As a Level 1 Character

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

As a Multiclass Character

- Gain the following traits from the [Core Rogue Traits table](#): Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.

- Gain the Rogue's level 1 features, which are listed in the [Rogue Features table](#).

Rogue Class Features

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

Rogue Features

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

Level 1: Expertise

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

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

Level 1: Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have [Advantage](#) on the roll and the attack uses a [Finesse](#) or a [Ranged](#) weapon. The extra damage's type is the same as the weapon's type.

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

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

Level 1: Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in [chapter 2](#).

Level 1: Weapon Mastery

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

Whenever you finish a [Long Rest](#), you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortwords.

Level 2: Cunning Action

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

Level 3: Rogue Subclass

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

Level 3: Steady Aim

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

Level 5: Cunning Strike

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the

effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

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

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

To use this effect, you must have a [Poisoner's Kit](#) on your person.

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

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

Level 5: Uncanny Dodge

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

Level 7: Evasion

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

Level 7: Reliable Talent

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

Level 11: Improved Cunning Strike

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

Level 14: Devious Strikes

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

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

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

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

Level 15: Slippery Mind

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

Level 18: Elusive

You're so evasive that attackers rarely gain the upper hand against you. No attack roll can have [Advantage](#) against you unless you have the [Incapacitated](#) condition.

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of the Night Spirit](#) is recommended.

Level 20: Stroke of Luck

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

Once you use this feature, you can't use it again until you finish a [Short](#) or [Long Rest](#).

Rogue Subclass

A Rogue subclass is a specialization that grants you features at certain Rogue levels, as specified in the subclass. This section presents the [Thief](#) subclass.

Thief

Hunt for Treasure as a Classic Adventurer

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

Level 3: Fast Hands

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

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

Use an Object. Take the [Utilize](#) action, or take the [Magic](#) action to use a magic item that requires that action.

Level 3: Second-Story Work

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

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

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

Level 9: Supreme Sneak

You gain the following Cunning Strike option.

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

Level 13: Use Magic Device

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

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

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

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

Level 17: Thief's Reflexes

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

Sorcerer

Core Sorcerer Traits

Primary Ability Charisma

Hit Point Die D6 per Sorcerer level

Saving Throw Proficiencies Constitution and Charisma

Skill Proficiencies Choose 2: [Arcana](#), [Deception](#), [Insight](#), [Intimidation](#), [Persuasion](#), or [Religion](#)

Weapon Proficiencies Simple weapons

Armor Training	None
Starting Equipment	Choose A or B: (A) Spear , 2 Daggers , Arcane Focus (crystal) , Dungeoneer's Pack , and 28 GP; or (B) 50 GP

Sorcerers wield innate magic that is stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The blessing of a dragon or a dryad at a baby's birth or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the Sorcerer, a churning magic that can be passed down through generations.

Sorcerers don't learn magic; the raw, roiling power of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect its source.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that it doesn't like to stay quiet. A Sorcerer's magic wants to be wielded.

Becoming a Sorcerer...

As a Level 1 Character

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

As a Multiclass Character

- Gain the Hit Point Die from the [Core Sorcerer Traits table](#).
- Gain the Sorcerer's level 1 features, which are listed in the [Sorcerer Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Sorcerer Class Features

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

Sorcerer Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Sorcery Points	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting , Innate Sorcery	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	Font of	2	4	4	3	—	—	—	—	—	—	—	—

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

Level 1: Spellcasting

Drawing from your innate magic, you can cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the [Sorcerer spell list](#) later in the class's description.

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use an [Arcane Focus](#) as a Spellcasting Focus for your Sorcerer spells.

Level 1: Innate Sorcery

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

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

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

Level 2: Font of Magic

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

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

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

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

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists

the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a [Long Rest](#).

Creating Spell Slots

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

Level 2: Metamagic

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

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

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

Level 3: Sorcerer Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Sorcerer levels 8, 12, and 16.

Level 5: Sorcerous Restoration

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

Level 7: Sorcery Incarnate

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Dimensional Travel](#) is recommended.

Level 20: Arcane Apotheosis

Metamagic Options

The following options are available to your [Metamagic feature](#). The options are presented in alphabetical order.

Careful Spell

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

Distant Spell

Cost: 1 Sorcery Point

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

Empowered Spell

Cost: 1 Sorcery Point

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

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

Extended Spell

Cost: 1 Sorcery Point

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

If the affected spell requires [Concentration](#), you have [Advantage](#) on any saving throw you make to maintain that Concentration.

Heightened Spell

Cost: 2 Sorcery Points

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

Quickened Spell

Cost: 2 Sorcery Points

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

Seeking Spell

Cost: 1 Sorcery Point

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

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

Subtle Spell

Cost: 1 Sorcery Point

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

Transmuted Spell

Cost: 1 Sorcery Point

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

Twinned Spell

Cost: 1 Sorcery Point

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

Sorcerer Spell List

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

Cantrips (Level 0 Sorcerer Spells)

Spell	School	Special
Acid Splash	Evocation	—
Blade Ward	Abjuration	C
Chill Touch	Necromancy	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Mind Sliver	Enchantment	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Sorcerous Burst	Evocation	—
Thunderclap	Evocation	—
True Strike	Divination	—

Level 1 Sorcerer Spells

Spell	School	Special
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—

Spell	School	Special
<u>Feather Fall</u>	Transmutation	—
<u>Fog Cloud</u>	Conjuration	C
<u>Grease</u>	Conjuration	—
<u>Ice Knife</u>	Conjuration	—
<u>Jump</u>	Transmutation	—
<u>Mage Armor</u>	Abjuration	—
<u>Magic Missile</u>	Evocation	—
<u>Ray of Sickness</u>	Necromancy	—
<u>Shield</u>	Abjuration	—
<u>Silent Image</u>	Illusion	C
<u>Sleep</u>	Enchantment	C
<u>Thunderwave</u>	Evocation	—
<u>Witch Bolt</u>	Evocation	C

Level 2 Sorcerer Spells

Spell	School	Special
<u>Alter Self</u>	Transmutation	C
<u>Arcane Vigor</u>	Abjuration	—
<u>Blindness/Deafness</u>	Transmutation	—
<u>Blur</u>	Illusion	C
<u>Cloud of Daggers</u>	Conjuration	C
<u>Crown of Madness</u>	Enchantment	C
<u>Darkness</u>	Evocation	C
<u>Darkvision</u>	Transmutation	—
<u>Detect Thoughts</u>	Divination	C
<u>Dragon's Breath</u>	Transmutation	C
<u>Enhance Ability</u>	Transmutation	C
<u>Enlarge/Reduce</u>	Transmutation	C
<u>Flame Blade</u>	Evocation	C
<u>Flaming Sphere</u>	Evocation	C
<u>Gust of Wind</u>	Evocation	C
<u>Hold Person</u>	Enchantment	C
<u>Invisibility</u>	Illusion	C
<u>Knock</u>	Transmutation	—
<u>Levitate</u>	Transmutation	C
<u>Magic Weapon</u>	Transmutation	—
<u>Mind Spike</u>	Divination	C
<u>Mirror Image</u>	Illusion	—

Spell	School	Special
<u>Misty Step</u>	Conjuration	—
<u>Phantasmal Force</u>	Illusion	C
<u>Scorching Ray</u>	Evocation	—
<u>See Invisibility</u>	Divination	—
<u>Shatter</u>	Evocation	—
<u>Spider Climb</u>	Transmutation	C
<u>Suggestion</u>	Enchantment	C
<u>Web</u>	Conjuration	C

Level 3 Sorcerer Spells

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

Level 4 Sorcerer Spells

Spell	School	Special
<u>Banishment</u>	Abjuration	C
<u>Blight</u>	Necromancy	—
<u>Charm Monster</u>	Enchantment	—
<u>Confusion</u>	Enchantment	C

Spell	School	Special
Dimension Door	Conjuration	—
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Ice Storm	Evocation	—
Polymorph	Transmutation	C
Stoneskin	Transmutation	C, M
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C

Level 5 Sorcerer Spells

Spell	School	Special
Animate Objects	Transmutation	C
Bigby's Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Creation	Illusion	—
Dominate Person	Enchantment	C
Hold Monster	Enchantment	C
Insect Plague	Conjuration	C
Seeming	Illusion	—
Synaptic Static	Enchantment	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjuration	M
Wall of Stone	Evocation	C

Level 6 Sorcerer Spells

Spell	School	Special
Arcane Gate	Conjuration	C
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Globe of Invulnerability	Abjuration	C
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Otiluke's Freezing Sphere	Evocation	—
Sunbeam	Evocation	C

Spell	School	Special
<u>True Seeing</u>	Divination	M

Level 7 Sorcerer Spells

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

Level 8 Sorcerer Spells

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

Level 9 Sorcerer Spells

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

Sorcerer Subclasses

A Sorcerer subclass is a specialization that grants you features at certain Sorcerer levels, as specified in the subclass. This section presents the [Draconic Sorcery](#) subclass.

Draconic Sorcery

Breathe the Magic of Dragons

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused

with dragons' power. Or perhaps you handled a treasure taken from a dragon's hoard that was steeped in draconic power. Or you might have a dragon for an ancestor.

Level 3: Draconic Resilience

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

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

Level 3: Draconic Spells

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

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

Level 6: Elemental Affinity

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

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

Level 14: Dragon Wings

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

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

Level 18: Dragon Companion

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

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

Warlock

Core Warlock Traits

Primary Ability Charisma

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

Warlocks quest for knowledge that lies hidden in the fabric of the multiverse. They often begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking places of power where the influence of these beings can be felt. In no time, each Warlock is drawn into a binding pact with a powerful patron. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. Most Warlocks spend their days pursuing greater power and deeper knowledge, which typically means some kind of adventure.

Becoming a Warlock...

As a Level 1 Character

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

As a Multiclass Character

- Gain the following traits from the [Core Warlock Traits table](#): Hit Point Die and training with Light armor.
- Gain the Warlock's level 1 features, which are listed in the [Warlock Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Warlock Class Features

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

Warlock Features

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

Level 1: Eldritch Invocations

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

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

Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can’t replace an invocation if it’s a prerequisite for another invocation that you have.

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

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

Level 1: Pact Magic

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the [Warlock spell list](#) later in the class’s description.

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

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

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

For example, when you’re a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell [Witch Bolt](#), you must spend one of those slots, and you cast it as a level 3 spell.

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

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the [Warlock Features table](#). Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be

of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

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

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

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

Spellcasting Focus. You can use an [Arcane Focus](#) as a Spellcasting Focus for your Warlock spells.

Level 2: Magical Cunning

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

Level 3: Warlock Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

Level 9: Contact Patron

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

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

Level 11: Mystic Arcanum

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

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

As shown in the [Warlock Features table](#), you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell).

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Fate](#) is recommended.

Level 20: Eldritch Master

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

Eldritch Invocation Options

Eldritch Invocation options appear in alphabetical order.

Agonizing Blast

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

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

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

Armor of Shadows

You can cast [Mage Armor](#) on yourself without expending a spell slot.

Ascendant Step

Prerequisite: Level 5+ Warlock

You can cast [Levitate](#) on yourself without expending a spell slot.

Devil's Sight

Prerequisite: Level 2+ Warlock

You can see normally in [Dim Light](#) and [Darkness](#)—both magical and nonmagical—within 120 feet of yourself.

Devouring Blade

Prerequisite: Level 12+ Warlock, [Thirsting Blade Invocation](#)

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

Eldritch Mind

You have [Advantage](#) on Constitution saving throws that you make to maintain [Concentration](#).

Eldritch Smite

Prerequisite: Level 5+ Warlock, [Pact of the Blade Invocation](#)

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the [Prone](#) condition if it is Huge or smaller.

Eldritch Spear

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

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

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

Fiendish Vigor

Prerequisite: Level 2+ Warlock

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

Gaze of Two Minds

Prerequisite: Level 5+ Warlock

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

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

Gift of the Depths

Prerequisite: Level 5+ Warlock

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

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

Gift of the Protectors

Prerequisite: Level 9+ Warlock, [Pact of the Tome](#) Invocation

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

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a [Long Rest](#).

As a [Magic](#) action, you can erase a name on the page by touching it.

Investment of the Chain Master

Prerequisite: Level 5+ Warlock, [Pact of the Chain](#) Invocation

When you cast [Find Familiar](#), you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

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

Quick Attack. As a Bonus Action, you can command the familiar to take the [Attack](#) action.

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

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

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

Lessons of the First Ones

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see [chapter 5](#)).

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

Lifedrinker

Prerequisite: Level 9+ Warlock, [Pact of the Blade](#) Invocation

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

Mask of Many Faces

Prerequisite: Level 2+ Warlock

You can cast [Disguise Self](#) without expending a spell slot.

Master of Myriad Forms

Prerequisite: Level 5+ Warlock

You can cast [Alter Self](#) without expending a spell slot.

Misty Visions

Prerequisite: Level 2+ Warlock

You can cast [Silent Image](#) without expending a spell slot.

One with Shadows

Prerequisite: Level 5+ Warlock

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

Otherworldly Leap

Prerequisite: Level 2+ Warlock

You can cast [Jump](#) on yourself without expending a spell slot.

Pact of the Blade

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

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

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

Pact of the Chain

You learn the [Find Familiar](#) spell and can cast it as a [Magic](#) action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: [Imp](#), [Pseudodragon](#), [Quasit](#), [Skeleton](#), [Slaad Tadpole](#), [Sphinx of Wonder](#), [Sprite](#), or [Venomous Snake](#) (see [appendix B](#) for the familiar's stat block).

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

Pact of the Tome

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

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

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

Repelling Blast

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

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

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

Thirsting Blade

Prerequisite: Level 5+ Warlock, [Pact of the Blade](#) Invocation

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

Visions of Distant Realms

Prerequisite: Level 9+ Warlock

You can cast [Arcane Eye](#) without expending a spell slot.

Whispers of the Grave

Prerequisite: Level 7+ Warlock

You can cast [Speak with Dead](#) without expending a spell slot.

Witch Sight

Prerequisite: Level 15+ Warlock

You have [Truesight](#) with a range of 30 feet.

Warlock Spell List

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

Cantrips (Level 0 Warlock Spells)

Spell	School	Special
Blade Ward	Abjuration	C
Chill Touch	Necromancy	—
Eldritch Blast	Evocation	—
Friends	Enchantment	C
Mage Hand	Conjuration	—
Mind Sliver	Enchantment	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Thunderclap	Evocation	—
Toll the Dead	Necromancy	—
True Strike	Divination	—

Level 1 Warlock Spells

Spell	School	Special
Armor of Agathys	Abjuration	—
Arms of Hadar	Conjuration	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Expeditious Retreat	Transmutation	C
Hellish Rebuke	Evocation	—
Hex	Enchantment	C
Illusory Script	Illusion	R, M
Protection from Evil and Good	Abjuration	C, M
Speak with Animals	Divination	R
Tasha's Hideous Laughter	Enchantment	C

Spell	School	Special
<u>Unseen Servant</u>	Conjuration	R
<u>Witch Bolt</u>	Evocation	C

Level 2 Warlock Spells

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

Level 3 Warlock Spells

Spell	School	Special
<u>Counterspell</u>	Abjuration	—
<u>Dispel Magic</u>	Abjuration	—
<u>Fear</u>	Illusion	C
<u>Fly</u>	Transmutation	C
<u>Gaseous Form</u>	Transmutation	C
<u>Hunger of Hadar</u>	Conjuration	C
<u>Hypnotic Pattern</u>	Illusion	C
<u>Magic Circle</u>	Abjuration	M
<u>Major Image</u>	Illusion	C
<u>Remove Curse</u>	Abjuration	—
<u>Summon Fey</u>	Conjuration	C, M
<u>Summon Undead</u>	Necromancy	C, M
<u>Tongues</u>	Divination	—
<u>Vampiric Touch</u>	Necromancy	C

Level 4 Warlock Spells

Spell	School	Special
<u>Banishment</u>	Abjuration	C
<u>Blight</u>	Necromancy	—

Spell	School	Special
Charm Monster	Enchantment	—
Dimension Door	Conjuration	—
Hallucinatory Terrain	Illusion	—
Summon Aberration	Conjuration	C, M

Level 5 Warlock Spells

Spell	School	Special
Contact Other Plane	Divination	R
Dream	Illusion	—
Hold Monster	Enchantment	C
Jallarzi's Storm of Radiance	Evocation	C
Mislead	Illusion	C
Planar Binding	Abjuration	M
Scrying	Divination	C, M
Synaptic Static	Enchantment	—
Teleportation Circle	Conjuration	M

Level 6 Warlock Spells

Spell	School	Special
Arcane Gate	Conjuration	C
Circle of Death	Necromancy	M
Create Undead	Necromancy	M
Eyebite	Necromancy	C
Summon Fiend	Conjuration	C, M
Tasha's Bubbling Cauldron	Conjuration	M
True Seeing	Divination	M

Level 7 Warlock Spells

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

Level 8 Warlock Spells

Spell	School	Special
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C

Spell	School	Special
Glibness	Enchantment	—
Power Word Stun	Enchantment	—

Level 9 Warlock Spells

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

Warlock Subclass

A Warlock subclass is a specialization that grants you features at certain Warlock levels, as specified in the subclass. This section presents the [Fiend Patron](#) subclass.

Fiend Patron

Make a Deal with the Lower Planes

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord such as Demogorgon or Orcus; an archdevil such as Asmodeus; or a pit fiend, balor, yugoloth, or night hag that is especially mighty. That patron’s aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

Level 3: Dark One’s Blessing

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

Level 3: Fiend Spells

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

Fiend Spells

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

Level 6: Dark One's Own Luck

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

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

Level 10: Fiendish Resilience

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

Level 14: Hurl Through Hell

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

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

Wizard

Core Wizard Traits

Primary Ability Intelligence

Hit Point Die D6 per Wizard level

Saving Throw Proficiencies Intelligence and Wisdom

Skill Proficiencies Choose 2: [Arcana](#), [History](#), [Insight](#), [Investigation](#), [Medicine](#), [Nature](#), or [Religion](#)

Weapon Proficiencies Simple weapons

Armor Training None

Starting Equipment Choose A or B: (A) 2 [Daggers](#), [Arcane Focus](#) ([Quarterstaff](#)), [Robe](#), [Spellbook](#), [Scholar's Pack](#), and 5 GP; or (B) 55 GP

Wizards are defined by their exhaustive study of magic's inner workings. They cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or forms protective barriers. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Most Wizards share a scholarly approach to magic. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic. Renowned Wizards such as

Bigby, Tasha, Mordenkainen, and Yolande have built on their studies to invent iconic spells now used across the multiverse.

The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer. Other Wizards sell their services as advisers, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

Becoming a Wizard...

As a Level 1 Character

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

As a Multiclass Character

- Gain the Hit Point Die from the [Core Wizard Traits table](#).
- Gain the Wizard's level 1 features, which are listed in the [Wizard Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

Wizard Class Features

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

Wizard Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Spellcasting , Ritual Adept , Arcane Recovery	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—

—Spell Slots per Spell Level

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

Level 1: Spellcasting

As a student of arcane magic, you have learned to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

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

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

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

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use an [Arcane Focus](#) or your [spellbook](#) as a Spellcasting Focus for your Wizard spells.

Expanding and Replacing a Spellbook

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

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

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

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

Level 1: Ritual Adept

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn’t have the spell prepared, but you must read from the book to cast a spell in this way.

Level 1: Arcane Recovery

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

Once you use this feature, you can't do so again until you finish a [Long Rest](#).

Level 2: Scholar

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

Level 3: Wizard Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see [chapter 5](#)) or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

Level 5: Memorize Spell

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

Level 18: Spell Mastery

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see [chapter 5](#)) or another feat of your choice for which you qualify. [Boon of Spell Recall](#) is recommended.

Level 20: Signature Spells

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

Wizard Spell List

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

Cantrips (Level 0 Wizard Spells)

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

Level 1 Wizard Spells

Spell	School	Special
Alarm	Abjuration	R
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C

Spell	School	Special
False Life	Necromancy	—
Feather Fall	Transmutation	—
Find Familiar	Conjuration	R, M
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Protection from Evil and Good	Abjuration	C, M
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

Level 2 Wizard Spells

Spell	School	Special
Alter Self	Transmutation	C
Arcane Lock	Abjuration	M
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Continual Flame	Evocation	M
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flaming Sphere	Evocation	C
Gentle Repose	Necromancy	R, M
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C

Spell	School	Special
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	—
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Ray of Enfeeblement	Necromancy	C
Rope Trick	Transmutation	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

Level 3 Wizard Spells

Spell	School	Special
Animate Dead	Necromancy	—
Bestow Curse	Necromancy	C
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—
Fear	Illusion	C
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M
Phantom Steed	Illusion	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Sending	Divination	—
Sleet Storm	Conjuration	C

Spell	School	Special
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R

Level 4 Wizard Spells

Spell	School	Special
Arcane Eye	Divination	C
Banishment	Abjuration	C
Blight	Necromancy	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Control Water	Transmutation	C
Dimension Door	Conjuration	—
Divination	Divination	R, M
Fabricate	Transmutation	—
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Wall of Fire	Evocation	C

Level 5 Wizard Spells

Spell	School	Special
Animate Objects	Transmutation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contact Other Plane	Divination	R
Creation	Illusion	—
Dominate Person	Enchantment	C
Dream	Illusion	—

Spell	School	Special
Geas	Enchantment	—
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mislead	Illusion	C
Modify Memory	Enchantment	C
Passwall	Transmutation	—
Planar Binding	Abjuration	M
Scrying	Divination	C, M
Seeming	Illusion	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjuration	M
Wall of Force	Evocation	C
Wall of Stone	Evocation	C

Level 6 Wizard Spells

Spell	School	Special
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Contingency	Abjuration	M
Create Undead	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Globe of Invulnerability	Abjuration	C
Guards and Wards	Abjuration	M
Magic Jar	Necromancy	M
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Programmed Illusion	Illusion	M
Sunbeam	Evocation	C
True Seeing	Divination	M
Wall of Ice	Evocation	C

Level 7 Wizard Spells

Spell	School	Special
Delayed Blast Fireball	Evocation	C
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M

Spell	School	Special
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Reverse Gravity	Transmutation	C
Sequester	Transmutation	M
Simulacrum	Illusion	M
Symbol	Abjuration	M
Teleport	Conjuration	—

Level 8 Wizard Spells

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

Level 9 Wizard Spells

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

Wizard Subclass

A Wizard subclass is a specialization that grants you features at certain Wizard levels, as specified in the subclass. This section presents the [Evoker](#) subclass.

Evoker

Create Explosive Elemental Effects

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

Level 3: Evocation Savant

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

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

Level 3: Potent Cantrip

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

Level 6: Sculpt Spells

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

Level 10: Empowered Evocation

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

Level 14: Overchannel

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

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

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

Character Origins

This chapter describes the two components of an adventurer’s origin: [background](#) and [species](#). Together, these elements suggest your character’s early experience and family origin before taking up the adventuring life and learning the capabilities of a class (described in [chapter 3](#)).

Origin Components

Each part of your character’s origin reflects facets of your character, their life, and the circumstances that started them on the path to adventure.

If you choose a background or a species from an older book, see the sidebar “[Backgrounds and Species from Older Books](#)” in [chapter 2](#) for how to use them with the options here.

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.

Each background includes a brief narrative of what your character’s past might have been like. Alter the details of this narrative however you like.

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 [chapter 5](#)).

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 [chapter 6](#).

Equipment. Each background offers a choice between a package of equipment and 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 D&D 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 this chapter. 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 the rules glossary. Every species in this chapter is Humanoid; playable non-Humanoid species appear in other D&D 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.

Background Descriptions

Four backgrounds are presented in this section in alphabetical order:

[Acolyte](#)

[Criminal](#)

[Sage](#)

[Soldier](#)

Acolyte

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Magic Initiate (Cleric) (see [chapter 5](#))

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

You devoted yourself to service in a temple, either nestled in a town or secluded in a sacred grove. There you performed rites in honor of a god or pantheon. You served under a priest and studied religion. Thanks to your priest's instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.

Criminal

Ability Scores: Dexterity, Constitution, Intelligence

Feat: Alert (see [chapter 5](#))

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

You eked out a living in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded wrongdoers who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves' guild and more fearsome lawbreakers.

Sage

Ability Scores: Constitution, Intelligence, Wisdom

Feat: Magic Initiate (Wizard) (see [chapter 5](#))

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

You spent your formative years traveling between manors and monasteries, performing various odd jobs and services in exchange for access to their libraries. You whiled away many a long evening studying books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind yearns for more.

Soldier

Ability Scores: Strength, Dexterity, Constitution

Feat: Savage Attacker (see [chapter 5](#))

Skill Proficiencies: [Athletics](#) and [Intimidation](#)

Tool Proficiency: Choose one kind of Gaming Set (see [chapter 6](#))

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

You began training for war as soon as you reached adulthood and carry precious few memories of life before you took up arms. Battle is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned first. Eventually, you put that training to use on the battlefield, protecting the realm by waging war.

You grew up on the streets surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and did odd jobs for food. At times, when the hunger became unbearable, you resorted to theft. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

Species Descriptions

Four species are presented in this section in alphabetical order: [Dwarf](#), [Elf](#), [Halfling](#), and [Human](#).

Dwarf

Dwarves were raised from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground. The god also made them resilient like the mountains, with a life span of about 350 years.

Squat and often bearded, the original dwarves carved cities and strongholds into mountainsides and under the earth. Their oldest legends tell of conflicts with the monsters of mountaintops and the Underdark, whether those monsters were towering giants or subterranean horrors. Inspired by those tales, dwarves of any culture often sing of valorous deeds—especially of the little overcoming the mighty.

On some worlds in the multiverse, the first settlements of dwarves were built in hills or mountains, and the families who trace their ancestry to those settlements call themselves hill dwarves or mountain dwarves, respectively. The Greyhawk and Dragonlance settings have such communities.

Dwarf Traits

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

Created by the god Corellon, the first elves could change their forms at will. They lost this ability when Corellon cursed them for plotting with the deity Lolth, who tried and failed to usurp Corellon's dominion. When Lolth was cast into the Abyss, most elves renounced her and earned Corellon's forgiveness, but that which Corellon had taken from them was lost forever.

No longer able to shape-shift at will, the elves retreated to the Feywild, where their sorrow was deepened by that plane's influence. Over time, curiosity led many of them to explore other planes of existence, including worlds in the Material Plane.

Elves have pointed ears and lack facial and body hair. They live for around 750 years, and they don't sleep but instead enter a trance when they need to rest. In that state, they remain aware of their surroundings while immersing themselves in memories and meditations.

An environment subtly transforms elves after they inhabit it for a millennium or more, and it grants them certain kinds of magic. Drow, high elves, and wood elves are examples of elves who have been transformed thus.

Drow

Drow typically dwell in the Underdark and have been shaped by it. Some drow individuals and societies avoid the Underdark altogether yet carry its magic. In the Eberron setting, for example, drow dwell in rainforests and cyclopean ruins on the continent of Xen'drik.

High Elves

High elves have been infused with the magic of crossings between the Feywild and the Material Plane. On some worlds, high elves refer to themselves by other names. For example, they call themselves sun or moon elves in the Forgotten Realms setting, Silvanesti and Qualinesti in the Dragonlance setting, and Aereni in the Eberron setting.

Wood Elves

Wood elves carry the magic of primeval forests within themselves. They are known by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves of the Greyhawk setting, while the Kagonesti and the Tairnadal are wood elves of the Dragonlance and Eberron settings, respectively.

Elf Traits

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. 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.

Elven Lineages				
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	Detect	Misty Step	

Lineage	Level 1	Level 3	Level 5
	a Long Rest , you can replace that cantrip with a different cantrip from the Wizard spell list .		Magic
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	Longstrider	Pass without Trace

Halfling

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings possess a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—similar to that of a human child—helps them pass through crowds unnoticed and slip through tight spaces.

Anyone who has spent time around halflings, particularly halfling adventurers, has likely witnessed the storied “luck of the halflings” in action. When a halfling is in mortal danger, an unseen force seems to intervene on the halfling’s behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine. The same gift might contribute to their robust life spans (about 150 years).

Halfling communities come in all varieties. For every sequestered shire tucked away in an unspoiled part of the world, there’s a crime syndicate like the Boromar Clan in the Eberron setting or a territorial mob of halflings like those in the Dark Sun setting.

Halflings who prefer to live underground are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

Halfling Traits

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

Found throughout the multiverse, humans are as varied as they are numerous, and they endeavor to achieve as much as they can in the years they are given. Their ambition and resourcefulness are commended, respected, and feared on many worlds.

Humans are as diverse in appearance as the people of Earth, and they have many gods. Scholars dispute the origin of humanity, but one of the earliest known human gatherings is said to have occurred in Sigil, the torus-shaped city at the center of the multiverse and the place where the Common language was born. From there, humans could have spread to every part of the multiverse, bringing the City of Doors' cosmopolitanism with them.

Human Traits

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 [chapter 5](#)). [Skilled](#) is recommended.

Feats

This chapter offers a collection of feats, which are special features not tied to a character class. A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

The sections below explain the parts of a feat and list a variety of feat options separated into categories.

Your background gives you a feat, and at certain levels, your class gives you the [Ability Score Improvement](#) feat or the choice of another feat for which you qualify.

By whatever means you acquire a feat, you can take it only once unless its description says otherwise.

Feat Descriptions

This chapter's feats are organized by category—[Origin](#), [General](#), [Fighting Style](#), or [Epic Boon](#)—and alphabetized in each category. All the feats are listed alphabetically in the [Feat List table](#). If a feat can be taken more than once, an asterisk appears after its name in that table.

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.

Feat List

Feat	Category
Ability Score Improvement *	General
Alert	Origin
Archery	Fighting Style
Boon of Combat Prowess	Epic Boon

Feat	Category
Boon of Fate	Epic Boon
Boon of the Night Spirit	Epic Boon
Defense	Fighting Style
Great Weapon Fighting	Fighting Style
Magic Initiate*	Origin
Savage Attacker	Origin
Skilled*	Origin
Two-Weapon Fighting	Fighting Style

*This feat can be taken more than once.

Origin Feats

These feats are in the Origin category.

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

These feats are in the General category.

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.

Fighting Style Feats

These feats are in the Fighting Style category.

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

These feats are in the Epic Boon category.

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 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

The right equipment can make the difference between success and failure for adventurers. This chapter provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

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
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. The *Dungeon Master's Guide* has prices for magic items.

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 later in this chapter. To use that property, you must have a feature that lets you use it.

Weapons						
Name	Damage	Properties	Mastery	Weight	Cost	
<i>Simple Melee Weapons</i>						
<u>Club</u>	1d4 Bludgeoning	<u>Light</u>	<u>Slow</u>	2 lb.	1 SP	
<u>Dagger</u>	1d4 Piercing	<u>Finesse</u> , <u>Light</u> , <u>Thrown</u> (Range 20/60)	<u>Nick</u>	1 lb.	2 GP	
<u>Greatclub</u>	1d8 Bludgeoning	<u>Two-Handed</u>	<u>Push</u>	10 lb.	2 SP	
<u>Handaxe</u>	1d6 Slashing	<u>Light</u> , <u>Thrown</u> (Range 20/60)	<u>Vex</u>	2 lb.	5 GP	
<u>Javelin</u>	1d6 Piercing	<u>Thrown</u> (Range 30/120)	<u>Slow</u>	2 lb.	5 SP	
<u>Light Hammer</u>	1d4 Bludgeoning	<u>Light</u> , <u>Thrown</u> (Range 20/60)	<u>Nick</u>	2 lb.	2 GP	
<u>Mace</u>	1d6 Bludgeoning	—	<u>Sap</u>	4 lb.	5 GP	
<u>Quarterstaff</u>	1d6 Bludgeoning	<u>Versatile</u> (1d8)	<u>Topple</u>	4 lb.	2 SP	
<u>Sickle</u>	1d4 Slashing	<u>Light</u>	<u>Nick</u>	2 lb.	1 GP	
<u>Spear</u>	1d6 Piercing	<u>Thrown</u> (Range 20/60), <u>Versatile</u> (1d8)	<u>Sap</u>	3 lb.	1 GP	
<i>Simple Ranged Weapons</i>						
<u>Dart</u>	1d4 Piercing	<u>Finesse</u> , <u>Thrown</u> (Range 20/60)	<u>Vex</u>	1/4 lb.	5 CP	
<u>Light Crossbow</u>	1d8 Piercing	<u>Ammunition</u> (Range 80/320; Bolt), <u>Loading</u> , <u>Two-Handed</u>	<u>Slow</u>	5 lb.	25 GP	
<u>Shortbow</u>	1d6 Piercing	<u>Ammunition</u> (Range 80/320; Arrow), <u>Two-Handed</u>	<u>Vex</u>	2 lb.	25 GP	
<u>Sling</u>	1d4 Bludgeoning	<u>Ammunition</u> (Range 30/120; Bullet)	<u>Slow</u>	—	1 SP	
<i>Martial Melee Weapons</i>						
<u>Battleaxe</u>	1d8 Slashing	<u>Versatile</u> (1d10)	<u>Topple</u>	4 lb.	10 GP	
<u>Flail</u>	1d8 Bludgeoning	—	<u>Sap</u>	2 lb.	10 GP	
<u>Glaive</u>	1d10 Slashing	<u>Heavy</u> , <u>Reach</u> , <u>Two-Handed</u>	<u>Graze</u>	6 lb.	20 GP	
<u>Greataxe</u>	1d12 Slashing	<u>Heavy</u> , <u>Two-Handed</u>	<u>Cleave</u>	7 lb.	30 GP	
<u>Greataxe</u>	2d6 Slashing	<u>Heavy</u> , <u>Two-Handed</u>	<u>Graze</u>	6 lb.	50 GP	
<u>Greatsword</u>	1d10 Slashing	<u>Heavy</u> , <u>Reach</u> , <u>Two-Handed</u>	<u>Cleave</u>	6 lb.	20 GP	
<u>Halberd</u>	1d10 Piercing	<u>Heavy</u> , <u>Reach</u> , <u>Two-Handed</u> (unless mounted)	<u>Topple</u>	6 lb.	10 GP	
<u>Lance</u>	1d10 Piercing	<u>Heavy</u> , <u>Reach</u> , <u>Two-Handed</u> (unless mounted)	<u>Topple</u>	6 lb.	10 GP	

Name	Damage	Properties	Mastery	Weight	Cost
<u>Longsword</u>	1d8 Slashing	<u>Versatile</u> (1d10)	<u>Sap</u>	3 lb.	15 GP
<u>Maul</u>	2d6 Bludgeoning	<u>Heavy</u> , <u>Two-Handed</u>	<u>Topple</u>	10 lb.	10 GP
<u>Morningstar</u>	1d8 Piercing	—	<u>Sap</u>	4 lb.	15 GP
<u>Pike</u>	1d10 Piercing	<u>Heavy</u> , <u>Reach</u> , <u>Two-Handed</u>	<u>Push</u>	18 lb.	5 GP
<u>Rapier</u>	1d8 Piercing	<u>Finesse</u>	<u>Vex</u>	2 lb.	25 GP
<u>Scimitar</u>	1d6 Slashing	<u>Finesse</u> , <u>Light</u>	<u>Nick</u>	3 lb.	25 GP
<u>Shortsword</u>	1d6 Piercing	<u>Finesse</u> , <u>Light</u>	<u>Vex</u>	2 lb.	10 GP
<u>Trident</u>	1d8 Piercing	<u>Thrown</u> (Range 20/60), <u>Versatile</u> (1d10)	<u>Topple</u>	4 lb.	5 GP
<u>Warhammer</u>	1d8 Bludgeoning	<u>Versatile</u> (1d10)	<u>Push</u>	5 lb.	15 GP
<u>War Pick</u>	1d8 Piercing	<u>Versatile</u> (1d10)	<u>Sap</u>	2 lb.	5 GP
<u>Whip</u>	1d4 Slashing	<u>Finesse</u> , <u>Reach</u>	<u>Slow</u>	3 lb.	2 GP
<i>Martial Ranged Weapons</i>					
<u>Blowgun</u>	1 Piercing	<u>Ammunition</u> (Range 25/100; Needle), <u>Loading</u>	<u>Vex</u>	1 lb.	10 GP
<u>Hand Crossbow</u>	1d6 Piercing	<u>Ammunition</u> (Range 30/120; Bolt), <u>Light</u> , <u>Loading</u>	<u>Vex</u>	3 lb.	75 GP
<u>Heavy Crossbow</u>	1d10 Piercing	<u>Ammunition</u> (Range 100/400; Bolt), <u>Heavy</u> , <u>Loading</u> , <u>Two-Handed</u>	<u>Push</u>	18 lb.	50 GP
<u>Longbow</u>	1d8 Piercing	<u>Ammunition</u> (Range 150/600; Arrow), <u>Heavy</u> , <u>Two-Handed</u>	<u>Slow</u>	2 lb.	50 GP
<u>Musket</u>	1d12 Piercing	<u>Ammunition</u> (Range 40/120; Bullet), <u>Loading</u> , <u>Two-Handed</u>	<u>Slow</u>	10 lb.	500 GP
<u>Pistol</u>	1d10 Piercing	<u>Ammunition</u> (Range 30/90; Bullet), <u>Loading</u>	<u>Vex</u>	3 lb.	250 GP

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.

Improvised Weapons

If you use an object—such as a table leg, frying pan, or bottle—as a makeshift weapon, see “[Improvised Weapons](#)” in the [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.

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.

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.

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

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
<i>Light Armor (1 Minute to Don or Doff)</i>					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
<i>Medium Armor (5 Minutes to Don and 1 Minute to Doff)</i>					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP

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

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.

Variant: Equipment Sizes

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, an orc adventurer won't fit in a halfling's Leather Armor, and a cloud giant's robe would be far too large for a gnome.

The DM can impose more realism. For example, a suit of Plate Armor made for one human might not fit another one without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit a smith, a tailor, a leatherworker, or a similar expert to make the item wearable. The cost for such work is $1d4 \times 10$ percent of the market price of the item.

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 Equipment](#)” later in the chapter.

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](#), [Hunter's 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

These tools support adventure and other pursuits.

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.), [dulcimer](#) (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.

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

Item	Weight	Cost
<u>Case, Map or Scroll</u>	1 lb.	1 GP
<u>Chain</u>	10 lb.	5 GP
<u>Chest</u>	25 lb.	5 GP
<u>Climber's Kit</u>	12 lb.	25 GP
<u>Clothes, Fine</u>	6 lb.	15 GP
<u>Clothes, Traveler's</u>	4 lb.	2 GP
<u>Component Pouch</u>	2 lb.	25 GP
<u>Costume</u>	4 lb.	5 GP
<u>Crowbar</u>	5 lb.	2 GP
<u>Diplomat's Pack</u>	39 lb.	39 GP
<u>Druidic Focus</u>	Varies	Varies
<u>Dungeoneer's Pack</u>	55 lb.	12 GP
<u>Entertainer's Pack</u>	58½ lb.	40 GP
<u>Explorer's Pack</u>	55 lb.	10 GP
<u>Flask</u>	1 lb.	2 CP
<u>Grappling Hook</u>	4 lb.	2 GP
<u>Healer's Kit</u>	3 lb.	5 GP
<u>Holy Symbol</u>	Varies	Varies
<u>Holy Water</u>	1 lb.	25 GP
<u>Hunting Trap</u>	25 lb.	5 GP
<u>Ink</u>	—	10 GP
<u>Ink Pen</u>	—	2 CP
<u>Jug</u>	4 lb.	2 CP
<u>Ladder</u>	25 lb.	1 SP
<u>Lamp</u>	1 lb.	5 SP
<u>Lantern, Bullseye</u>	2 lb.	10 GP
<u>Lantern, Hooded</u>	2 lb.	5 GP
<u>Lock</u>	1 lb.	10 GP
<u>Magnifying Glass</u>	—	100 GP
<u>Manacles</u>	6 lb.	2 GP
<u>Map</u>	—	1 GP
<u>Mirror</u>	1/2 lb.	5 GP
<u>Net</u>	3 lb.	1 GP
<u>Oil</u>	1 lb.	1 SP
<u>Paper</u>	—	2 SP
<u>Parchment</u>	—	1 SP
<u>Perfume</u>	—	5 GP
<u>Poison, Basic</u>	—	100 GP

Item	Weight	Cost
<u>Pole</u>	7 lb.	5 CP
<u>Pot, Iron</u>	10 lb.	2 GP
<u>Potion of Healing</u>	1/2 lb.	50 GP
<u>Pouch</u>	1 lb.	5 SP
<u>Priest's Pack</u>	29 lb.	33 GP
<u>Quiver</u>	1 lb.	1 GP
<u>Ram, Portable</u>	35 lb.	4 GP
<u>Rations</u>	2 lb.	5 SP
<u>Robe</u>	4 lb.	1 GP
<u>Rope</u>	5 lb.	1 GP
<u>Sack</u>	1/2 lb.	1 CP
<u>Scholar's Pack</u>	22 lb.	40 GP
<u>Shovel</u>	5 lb.	2 GP
<u>Signal Whistle</u>	—	5 CP
<u>Spell Scroll (Cantrip)</u>	—	30 GP
<u>Spell Scroll (Level 1)</u>	—	50 GP
<u>Spikes, Iron</u>	5 lb.	1 GP
<u>Spyglass</u>	1 lb.	1,000 GP
<u>String</u>	—	1 SP
<u>Tent</u>	20 lb.	2 GP
<u>Tinderbox</u>	1 lb.	5 SP
<u>Torch</u>	1 lb.	1 CP
<u>Vial</u>	—	1 GP
<u>Waterskin</u>	5 lb. (full)	2 SP

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 the [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.

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 the *Dungeon Master's Guide*).

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 the *Dungeon Master's Guide*).

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 the [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 the [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 [creature stat blocks](#) 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 this chapter 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

Item	Carrying Capacity	Cost
<u>Horse, Riding</u>	480 lb.	75 GP
<u>Mastiff</u>	195 lb.	25 GP
<u>Mule</u>	420 lb.	8 GP
<u>Pony</u>	225 lb.	30 GP
<u>Warhorse</u>	540 lb.	400 GP

Tack, Harness, and Drawn Vehicles

Item	Weight	Cost
<u>Carriage</u>	600 lb.	100 GP
<u>Cart</u>	200 lb.	15 GP
<u>Chariot</u>	100 lb.	250 GP
<u>Feed per day</u>	10 lb.	5 CP
<i>Saddle</i>		
<u>Exotic</u>	40 lb.	60 GP
<u>Military</u>	30 lb.	20 GP
<u>Riding</u>	25 lb.	10 GP
<u>Sled</u>	300 lb.	20 GP
Stabling per day	—	5 SP
<u>Wagon</u>	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.

Crew

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see “[Services](#)” later in this chapter) 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 the [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.

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

Services

This section outlines services and other expenses that adventurers might spend money on.

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 (DM'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 DM 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
Ale (mug)	4 CP
Bread (loaf)	2 CP
Cheese (wedge)	1 SP

Inn Stay per Day

Squalid	7 CP
Poor	1 SP
Modest	5 SP
Comfortable	8 SP
Wealthy	2 GP
Aristocratic	4 GP

Meal

Squalid	1 CP
Poor	2 CP

Item	Cost
Modest	1 SP
Comfortable	2 SP
Wealthy	3 SP
Aristocratic	6 SP
<i>Wine (bottle)</i>	
Common	2 SP
Fine	10 GP

Travel

Drivers or crew hired to conduct passengers to their destinations charge the rates on the Travel table, plus any tolls or additional expenses.

Travel

Service	Cost
Coach ride between towns	3 CP per mile
Coach ride within a city	1 CP per mile
Road or gate toll	1 CP
Ship's passage	1 SP per mile

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

Spell Level	Availability	Cost
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 the *Dungeon Master’s Guide*, since the DM decides when you find such an item. 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 DM might say, “Your movement feels strangely fluid.” Perhaps you then dive into a river to see what happens. The DM 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 DM 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 Equipment

Using the rules below, characters can make nonmagical items, [Potions of Healing](#), and [Spell Scrolls](#).

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

This chapter's “[Tools](#)” section lists which tools are required to make certain items. The DM 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 DM 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 DM 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

This chapter gives rules for casting spells. It also includes [descriptions](#) of common spells in the worlds of Dungeons & Dragons. Those spells are used by many class features, magic items, and monsters.

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 DM 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 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.

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.

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 the [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 the spellcaster must touch, as defined in the spell.

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.

Creating Verbal Components

If you’d like to say a spell’s Verbal component, you may make up the words. However you make them, the goal is to create something that’s easy to say and that doesn’t mean anything in the real world. Consider this method: take the name of the spell, keep only one instance of each of its letters, and

rearrange the remaining letters into words. For example, remove the second *l* from [Fireball](#) and rearrange the remaining letters to create *Ber Fila* or *Fel Bira*.

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 [chapter 6](#)) 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 [chapter 6](#) 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 the [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 DM'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 the [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.

Spell Descriptions

The spells are presented in alphabetical order.

Spells (A)

Acid Splash

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius Sphere. Each creature in that Sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

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

Aid

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

Casting Time: Action

Range: 30 feet

Components: V, S, M (a strip of white cloth)

Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

Alarm

Level 1 Abjuration (Ranger, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (a bell and silver wire)

Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot [Cube](#). Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

Alter Self

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 1 hour

You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take a [Magic](#) action to replace the option you chose with a different one.

Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a Swim Speed equal to your Speed.

Change Appearance. You alter your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take a [Magic](#) action to change your appearance in this way again.

Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your [Unarmed Strike](#) to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls rather than using Strength.

Animal Friendship

Level 1 Enchantment (Bard, Druid, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the [Charmed](#) condition for the duration. If you or one of your allies deals damage to the target, the spell ends.

Using a Higher-Level Spell Slot. You can target one additional Beast for each spell slot level above 1.

Animal Messenger

Level 2 Enchantment (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

A Tiny Beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Challenge Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The Beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the Beast can fly.

When the Beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the Beast doesn't reach its destination before the spell ends, the message is lost, and the Beast returns to where you cast the spell.

Using a Higher-Level Spell Slot. The spell's duration increases by 48 hours for each spell slot level above 2.

Animal Shapes

Level 8 Transmutation (Druid)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 24 hours

Choose any number of willing creatures that you can see within range. Each target [shape-shifts](#) into a Large or smaller Beast of your choice that has a Challenge Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take a [Magic](#) action to transform the targets again.

A target's game statistics are replaced by the chosen Beast's statistics, but the target retains its creature type; Hit Points; Hit Point Dice; alignment; ability to communicate; and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the Beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form.

The target gains a number of [Temporary Hit Points](#) equal to the Beast form's Hit Points. The transformation lasts for the duration for each target, until the target has no Temporary Hit Points, or until the target leaves the form as a Bonus Action.

Animate Dead

Level 3 Necromancy (Cleric, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small Humanoid within range. The target becomes an Undead creature: a [Skeleton](#) if you chose bones or a [Zombie](#) if you chose a corpse (see [appendix B](#) for the stat blocks).

On each of your turns, you can take a Bonus Action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no commands, the creature takes the [Dodge](#) action and

moves only to avoid harm. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell rather than animating a new creature.

Using a Higher-Level Spell Slot. You animate or reassert control over two additional Undead creatures for each spell slot level above 3. Each of the creatures must come from a different corpse or pile of bones.

Animate Objects

Level 5 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

Objects animate at your command. Choose a number of nonmagical objects within range that aren't being worn or carried, aren't fixed to a surface, and aren't Gargantuan. The maximum number of objects is equal to your spellcasting ability modifier; for this number, a Medium or smaller target counts as one object, a Large target counts as two, and a Huge target counts as three.

Each target animates, sprouts legs, and becomes a Construct that uses the **Animated Object** stat block; this creature is under your control until the spell ends or until it is reduced to 0 Hit Points. Each creature you make with this spell is an ally to you and your allies. In combat, it shares your Initiative count and takes its turn immediately after yours.

Until the spell ends, you can take a Bonus Action to mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). If you issue no commands, the creature takes the [Dodge](#) action and moves only to avoid harm. When the creature drops to 0 Hit Points, it reverts to its object form, and any remaining damage carries over to that form.

Using a Higher-Level Spell Slot. The creature's Slam damage increases by 1d4 (Medium or smaller), 1d6 (Large), or 1d12 (Huge) for each spell slot level above 5.

Animated Object

Huge or Smaller Construct, Unaligned

AC 15

HP 10 (Medium or smaller), 20 (Large), 40 (Huge)

Speed 30 ft.

Mod Save

STR 16 +3 +3

DEX 10 +0 +0

CON 10 +0 +0

Mod Save

INT 3 -4 -4

WIS 3 -4 -4

CHA 1 -5 -5

Immunities Poison, Psychic; [Charmed](#), [Exhaustion](#), [Frightened](#), [Paralyzed](#), [Poisoned](#)

Senses [Blindsight](#) 30 ft., Passive Perception 6

Languages Understands the languages you know

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

Actions

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* Force damage equal to $1d4 + 3$ (Medium or smaller), $2d6 + 3 +$ your spellcasting ability modifier (Large), or $2d12 + 3 +$ your spellcasting ability modifier (Huge).

[Antilife Shell](#)

Level 5 Abjuration (Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 1 hour

An aura extends from you in a 10-foot [Emanation](#) for the duration. The aura prevents creatures other than Constructs and Undead from passing or reaching through it. An affected creature can cast spells or make attacks with Ranged or Reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Antimagic Field

Level 8 Abjuration (Cleric, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (iron filings)

Duration: Concentration, up to 1 hour

An aura of antimagic surrounds you in 10-foot [Emanation](#). No one can cast spells, take [Magic](#) actions, or create other magical effects inside the aura, and those things can't target or otherwise affect anything inside it. Magical properties of magic items don't work inside the aura or on anything inside it.

Areas of effect created by spells or other magic can't extend into the aura, and no one can teleport into or out of it or use planar travel there. Portals close temporarily while in the aura.

Ongoing spells, except those cast by an Artifact or a deity, are suppressed in the area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

[Dispel Magic](#) has no effect on the aura, and the auras created by different *Antimagic Field* spells don't nullify each other.

Antipathy/Sympathy

Level 8 Enchantment (Bard, Druid, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a mix of vinegar and honey)

Duration: 10 days

As you cast the spell, choose whether it creates antipathy or sympathy, and target one creature or object that is Huge or smaller. Then specify a kind of creature, such as red dragons, goblins, or vampires. A creature of the chosen kind makes a Wisdom saving throw when it comes within 120 feet of the target. Your choice of antipathy or sympathy determines what happens to a creature when it fails that save:

Antipathy. The creature has the [Frightened](#) condition. The Frightened creature must use its movement on its turns to get as far away as possible from the target, moving by the safest route.

Sympathy. The creature has the [Charmed](#) condition. The Charmed creature must use its movement on its turns to get as close as possible to the target, moving by the safest route. If the creature is within 5 feet of the target, the creature can't willingly move away. If the target damages the Charmed creature, that creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If the Frightened or Charmed creature ends its turn more than 120 feet away from the target, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

Arcane Eye

Level 4 Divination (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an Invisible, invulnerable eye within range that hovers for the duration. You mentally receive visual information from the eye, which can see in every direction. It also has Darkvision with a range of 30 feet.

As a Bonus Action, you can move the eye up to 30 feet in any direction. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Lock

Level 2 Abjuration (Wizard)

Casting Time: Action

Range: Touch

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

Duration: Until dispelled

You touch a closed door, window, gate, container, or hatch and magically lock it for the duration. This lock can't be unlocked by any nonmagical means. You and any creatures you designate when you cast the spell can open and close the object despite the lock. You can also set a password that, when spoken within 5 feet of the object, unlocks it for 1 minute.

Astral Projection

Level 9 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each of the spell's targets, one jacinth worth 1,000+ GP and one silver bar worth 100+ GP, all of which the spell consumes)

Duration: Until dispelled

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell ends instantly if you are already on that plane). Each target's body is left behind in a state of suspended animation; it has the [Unconscious](#) condition, doesn't need food or air, and doesn't age.

A target's astral form resembles its body in almost every way, replicating its game statistics and possessions. The principal difference is the addition of a silvery cord that trails from between the shoulder blades of the astral form. The cord fades from view after 1 foot. If the cord is cut—which happens only when an effect states that it does so—the target's body and astral form both die.

A target's astral form can travel through the Astral Plane. The moment an astral form leaves that plane, the target's body and possessions travel along the silver cord, causing the target to re-enter its body on the new plane.

Any damage or other effects that apply to an astral form have no effect on the target's body and vice versa. If a target's body or astral form drops to 0 Hit Points, the spell ends for that target. The spell ends for all the targets if you take a [Magic](#) action to dismiss it.

When the spell ends for a target who isn't dead, the target reappears in its body and exits the state of suspended animation.

[Augury](#)

Level 2 Divination (Cleric, Druid, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)

Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The DM chooses the omen from the Omens table.

Omens

Omen	For Results That Will Be...
Weal	Good
Woe	Bad

Omen For Results That Will Be...

Weal and woe Good and bad

Indifference Neither good nor bad

The spell doesn't account for circumstances, such as other spells, that might change the results.

If you cast the spell more than once before finishing a [Long Rest](#), there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Aura of Life

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: [Concentration](#), up to 10 minutes

An aura radiates from you in a 30-foot [Emanation](#) for the duration. While in the aura, you and your allies have Resistance to Necrotic damage, and your Hit Point maximums can't be reduced. If an ally with 0 Hit Points starts its turn in the aura, that ally regains 1 Hit Point.

Awaken

Level 5 Transmutation (Bard, Druid)

Casting Time: 8 hours

Range: Touch

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

Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be either a Beast or Plant creature with an Intelligence of 3 or less or a natural plant that isn't a creature. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a natural plant, it becomes a Plant creature and gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The DM chooses statistics appropriate for the awakened Plant, such as the statistics for the [Awakened Shrub](#) or [Awakened Tree](#) in the [Monster Manual](#).

The awakened target has the [Charmed](#) condition for 30 days or until you or your allies deal damage to it. When that condition ends, the awakened creature chooses its attitude toward you.

Spells (B)

Bane

Level 1 Enchantment (Bard, Cleric, Warlock)

Casting Time: Action

Range: 30 feet

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

Duration: [Concentration](#), up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Banishment

Level 4 Abjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pentacle)

Duration: [Concentration](#), up to 1 minute

One creature that you can see within range must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the [Incapacitated](#) condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is an Aberration, a Celestial, an Elemental, a Fey, or a Fiend, the target doesn't return if the spell lasts for 1 minute. The target is instead transported to a random location on a plane (DM's choice) associated with its creature type.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Barkskin

Level 2 Transmutation (Druid, Ranger)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a handful of bark)

Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

Beacon of Hope

Level 3 Abjuration (Cleric)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. For the duration, each target has Advantage on Wisdom saving throws and Death Saving Throws and regains the maximum number of Hit Points possible from any healing.

Bestow Curse

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse ends, the target suffers one of the following effects of your choice:

- Choose one ability. The target has Disadvantage on ability checks and saving throws made with that ability.
- The target has Disadvantage on attack rolls against you.

- In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the [Dodge](#) action on that turn.
- If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 Necrotic damage.

Using a Higher-Level Spell Slot. If you cast this spell using a level 4 spell slot, you can maintain [Concentration](#) on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (level 5–6 slot) or 24 hours (level 7–8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

Blade Barrier

Level 6 Evocation (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides [Three-Quarters Cover](#), and its space is [Difficult Terrain](#).

Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 Force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends its turn there. A creature makes that save only once per turn.

Bless

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol worth 5+ GP)

Duration: [Concentration](#), up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Blight

Level 4 Necromancy (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature that you can see within range makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one. A Plant creature automatically fails the save.

Alternatively, target a nonmagical plant that isn't a creature, such as a tree or shrub. It doesn't make a save; it simply withers and dies.

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

Blindness/Deafness

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the [Blinded](#) or [Deafened](#) condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

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

Blink

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Roll 1d6 at the end of each of your turns for the duration. On a roll of 4–6, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell ends instantly if you are already on that plane). While on the Ethereal Plane, you can perceive the plane you left, which is cast in shades of gray, but you can't see anything there more than 60 feet away. You can affect and be affected only by other creatures on the Ethereal Plane, and creatures on the other plane can't perceive you unless they have a special ability that lets them perceive things on the Ethereal Plane.

You return to the other plane at the start of your next turn and when the spell ends if you are on the Ethereal Plane. You return to an unoccupied space of your choice that you can see within 10 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space.

Blur

Level 2 Illusion (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: [Concentration](#), up to 1 minute

Your body becomes blurred. For the duration, any creature has [Disadvantage](#) on attack rolls against you. An attacker is immune to this effect if it perceives you with [Blindsight](#) or [Truesight](#).

Burning Hands

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot [Cone](#) makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start [burning](#).

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

Spells (C)

Call Lightning

Level 3 Conjunction (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

A storm cloud appears at a point within range that you can see above yourself. It takes the shape of a [Cylinder](#) that is 10 feet tall with a 60-foot radius.

When you cast the spell, choose a point you can see under the cloud. A lightning bolt shoots from the cloud to that point. Each creature within 5 feet of that point makes a Dexterity saving throw, taking 3d10 Lightning damage on a failed save or half as much damage on a successful one.

Until the spell ends, you can take a [Magic](#) action to call down lightning in that way again, targeting the same point or a different one.

If you're outdoors in a storm when you cast this spell, the spell gives you control over that storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

Calm Emotions

Level 2 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

Each Humanoid in a 20-foot-radius [Sphere](#) centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

- The creature has Immunity to the [Charmed](#) and [Frightened](#) conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.
 - The creature becomes [Indifferent](#) about creatures of your choice that it's [Hostile](#) toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.
-

[Chain Lightning](#)

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (three silver pins)

Duration: Instantaneous

You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

[Charm Monster](#)

Level 4 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One creature you can see within range makes a Wisdom saving throw. It does so with [Advantage](#) if you or your allies are fighting it. On a failed save, the target has the [Charmed](#) condition until the spell ends or until you or your allies damage it. The Charmed creature is [Friendly](#) to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Charm Person

Level 1 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with [Advantage](#) if you or your allies are fighting it. On a failed save, the target has the [Charmed](#) condition until the spell ends or until you or your allies damage it. The Charmed creature is [Friendly](#) to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Chill Touch

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Chromatic Orb

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a diamond worth 50+ GP)

Duration: Instantaneous

You hurl an orb of energy at a target within range. Choose Acid, Cold, Fire, Lightning, Poison, or Thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the target takes 3d8 damage of the chosen type.

If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target. Make an attack roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

Circle of Death

Level 6 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (the powder of a crushed black pearl worth 500+ GP)

Duration: Instantaneous

Negative energy ripples out in a 60-foot-radius Sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 6.

Clairvoyance

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

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth 100+ GP, either a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, up to 10 minutes

You create an [Invisible](#) sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The intangible, invulnerable sensor remains in place for the duration.

When you cast the spell, choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As a Bonus Action, you can switch between seeing and hearing.

A creature that sees the sensor (such as a creature benefiting from [See Invisibility](#) or [Truesight](#)) sees a luminous orb about the size of your fist.

Clone

Level 8 Necromancy (Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes, and a sealable vessel worth 2,000+ GP that is large enough to hold the creature being cloned)

Duration: Instantaneous

You touch a creature or at least 1 cubic inch of its flesh. An inert duplicate of that creature forms inside the vessel used in the spell's casting and finishes growing after 120 days; you choose whether the finished clone is the same age as the creature or younger. The clone remains inert and endures indefinitely while its vessel remains undisturbed.

If the original creature dies after the clone finishes forming, the creature's soul transfers to the clone if the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The creature's original remains, if any, become inert and can't be revived, since the creature's soul is elsewhere.

Cloudkill

Level 5 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You create a 20-foot-radius [Sphere](#) of yellow-green fog centered on a point within range. The fog lasts for the duration or until strong wind (such as the one created by [Gust of Wind](#)) disperses it, ending the spell. Its area is [Heavily Obscured](#).

Each creature in the Sphere makes a Constitution saving throw, taking 5d8 Poison damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The Sphere moves 10 feet away from you at the start of each of your turns.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

[Color Spray](#)

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of colorful sand)

Duration: Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot [Cone](#) originating from you must succeed on a Constitution saving throw or have the [Blinded](#) condition until the end of your next turn.

[Command](#)

Level 1 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target has the [Prone](#) condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

Commune

Level 5 Divination (Cleric)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (incense)

Duration: 1 minute

You contact a deity or a divine proxy and ask up to three questions that can be answered with yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell more than once before finishing a [Long Rest](#), there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Commune with Nature

Level 5 Divination (Druid, Ranger)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground

settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of settlements
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or an Undead
- The most prevalent kind of plant, mineral, or Beast (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

Comprehend Languages

Level 1 Divination (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

Compulsion

Level 4 Enchantment (Bard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends.

For the duration, you can take a Bonus Action to designate a direction that is horizontal to you. Each Charmed target must use as much of its movement as possible to move in that direction on its next turn, taking the safest route. After moving in this way, a target repeats the save, ending the spell on itself on a success.

Cone of Cold

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

You unleash a blast of cold air. Each creature in a 60-foot [Cone](#) originating from you makes a Constitution saving throw, taking 8d8 Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Confusion

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

Casting Time: Action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: [Concentration](#), up to 1 minute

Each creature in a 10-foot-radius [Sphere](#) centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take Bonus Actions or Reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below.

1d10	Behavior for the Turn
1	The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1 , north; 2 , east; 3 , south; or 4 , west.
2–6	The target doesn't move or take actions.
7–8	The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
9–10	The target chooses its behavior.

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

Using a Higher-Level Spell Slot. The Sphere's radius increases by 5 feet for each spell slot level above 4.

Conjure Animals

Level 3 Conjunction (Druid, Ranger)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as wolves, serpents, or birds.

You have [Advantage](#) on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see.

Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 3d10 Slashing damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

Conjure Celestial

Level 7 Conjunction (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure a spirit from the Upper Planes, which manifests as a pillar of light in a 10-foot-radius, 40-foot-high [Cylinder](#) centered on a point within range. For each creature you can see in the Cylinder, choose which of these lights shines on it:

Healing Light. The target regains Hit Points equal to 4d12 plus your spellcasting ability modifier.

Searing Light. The target makes a Dexterity saving throw, taking 6d12 Radiant damage on a failed save or half as much damage on a successful one.

Until the spell ends, [Bright Light](#) fills the Cylinder, and when you move on your turn, you can also move the Cylinder up to 30 feet.

Whenever the Cylinder moves into the space of a creature you can see and whenever a creature you can see enters the Cylinder or ends its turn there, you can bathe it in one of the lights. A creature can be affected by this spell only once per turn.

Using a Higher-Level Spell Slot. The healing and damage increase by 1d12 for each spell slot level above 7.

Conjure Elemental

Level 5 Conjunction (Druid, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure a Large, intangible spirit from the Elemental Planes that appears in an unoccupied space within range. Choose the spirit's element, which determines its damage type: air (Lightning), earth (Thunder), fire (Fire), or water (Cold). The spirit lasts for the duration.

Whenever a creature you can see enters the spirit's space or starts its turn within 5 feet of the spirit, you can force that creature to make a Dexterity saving throw if the spirit has no creature Restrained. On failed save, the target takes 8d8 damage of the spirit's type, and the target has the [Restrained](#) condition until the spell ends. At the start of each of its turns, the Restrained target repeats the save. On a failed save, the target takes 4d8 damage of the spirit's type. On a successful save, the target isn't Restrained by the spirit.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 5.

Conjure Fey

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure a Medium spirit from the Feywild in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target has the [Frightened](#) condition until the start of your next turn, with both you and the spirit as the source of the fear.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 2d12 for each spell slot level above 6.

Conjure Minor Elementals

Level 4 Conjunction (Druid, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure spirits from the Elemental Planes that flit around you in a 15-foot [Emanation](#) for the duration. Until the spell ends, any attack you make deals an extra 2d8 damage when you hit a creature in the Emanation. This damage is Acid, Cold, Fire, or Lightning (your choice when you make the attack).

In addition, the ground in the Emanation is [Difficult Terrain](#) for your enemies.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 4.

Conjure Woodland Beings

Level 4 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You conjure nature spirits that flit around you in a 10-foot [Emanation](#) for the duration. Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Wisdom saving throw. The creature takes 5d8 Force damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

In addition, you can take the [Disengage](#) action as a Bonus Action for the spell's duration.

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

Contact Other Plane

Level 5 Divination (Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or “unclear” (if the entity doesn’t know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

On a failed save, you take 6d6 Psychic damage and have the [Incapacitated](#) condition until you finish a [Long Rest](#). A [Greater Restoration](#) spell cast on you ends this effect.

Contagion

Level 5 Necromancy (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: 7 days

Your touch inflicts a magical contagion. The target must succeed on a Constitution saving throw or take 11d8 Necrotic damage and have the [Poisoned](#) condition. Also, choose one ability when you cast the spell. While Poisoned, the target has [Disadvantage](#) on saving throws made with the chosen ability.

The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it.

Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

Contingency

Level 6 Abjuration (Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP)

Duration: 10 days

Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell—called the contingent spell—as part of casting *Contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells. For example, a *Contingency* cast with [Water Breathing](#) might stipulate that *Water Breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then *Contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *Contingency* spell at a time. If you cast this spell again, the effect of another *Contingency* spell on you ends. Also, *Contingency* ends on you if its material component is ever not on your person.

Continual Flame

Level 2 Evocation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (ruby dust worth 50+ GP, which the spell consumes)

Duration: Until dispelled

A flame springs from an object that you touch. The effect casts [Bright Light](#) in a 20-foot radius and [Dim Light](#) for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.

Control Water

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mixture of water and dust)

Duration: [Concentration](#), up to 10 minutes

Until the spell ends, you control any water inside an area you choose that is a [Cube](#) up to 100 feet on a side, using one of the following effects. As a [Magic](#) action on your later turns, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You part water in the area and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. You cause a whirlpool to form in the center of the area, which must be at least 50 feet square and 25 feet deep. The whirlpool lasts until you choose a different effect or the spell ends. The whirlpool is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature in the water and within 25 feet of the whirlpool is pulled 10 feet toward it. When a creature enters the whirlpool for the first time on a turn or ends its turn there, it makes a Strength saving throw. On a failed

save, the creature takes 2d8 Bludgeoning damage. On a successful save, the creature takes half as much damage. A creature can swim away from the whirlpool only if it first takes an action to pull away and succeeds on a Strength ([Athletics](#)) check against your spell save DC.

Control Weather

Level 8 Transmutation (Cleric, Druid, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (burning incense)

Duration: [Concentration](#), up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell, and it ends early if you go indoors.

When you cast the spell, you change the current weather conditions, which are determined by the DM. You can change precipitation, temperature, and wind. It takes $1d4 \times 10$ minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Temperature

Stage	Condition
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing

Wind

Stage Condition

- | | |
|---|---------------|
| 1 | Calm |
| 2 | Moderate wind |
| 3 | Strong wind |
| 4 | Gale |
| 5 | Storm |
-
-

Counterspell

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Create Food and Water

Level 3 Conjunction (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create 45 pounds of food and 30 gallons of fresh water on the ground or in containers within range —both useful in fending off the hazards of [malnutrition](#) and [dehydration](#). The food is bland but nourishing and looks like a food of your choice, and the water is clean. The food spoils after 24 hours if uneaten.

Create or Destroy Water

Level 1 Transmutation (Cleric, Druid)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a mix of water and sand)

Duration: Instantaneous

You do one of the following:

Create Water. You create up to 10 gallons of clean water within range in an open container.

Alternatively, the water falls as rain in a 30-foot [Cube](#) within range, extinguishing exposed flames there.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot Cube within range.

Using a Higher-Level Spell Slot. You create or destroy 10 additional gallons of water, or the size of the Cube increases by 5 feet, for each spell slot level above 1.

Create Undead

Level 6 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one 150+ GP black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small Humanoids within range. Each one becomes a [Ghoul](#) under your control (see the [Monster Manual](#) for its stat block).

As a Bonus Action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the [Dodge](#) action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the

creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell rather than animating new ones.

Using a Higher-Level Spell Slot. If you use a level 7 spell slot, you can animate or reassert control over four [Ghouls](#). If you use a level 8 spell slot, you can animate or reassert control over five [Ghouls](#) or two [Ghasts](#) or [Wights](#). If you use a level 9 spell slot, you can animate or reassert control over six [Ghouls](#), three [Ghasts](#) or [Wights](#), or two [Mummies](#). See the [Monster Manual](#) for these stat blocks.

Creation

Level 5 Illusion (Sorcerer, Wizard)

Casting Time: 1 minute

Rage: 30 feet

Components: V, S, M (a paintbrush)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create an object within range. It is either an object of vegetable matter (soft goods, rope, wood, and the like) or mineral matter (stone, crystal, metal, and the like). The object must be no larger than a 5-foot [Cube](#), and the object must be of a form and material that you have seen.

The spell's duration depends on the object's material, as shown in the Materials table. If the object is composed of multiple materials, use the shortest duration. Using any object created by this spell as another spell's Material component causes the other spell to fail.

Materials

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using a Higher-Level Spell Slot. The Cube increases by 5 feet for each spell slot level above 5.

Cure Wounds

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

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

Spells (D)

Dancing Lights

Illusion Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius.

As a Bonus Action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.

Darkness

Level 2 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, M (bat fur and a piece of coal)

Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot [Emanation](#) originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of [Bright Light](#) or [Dim Light](#) created by a spell of level 2 or lower, that other spell is dispelled.

Darkvision

Level 2 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a dried carrot)

Duration: 8 hours

For the duration, a willing creature you touch has [Darkvision](#) with a range of 150 feet.

Daylight

Level 3 Evocation (Cleric, Druid, Paladin, Ranger, Sorcerer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 hour

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius [Sphere](#). The sunlight's area is [Bright Light](#) and sheds [Dim Light](#) for an additional 60 feet.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the sunlight to fill a 60-foot [Emanation](#) originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight.

If any of this spell's area overlaps with an area of [Darkness](#) created by a spell of level 3 or lower, that other spell is dispelled.

Death Ward

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 Hit Points before the spell ends, the target instead drops to 1 Hit Point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the spell ends.

Delayed Blast Fireball

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Concentration, up to 1 minute

A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw. A creature takes Fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one.

The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended.

If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes.

When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The base damage increases by 1d6 for each spell slot level above 7.

Demiplane

Level 8 Conjunction (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: 1 hour

You create a shadowy Medium door on a flat solid surface that you can see within range. This door can be opened and closed, and it leads to a demiplane that is an empty room 30 feet in each dimension, made of wood or stone (your choice).

When the spell ends, the door vanishes, and any objects inside the demiplane remain there. Any creatures inside also remain unless they opt to be shunted through the door as it vanishes, landing with the [Prone](#) condition in the unoccupied spaces closest to the door's former space.

Each time you cast this spell, you can create a new demiplane or connect the shadowy door to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can connect the shadowy door to that demiplane instead.

Detect Evil and Good

Level 1 Divination (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 10 minutes

For the duration, you sense the location of any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 feet of yourself. You also sense whether the [Hallow](#) spell is active there and, if so, where.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Magic

Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: [Concentration](#), up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the [Magic](#) action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Poison and Disease

Level 1 Divination (Cleric, Druid, Paladin, Ranger)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a yew leaf)

Duration: [Concentration](#), up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Thoughts

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (1 Copper Piece)

Duration: [Concentration](#), up to 1 minute

You activate one of the effects below. Until the spell ends, you can activate either effect as a [Magic](#) action on your later turns.

Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the

target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing.

As a [Magic](#) action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Intelligence ([Arcana](#)) check against your spell save DC, ending the spell on a success.

Dimension Door

Level 4 Conjunction (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 500 feet

Components: V

Duration: Instantaneous

You teleport to a location within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "300 feet upward to the northwest at a 45-degree angle."

You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space.

If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 Force damage, and the teleportation fails.

Disguise Self

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or

lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing.

To discern that you are disguised, a creature must take the [Study](#) action to inspect your appearance and succeed on an Intelligence ([Investigation](#)) check against your spell save DC.

Disintegrate

Level 6 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a lodestone and dust)

Duration: Instantaneous

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by [Wall of Force](#).

A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes $10d6 + 40$ Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a [True Resurrection](#) or a [Wish](#) spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-[Cube](#) portion of it.

Using a Higher-Level Spell Slot. The damage increases by 3d6 for each spell slot level above 6.

Dispel Evil and Good

Level 5 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S, M (powdered silver and iron)

Duration: [Concentration](#), up to 1 minute

For the duration, Celestials, Elementals, Fey, Fiends, and Undead have [Disadvantage](#) on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As a [Magic](#) action, you touch a creature that is [possessed](#) by or has the [Charmed](#) or [Frightened](#) condition from one or more creatures of the types above. The target is no longer possessed, Charmed, or Frightened by such creatures.

Dismissal. As a [Magic](#) action, you target one creature you can see within 5 feet of you that has one of the creature types above. The target must succeed on a Charisma saving throw or be sent back to its home plane if it isn't there already. If they aren't on their home plane, Undead are sent to the Shadowfell, and Fey are sent to the Feywild.

Dissonant Whispers

Level 1 Enchantment (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

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

Dispel Magic

Level 3 Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

Using a Higher-Level Spell Slot. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

Divination

Level 4 Divination (Cleric, Druid, Wizard)

Casting Time: Action or Ritual

Range: Self

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

Duration: Instantaneous

This spell puts you in contact with a god or a god's servants. You ask one question about a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply, which might be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that might change the answer, such as the casting of other spells.

If you cast the spell more than once before finishing a [Long Rest](#), there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Divine Favor

Level 1 Transmutation (Paladin)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

Until the spell ends, your attacks with weapons deal an extra 1d4 Radiant damage on a hit.

Divine Smite

Level 1 Evocation (Paladin)

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

Range: Self

Component: V

Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

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

Divine Word

Level 7 Evocation (Cleric)

Casting Time: Bonus Action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a word imbued with power from the Upper Planes. Each creature of your choice in range makes a Charisma saving throw. On a failed save, a target that has 50 Hit Points or fewer suffers an effect based on its current Hit Points, as shown in the Divine Word Effects table. Regardless of its Hit Points, a Celestial, an Elemental, a Fey, or a Fiend target that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the current plane for 24 hours by any means short of a [Wish](#) spell.

Divine Word Effects

Hit Points	Effect
0–20	The target dies.
21–30	The target has the Blinded , Deafened , and Stunned conditions for 1 hour.
31–40	The target has the Blinded and Deafened conditions for 10 minutes.
41–50	The target has the Deafened condition for 1 minute.

Dominate Beast

Level 4 Enchantment (Druid, Ranger, Sorcerer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

One Beast you can see within range must succeed on a Wisdom saving throw or have the [Charmed](#) condition for the duration. The target has [Advantage](#) on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as “Attack that creature,” “Move over there,” or “Fetch that object.” The target does its best to obey on its turn. If it completes an order and doesn’t receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your [Concentration](#) can last longer with a spell slot of level 5 (up to 10 minutes), 6 (up to 1 hour), or 7+ (up to 8 hours).

Dominate Monster

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

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 hour

One creature you can see within range must succeed on a Wisdom saving throw or have the [Charmed](#) condition for the duration. The target has [Advantage](#) on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as “Attack that creature,” “Move over there,” or “Fetch that object.” The target does its best to obey on its turn. If it completes an order and doesn’t receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your [Concentration](#) can last longer with a level 9 spell slot (up to 8 hours).

Dominate Person

Level 5 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

One Humanoid you can see within range must succeed on a Wisdom saving throw or have the [Charmed](#) condition for the duration. The target has [Advantage](#) on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as “Attack that creature,” “Move over there,” or “Fetch that object.” The target does its best to obey on its turn. If it completes an order and doesn’t receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your [Concentration](#) can last longer with a spell slot of level 6 (up to 10 minutes), 7 (up to 1 hour), or 8+ (up to 8 hours).

Dragon’s Breath

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a hot pepper)

Duration: [Concentration](#), up to 1 minute

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a [Magic](#) action to exhale a 15-foot [Cone](#). Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save or half as much damage on a successful one.

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

Dream

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute

Range: Special

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

Duration: 8 hours

You target a creature you know on the same plane of existence. You or a willing creature you touch enters a trance state to act as a dream messenger. While in the trance, the messenger is Incapacitated and has a Speed of 0.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the spell's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the spell. The target recalls the dream perfectly upon waking.

If the target is awake when you cast the spell, the messenger knows it and can either end the trance (and the spell) or wait for the target to sleep, at which point the messenger enters its dreams.

You can make the messenger terrifying to the target. If you do so, the messenger can deliver a message of no more than ten words, and then the target makes a Wisdom saving throw. On a failed save, the target gains no benefit from its rest, and it takes 3d6 Psychic damage when it wakes up.

Druidcraft

Transmutation Cantrip (Druid)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range.

Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube.

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

Spells (E)

Earthquake

Level 8 Transmutation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 500 feet

Components: V, S, M (a fractured rock)

Duration: Concentration, up to 1 minute

Choose a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point. The ground there is Difficult Terrain.

When you cast this spell and at the end of each of your turns for the duration, each creature on the ground in the area makes a Dexterity saving throw. On a failed save, a creature has the Prone condition, and its Concentration is broken.

You can also cause the effects below.

Fissures. A total of 1d6 fissures open in the spell's area at the end of the turn you cast it. You choose the fissures' locations, which can't be under structures. Each fissure is $1d10 \times 10$ feet deep and 10 feet wide, and it extends from one edge of the spell's area to another edge. A creature in the same space as a fissure must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

Structures. The tremor deals 50 Bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the end of each of your turns until the spell ends. If a structure drops to 0 Hit Points, it collapses.

A creature within a distance from a collapsing structure equal to half the structure's height makes a Dexterity saving throw. On a failed save, the creature takes 12d6 Bludgeoning damage, has the Prone condition, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful save, the creature takes half as much damage only.

Eldritch Blast

Evocation Cantrip (Warlock)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 Force damage.

Cantrip Upgrade. The spell creates two beams at level 5, three beams at level 11, and four beams at level 17. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Enhance Ability

Level 2 Transmutation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (fur or a feather)

Duration: [Concentration](#), up to 1 hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has [Advantage](#) on ability checks using the chosen ability.

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

Enlarge/Reduce

Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: [Concentration](#), up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has [Advantage](#) on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has [Disadvantage](#) on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

Ensnaring Strike

Level 1 Conjunction (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon

Range: Self

Components: V

Duration: [Concentration](#), up to 1 minute

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has [Advantage](#) on this save. On a failed save, the target has the [Restrained](#) condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength ([Athletics](#)) check against your spell save DC. On a success, the spell ends.

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

Entangle

Level 1 Conjunction (Druid, Ranger)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into [Difficult Terrain](#). They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the [Restrained](#) condition until the spell ends. A Restrained creature can take an action to make a Strength ([Athletics](#)) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

Enthrall

Level 2 Enchantment (Bard, Warlock)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature you or your companions are fighting automatically succeeds on this save. On a failed save, a target has a -10 penalty to Wisdom ([Perception](#)) checks and [Passive Perception](#) until the spell ends.

Etherealness

Level 7 Conjunction (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, where it overlaps with your current plane. You remain in the Border Ethereal for the duration. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can perceive the plane you left, which looks gray, and you can't see anything there more than 60 feet away.

While on the Ethereal Plane, you can affect and be affected only by creatures, objects, and effects on that plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with you unless a feature gives them the ability to do so.

When the spell ends, you return to the plane you left in the spot that corresponds to your space in the Border Ethereal. If you appear in an occupied space, you are shunted to the nearest unoccupied space and take Force damage equal to twice the number of feet you are moved.

This spell ends instantly if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Using a Higher-Level Spell Slot. You can target up to three willing creatures (including yourself) for each spell slot level above 7. The creatures must be within 10 feet of you when you cast the spell.

Expeditious Retreat

Level 1 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You take the [Dash](#) action, and until the spell ends, you can take that action again as a Bonus Action.

Eyebite

Level 6 Necromancy (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 1 minute

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration.

On each of your turns until the spell ends, you can take a [Magic](#) action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell.

Asleep. The target has the [Unconscious](#) condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake.

Panicked. The target has the [Frightened](#) condition. On each of its turns, the Frightened target must take the [Dash](#) action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends.

Sickened. The target has the [Poisoned](#) condition.

Spells (F)

Fabricate

Level 4 Transmutation (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, or clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot [Cube](#) or eight connected 5-foot Cubes) given a sufficient quantity of material. If you're working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a 5-foot Cube). The quality of any fabricated objects is based on the quality of the raw materials.

Creatures and magic items can't be created by this spell. You also can't use it to create items that require a high degree of skill—such as weapons and armor—unless you have proficiency with the type of Artisan's Tools used to craft such objects.

Faerie Fire

Level 1 Evocation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V

Duration: [Concentration](#), up to 1 minute

Objects in a 20-foot [Cube](#) within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed [Dim Light](#) in a 10-foot radius and can't benefit from the [Invisible](#) condition.

Attack rolls against an affected creature or object have [Advantage](#) if the attacker can see it.

False Life

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: Self

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

Duration: Instantaneous

You gain $2d4 + 4$ [Temporary Hit Points](#).

Using a Higher-Level Spell Slot. You gain 5 additional Temporary Hit Points for each spell slot level above 1.

Fear

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a white feather)

Duration: [Concentration](#), up to 1 minute

Each creature in a 30-foot [Cone](#) must succeed on a Wisdom saving throw or drop whatever it is holding and have the [Frightened](#) condition for the duration.

A Frightened creature takes the [Dash](#) action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw. On a successful save, the spell ends on that creature.

Feather Fall

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

Find Familiar

Level 1 Conjunction (Wizard)

Casting Time: 1 hour or Ritual

Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: [Bat](#), [Cat](#), [Frog](#), [Hawk](#), [Lizard](#), [Octopus](#), [Owl](#), [Rat](#), [Raven](#), [Spider](#), [Weasel](#), or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see [appendix B](#)), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a [Magic](#) action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

Find Steed

Level 2 Conjunction (Paladin)

Casting Time: Action

Range: 30 feet

Component: V, S

Duration: Instantaneous

You summon an otherworldly being that appears as a loyal steed in an unoccupied space of your choice within range. This creature uses the **Otherworldly Steed** stat block. If you already have a steed from this spell, the steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

Combat. The steed is an ally to you and your allies. In combat, it shares your Initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the [Incapacitated](#) condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

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

Otherworldly Steed

Large Celestial, Fey, or Fiend (Your Choice), Neutral

AC 10 + 1 per spell level

HP 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires level 4+ spell)

Mod Save

STR 18 +4 +4

DEX 12 +1 +1

CON 14 +2 +2

Mod Save

INT 6 -2 -2

WIS 12 +1 +1

CHA 8 -1 -1

Senses Passive Perception 11

Languages Telepathy 1 mile (works only with you)

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

Traits

Life Bond. When you regain Hit Points from a level 1+ spell, the steed regains the same number of Hit Points if you're within 5 feet of it.

Actions

Otherworldly Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 plus the spell's level of Radiant (Celestial), Psychic (Fey), or Necrotic (Fiend) damage.

Bonus Actions

Fell Glare (Fiend Only; Recharges after a Long Rest). *Wisdom Saving Throw:* DC equals your spell save DC, one creature within 60 feet the steed can see. *Failure:* The target has the Frightened condition until the end of your next turn.

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Healing Touch (Celestial Only; Recharges after a Long Rest). One creature within 5 feet of the steed regains a number of Hit Points equal to 2d8 plus the spell's level.

Find the Path

Level 6 Divination (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a set of divination tools—such as cards or runes—worth 100+ GP)

Duration: Concentration, up to 1 day

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as “a green dragon’s lair”).

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

Find Traps

Level 2 Divination (Cleric, Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You sense any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any object or mechanism that was created to cause damage or other danger. Thus, the spell would sense the [Alarm](#) or [Glyph of Warding](#) spell or a mechanical pit trap, but it wouldn't reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals that a trap is present but not its location. You do learn the general nature of the danger posed by a trap you sense.

Finger of Death

Level 7 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking $7d8 + 30$ Necrotic damage on a failed save or half as much damage on a successful one.

A Humanoid killed by this spell rises at the start of your next turn as a [Zombie](#) (see [appendix B](#)) that follows your verbal orders.

Fireball

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius [Sphere](#) centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start [burning](#).

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

Fire Bolt

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts [burning](#) if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Fire Shield

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action**Range:** Self**Components:** V, S, M (a bit of phosphorus or a firefly)**Duration:** 10 minutes

Wispy flames wreath your body for the duration, shedding [Bright Light](#) in a 10-foot radius and [Dim Light](#) for an additional 10 feet.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you Resistance to Cold damage, and the chill shield grants you Resistance to Fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack roll, the shield erupts with flame. The attacker takes 2d8 Fire damage from a warm shield or 2d8 Cold damage from a chill shield.

Fire Storm

Level 7 Evocation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A storm of fire appears within range. The area of the storm consists of up to ten 10-foot [Cubes](#), which you arrange as you like. Each Cube must be contiguous with at least one other Cube. Each creature in the area makes a Dexterity saving throw, taking 7d10 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start [burning](#).

Flame Blade

Level 2 Evocation (Druid, Sorcerer)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a sumac leaf)

Duration: [Concentration](#), up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a Bonus Action.

As a [Magic](#) action, you can make a melee spell attack with the fiery blade. On a hit, the target takes Fire damage equal to 3d6 plus your spellcasting ability modifier.

The flaming blade sheds [Bright Light](#) in a 10-foot radius and [Dim Light](#) for an additional 10 feet.

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

Flame Strike

Level 5 Evocation (Cleric)

Casting Time: Action

Range: 60 feet

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

Duration: Instantaneous

A vertical column of brilliant fire roars down from above. Each creature in a 10-foot-radius, 40-foot-high [Cylinder](#) centered on a point within range makes a Dexterity saving throw, taking 5d6 Fire damage and 5d6 Radiant damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The Fire damage and the Radiant damage increase by 1d6 for each spell slot level above 5.

Flaming Sphere

Level 2 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a ball of wax)

Duration: [Concentration](#), up to 1 minute

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Flammable objects that aren't being worn or carried start [burning](#) if touched by the sphere, and it sheds [Bright Light](#) in a 20-foot radius and [Dim Light](#) for an additional 20 feet.

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

Flesh to Stone

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a cockatrice feather)

Duration: [Concentration](#), up to 1 minute

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the [Restrained](#) condition for the duration. On a successful save, its Speed is 0 until the start of your next turn. Constructs automatically succeed on the save.

A Restrained target makes another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the [Petrified](#) condition for the duration. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

If you maintain your [Concentration](#) on this spell for the entire possible duration, the target is Petrified until the condition is ended by [Greater Restoration](#) or similar magic.

Fly

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather)

Duration: [Concentration](#), up to 10 minutes

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

Fog Cloud

Level 1 Conjunction (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 1 hour

You create a 20-foot-radius [Sphere](#) of fog centered on a point within range. The Sphere is [Heavily Obscured](#). It lasts for the duration or until a strong wind (such as one created by [Gust of Wind](#)) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

Forbiddance

Level 6 Abjuration (Cleric)

Casting Time: 10 minutes or Ritual

Range: Touch

Components: V, S, M (ruby dust worth 1,000+ GP)

Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the [Gate](#) spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, the Ethereal Plane, the Feywild, the Shadowfell, or the [Plane Shift](#) spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 Radiant or Necrotic damage (your choice when you cast this spell).

You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *Forbiddance* spell. If you cast *Forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the Material components are consumed on the last casting.

Forcecage

Level 7 Evocation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 100 feet

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

Duration: [Concentration](#), up to 1 hour

An immobile, [Invisible](#), [Cube](#)-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside it, are pushed away from the center of the area until they are completely outside it.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave, it must first make a Charisma saving throw. On a successful save, the creature can use that magic to exit the cage. On a failed save, the creature doesn't exit the cage and wastes the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by [Dispel Magic](#).

Foresight

Level 9 Divination (Bard, Druid, Warlock, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hummingbird feather)

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target has [Advantage](#) on [D20 Tests](#), and other creatures have [Disadvantage](#) on attack rolls against it. The spell ends early if you cast it again.

Freedom of Movement

Level 4 Abjuration (Bard, Cleric, Druid, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (a leather strap)

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by [Difficult Terrain](#), and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the [Paralyzed](#) or [Restrained](#) conditions. The target also has a Swim Speed equal to its Speed.

In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the [Grappled](#) condition on it.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Spells (G)

Gaseous Form

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

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

Duration: [Concentration](#), up to 1 hour

A willing creature you touch [shape-shifts](#), along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends on the target if it drops to 0 Hit Points or if it takes a [Magic](#) action to end the spell on itself.

While in this form, the target's only method of movement is a Fly Speed of 10 feet, and it can hover. The target can enter and occupy the space of another creature. The target has Resistance to Bludgeoning, Piercing, and Slashing damage; it has Immunity to the [Prone](#) condition; and it has [Advantage](#) on Strength, Dexterity, and Constitution saving throws. The target can pass through narrow openings, but it treats liquids as though they were solid surfaces.

The target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. Finally, the target can't attack or cast spells.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

Gate

Level 9 Conjunction (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a diamond worth 5,000+ GP)

Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration, and the portal's destination is visible through it.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens next to the named creature and transports it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

Geas

Level 5 Enchantment (Bard, Cleric, Druid, Paladin, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: 30 days

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command.

While Charmed, the creature takes 5d10 Psychic damage if it acts in a manner directly counter to your command. It takes this damage no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

A Remove Curse, Greater Restoration, or Wish spell ends this spell.

Using a Higher-Level Spell Slot. If you use a level 7 or 8 spell slot, the duration is 365 days. If you use a level 9 spell slot, the spell lasts until it is ended by one of the spells mentioned above.

Gentle Repose

Level 2 Necromancy (Cleric, Paladin, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (2 Copper Pieces, which the spell consumes)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as [Raise Dead](#).

Giant Insect

Level 4 Conjunction (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You summon a giant centipede, spider, or wasp (chosen when you cast the spell). It manifests in an unoccupied space you can see within range and uses the **Giant Insect** stat block. The form you choose determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

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

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

Giant Insect

Large Beast, Unaligned

AC 11 + the spell's level

HP 30 + 10 for each spell level above 4

Speed 40 ft., Climb 40 ft., Fly 40 ft. (Wasp only)

Mod Save

STR 17 +3 +3

DEX 13 +1 +1

CON 15 +2 +2

Mod Save

INT 4 -3 -3

WIS 14 +2 +2

CHA 3 -4 -4

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

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

Traits

Spider Climb. The insect can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The insect makes a number of attacks equal to half this spell's level (round down).

Poison Jab. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* 1d6 + 3 plus the spell's level Piercing damage plus 1d4 Poison damage.

Web Bolt (Spider Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d10 + 3 plus the spell's level Bludgeoning damage, and the target's Speed is reduced to 0 until the start of the insect's next turn.

Bonus Actions

Venomous Spew (Centipede Only). *Constitution Saving Throw:* Your spell save DC, one creature the insect can see within 10 feet. *Failure:* The target has the Poisoned condition until the start of the insect's next turn.

Glibness

Level 8 Enchantment (Bard, Warlock)

Casting Time: Action

Range: Self

Components: V

Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability

Level 6 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Self

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

Duration: Concentration, up to 1 minute

An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration.

Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

Glyph of Warding

Level 3 Abjuration (Bard, Cleric, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (powdered diamond worth 200+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor) or within an object that can be closed (such as a book or chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved

more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

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

When you inscribe the glyph, you set its trigger and choose whether it's an explosive rune or a spell glyph, as explained below.

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

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

Explosive Rune. When triggered, the glyph erupts with magical energy in a 20-foot-radius [Sphere](#) centered on the glyph. Each creature in the area makes a Dexterity saving throw. A creature takes 5d8 Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you create the glyph) on a failed save or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of level 3 or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way.

When the glyph is triggered, the stored spell takes effect. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons [Hostile](#) creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires [Concentration](#), it lasts until the end of its full duration.

Using a Higher-Level Spell Slot. The damage of an explosive rune increases by 1d8 for each spell slot level above 3. If you create a spell glyph, you can store any spell of up to the same level as the spell slot you use for the *Glyph of Warding*.

Goodberry

Level 1 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

Grease

Level 1 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into [Difficult Terrain](#) for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the [Prone](#) condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

Greater Invisibility

Level 4 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: [Concentration](#), up to 1 minute

A creature you touch has the [Invisible](#) condition until the spell ends.

Greater Restoration

Level 5 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

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

Duration: Instantaneous

You touch a creature and magically remove one of the following effects from it:

- 1 [Exhaustion](#) level
 - The [Charmed](#) or [Petrified](#) condition
 - A curse, including the target's [Attunement](#) to a cursed magic item
 - Any reduction to one of the target's ability scores
 - Any reduction to the target's Hit Point maximum
-

Guardian of Faith

Level 4 Conjunction (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space that you can see within range. The guardian occupies that space and is invulnerable, and it appears in a form appropriate for your deity or pantheon.

Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes a Dexterity saving throw, taking 20 Radiant damage on a failed save or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guards and Wards

Level 6 Abjuration (Bard, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver rod worth 10+ GP)

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space. The warded area can be up to 20 feet tall, and you shape it as one 50-foot square, one hundred 5-foot squares that are contiguous, or twenty-five 10-foot squares that are contiguous.

When you cast this spell, you can specify individuals that are unaffected by the spell's effects. You can also specify a password that, when spoken aloud within 5 feet of the warded area, makes the speaker immune to its effects.

The spell creates the effects below within the warded area. [Dispel Magic](#) has no effect on *Guards and Wards* itself, but each of the following effects can be dispelled. If all four are dispelled, *Guards and Wards* ends. If you cast the spell every day for 365 days on the same area, the spell thereafter lasts until all its effects are dispelled.

Corridors. Fog fills all the warded corridors, making them [Heavily Obscured](#). In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you believes it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by the [Arcane Lock](#) spell. In addition, you can cover up to ten doors with an illusion to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as in the [Web](#) spell. These strands regrow in 10 minutes if they are destroyed while *Guards and Wards* lasts.

Other Spell Effect. Place one of the following magical effects within the warded area:

- [Dancing Lights](#) in four corridors, with a simple program that the lights repeat as long as *Guards and Wards* lasts
 - [Magic Mouth](#) in two locations
 - [Stinking Cloud](#) in two locations (the vapors return within 10 minutes if dispersed while *Guards and Wards* lasts)
 - [Gust of Wind](#) in one corridor or room (the wind blows continuously while the spell lasts)
 - [Suggestion](#) in one 5-foot square; any creature that enters that square receives the suggestion mentally
-

Guidance

Divination Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: [Concentration](#), up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

Guiding Bolt

Level 1 Evocation (Cleric)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has [Advantage](#).

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

Gust of Wind

Level 2 Evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a legume seed)

Duration: [Concentration](#), up to 1 minute

A [Line](#) of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

Spells (H)

Hallow

Level 5 Abjuration (Cleric)

Casting Time: 24 hours

Range: Touch

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

Duration: Until dispelled

You touch a point and infuse an area around it with holy or unholy power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of *Hallow*. The affected area has the following effects.

Hallowed Ward. Choose any of these creature types: Aberration, Celestial, Elemental, Fey, Fiend, or Undead. Creatures of the chosen types can't willingly enter the area, and any creature that is possessed by or that has the Charmed or Frightened condition from such creatures isn't possessed, Charmed, or Frightened by them while in the area.

Extra Effect. You bind an extra effect to the area from the list below:

Courage. Creatures of any types you choose can't gain the Frightened condition while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a level lower than this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical Darkness created by spells of a level lower than this spell can't extinguish the light.

Peaceful Rest. Dead bodies interred in the area can't be turned into Undead.

Extradimensional Interference. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel.

Fear. Creatures of any types you choose have the Frightened condition while in the area.

Resistance. Creatures of any types you choose have Resistance to one damage type of your choice while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Creatures of any types you choose can communicate with any other creature in the area even if they don't share a common language.

Vulnerability. Creatures of any types you choose have Vulnerability to one damage type of your choice while in the area.

Hallucinatory Terrain

Level 4 Illusion (Bard, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a mushroom)

Duration: 24 hours

You make natural terrain in a 150-foot [Cube](#) in range look, sound, and smell like another sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to notice the illusion. If the difference isn't obvious by touch, a creature examining the illusion can take the [Study](#) action to make an Intelligence ([Investigation](#)) check against your spell save DC to disbelieve it. If a creature discerns that the terrain is illusory, the creature sees a vague image superimposed on the real terrain.

Harm

Level 6 Necromancy (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and its Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's Hit Point maximum below 1.

Haste

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: [Concentration](#), up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is doubled, it gains a +2 bonus to Armor Class, it has [Advantage](#) on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the [Attack](#) (one attack only), [Dash](#), [Disengage](#), [Hide](#), or [Utilize](#) action.

When the spell ends, the target is [Incapacitated](#) and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

Heal

Level 6 Abjuration (Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 Hit Points. This spell also ends the [Blinded](#), [Deafened](#), and [Poisoned](#) conditions on the target.

Using a Higher-Level Spell Slot. The healing increases by 10 for each spell slot level above 6.

Healing Word

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to $2d4$ plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by $2d4$ for each spell slot level above 1.

Heat Metal

Level 2 Transmutation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 Fire damage when you cast the spell. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the object is within range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has Disadvantage on attack rolls and ability checks until the start of your next turn.

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

Hellish Rebuke

Level 1 Evocation (Warlock)

Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself

Range: 60 feet

Components: V, S

Duration: Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one.

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

Heroes' Feast

Level 6 Conjunction (Bard, Cleric, Druid)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted bowl worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You conjure a feast that appears on a surface in an unoccupied 10-foot [Cube](#) next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes gains several benefits, which last for 24 hours. The creature has Resistance to Poison damage, and it has Immunity to the [Frightened](#) and [Poisoned](#) conditions. Its Hit Point maximum also increases by 2d10, and it gains the same number of Hit Points.

Hex

Level 1 Enchantment (Warlock)

Casting Time: Bonus Action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: [Concentration](#), up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit it with an attack roll. Also, choose one ability when you cast the spell. The target has [Disadvantage](#) on ability checks made with the chosen ability.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action on a later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3–4 (up to 8 hours), or 5+ (24 hours).

Heroism

Level 1 Enchantment (Bard, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

Duration: [Concentration](#), up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the [Frightened](#) condition and gains [Temporary Hit Points](#) equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Hold Monster

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

Casting Time: Action

Range: 90 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 5.

Hold Person

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

Casting Time: Action

Range: 60 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

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

Holy Aura

Level 8 Abjuration (Cleric)

Casting Time: Action

Range: Self

Components: V, S, M (a reliquary worth 1,000+ GP)

Duration: Concentration, up to 1 minute

For the duration, you emit an aura in a 30-foot Emanation. While in the aura, creatures of your choice have Advantage on all saving throws, and other creatures have Disadvantage on attack rolls against them. In addition, when a Fiend or an Undead hits an affected creature with a melee attack roll, the attacker must succeed on a Constitution saving throw or have the Blinded condition until the end of its next turn.

Hunter's Mark

Level 1 Divination (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3–4 (up to 8 hours) or 5+ (up to 24 hours).

Hypnotic Pattern

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: S, M (a pinch of confetti)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom

saving throw or have the [Charmed](#) condition for the duration. While Charmed, the creature has the [Incapacitated](#) condition and a Speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Spells (I)

Ice Storm

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mitten)

Duration: Instantaneous

Hail falls in a 20-foot-radius, 40-foot-high [Cylinder](#) centered on a point within range. Each creature in the Cylinder makes a Dexterity saving throw. A creature takes 2d10 Bludgeoning damage and 4d6 Cold damage on a failed save or half as much damage on a successful one.

Hailstones turn ground in the Cylinder into [Difficult Terrain](#) until the end of your next turn.

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

Identify

Level 1 Divination (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a pearl worth 100+ GP)

Duration: Instantaneous

You touch an object throughout the spell's casting. If the object is a magic item or some other magical object, you learn its properties and how to use them, whether it requires [Attunement](#), and how many charges it has, if any. You learn whether any ongoing spells are affecting the item and what they are. If the item was created by a spell, you learn that spell's name.

If you instead touch a creature throughout the casting, you learn which ongoing spells, if any, are currently affecting it.

Illusory Script

Level 1 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: S, M (ink worth 10+ GP, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or another suitable material and imbue it with an illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature that has [Truesight](#) can read the hidden message.

Imprisonment

Level 9 Abjuration (Warlock, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a statuette of the target worth 5,000+ GP)

Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must make a Wisdom saving throw. On a successful save, the target is unaffected, and it is immune to this spell for the next 24 hours. On a failed save, the target is imprisoned. While imprisoned, the target doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the imprisoned target, and the target can't teleport.

Until the spell ends, the target is also affected by one of the following effects of your choice:

Burial. The target is entombed beneath the earth in a hollow globe of magical force that is just large enough to contain the target. Nothing can pass into or out of the globe.

Chaining. Chains firmly rooted in the ground hold the target in place. The target has the [Restrained](#) condition and can't be moved by any means.

Hedged Prison. The target is trapped in a demiplane that is warded against teleportation and planar travel. The demiplane is your choice of a labyrinth, a cage, a tower, or the like.

Minimus Containment. The target becomes 1 inch tall and is trapped inside an indestructible gemstone or a similar object. Light can pass through the gemstone (allowing the target to see out and other creatures to see in), but nothing else can pass through by any means.

Slumber. The target has the [Unconscious](#) condition and can't be awoken.

Ending the Spell. When you cast the spell, specify a trigger that will end it. The trigger can be as simple or as elaborate as you choose, but the DM must agree that it has a high likelihood of happening within the next decade. The trigger must be an observable action, such as someone making a particular offering at the temple of your god, saving your true love, or defeating a specific monster.

A [Dispel Magic](#) spell can end the spell only if it is cast with a level 9 spell slot, targeting either the prison or the component used to create it.

[Incendiary Cloud](#)

Level 8 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

A swirling cloud of embers and smoke fills a 20-foot-radius [Sphere](#) centered on a point within range. The cloud's area is [Heavily Obscured](#). It lasts for the duration or until a strong wind (like that created by [Gust of Wind](#)) disperses it.

When the cloud appears, each creature in it makes a Dexterity saving throw, taking 10d8 Fire damage on a failed save or half as much damage on a successful one. A creature must also make this save when the [Sphere](#) moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The cloud moves 10 feet away from you in a direction you choose at the start of each of your turns.

[Inflict Wounds](#)

Level 1 Necromancy (Cleric)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

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

Insect Plague

Level 5 Conjunction (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a locust)

Duration: Concentration, up to 10 minutes

Swarming locusts fill a 20-foot-radius Sphere centered on a point you choose within range. The Sphere remains for the duration, and its area is Lightly Obscured and Difficult Terrain.

When the swarm appears, each creature in it makes a Constitution saving throw, taking 4d10 Piercing damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 5.

Invisibility

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

Casting Time: Action

Range: Touch

Components: V, S, M (an eyelash in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

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

Spells (J)

Jump

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Spells (K)

Knock

Level 2 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut by [Arcane Lock](#), that spell is suppressed for 10 minutes, during which time the target can be opened and closed.

When you cast the spell, a loud knock, audible up to 300 feet away, emanates from the target.

Spells (L)

Legend Lore

Level 5 Divination (Bard, Cleric, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth 250+ GP, which the spell consumes, and four ivory strips worth 50+ GP each)

Duration: Instantaneous

Name or describe a famous person, place, or object. The spell brings to your mind a brief summary of the significant lore about that famous thing, as described by the DM.

The lore might consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more precise and detailed the information you receive is. That information is accurate but might be couched in figurative language or poetry, as determined by the DM.

If the famous thing you chose isn't actually famous, you hear sad musical notes played on a trombone, and the spell fails.

Lesser Restoration

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

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: [Blinded](#), [Deafened](#), [Paralyzed](#), or [Poisoned](#).

Levitate

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a metal spring)

Duration: [Concentration](#), up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically up to 20 feet and remains suspended there for the duration. The spell can levitate an object that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can take a [Magic](#) action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Light

Evocation Cantrip (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds [Bright Light](#) in a 20-foot radius and [Dim Light](#) for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

Lightning Bolt

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of fur and a crystal rod)

Duration: Instantaneous

A stroke of lightning forming a 100-foot-long, 5-foot-wide [Line](#) blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

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

[Locate Animals or Plants](#)

Level 2 Divination (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: Instantaneous

Describe or name a specific kind of Beast, Plant creature, or nonmagical plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

[Locate Creature](#)

Level 4 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: [Concentration](#), up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location if that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as under the effects of a [Flesh to Stone](#) or [Polymorph](#) spell, this spell doesn't locate the creature.

This spell can't locate a creature if any thickness of lead blocks a direct path between you and the creature.

Locate Object

Level 2 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a forked twig)

Duration: [Concentration](#), up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location if that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you if you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

Longstrider

Level 1 Transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: Action

Range: Touch

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

Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Spells (M)

Mage Armor

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

Mage Hand

Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a [Magic](#) action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Circle

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

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (salt and powdered silver worth 100+ GP, which the spell consumes)

Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall [Cylinder](#) of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the Cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: Celestials, Elementals, Fey, Fiends, or Undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the Cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has [Disadvantage](#) on attack rolls against targets within the Cylinder.
- Targets within the Cylinder can't be [possessed](#) by or gain the [Charmed](#) or [Frightened](#) condition from the creature.

Each time you cast this spell, you can cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the Cylinder and protecting targets outside it.

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

Magic Jar

Level 6 Necromancy (Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a gem, crystal, or reliquary worth 500+ GP)

Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take Reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a Humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a [Protection from Evil and Good](#) or [Magic Circle](#) spell can't be [possessed](#)). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Hit Points, Hit Point Dice, Strength, Dexterity, Constitution, Speed, and senses are replaced by the creature's. You otherwise keep your game statistics.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move and it is [Incapacitated](#).

While possessing a body, you can take a [Magic](#) action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

Magic Missile

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals $1d4 + 1$ Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

Magic Mouth

Level 2 Illusion (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (jade dust worth 10+ GP, which the spell consumes)

Duration: Until dispelled

You implant a message within an object in range—a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon

Level 2 Transmutation (Paladin, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

Major Image

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot Cube. The image appears at a spot that you can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing depicted, but it can't deal damage or cause conditions.

If you are within range of the illusion, you can take a Magic action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, for things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful

Intelligence ([Investigation](#)) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Using a Higher-Level Spell Slot. The spell lasts until dispelled, without requiring [Concentration](#), if cast with a level 4+ spell slot.

Mass Cure Wounds

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point you can see within range. Choose up to six creatures in a 30-foot-radius [Sphere](#) centered on that point. Each target regains Hit Points equal to $5d8$ plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 5.

Mass Heal

Level 9 Abjuration (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 700 Hit Points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell also have the [Blinded](#), [Deafened](#), and [Poisoned](#) conditions removed from them.

Mass Healing Word

Level 3 Abjuration (Bard, Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d4 for each spell slot level above 3.

Mass Suggestion

Level 6 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, M (a snake's tongue)

Duration: 24 hours

You suggest a course of activity—described in no more than 25 words—to twelve or fewer creatures you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you could say, “Walk to the village down that road, and help the villagers there harvest crops until sunset.” Or you could say, “Now is not the time for violence. Drop your weapons, and dance! Stop in an hour.”

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

Using a Higher-Level Spell Slot. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

Maze

Level 8 Conjunction (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can take a [Study](#) action to try to escape. When it does so, it makes a DC 20 Intelligence ([Investigation](#)) check. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Meld into Stone

Level 3 Transmutation (Cleric, Druid, Ranger)

Casting Time: Action or Ritual

Range: Touch

Components: V, S

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom ([Perception](#)) checks you make to hear sounds outside it are made with [Disadvantage](#). You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 Force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 Force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the [Prone](#) condition.

Mending

Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

Message

Transmutation Cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action**Range:** 120 feet**Components:** S, M (a copper wire)**Duration:** 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

Meteor Swarm

Level 9 Evocation (Sorcerer, Wizard)

Casting Time: Action**Range:** 1 mile**Components:** V, S**Duration:** Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius [Sphere](#) centered on each of those points makes a Dexterity saving throw. A creature takes 20d6 Fire damage and 20d6 Bludgeoning damage on a failed save or half as much damage on a successful one. A creature in the area of more than one fiery Sphere is affected only once.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area, and the object starts [burning](#) if it's flammable.

Mind Blank

Level 8 Abjuration (Bard, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 24 hours

Until the spell ends, one willing creature you touch has Immunity to Psychic damage and the [Charmed](#) condition. The target is also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell—not even [Wish](#)—can gather information about the target, observe it remotely, or control its mind.

Minor Illusion

Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a [Study](#) action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence ([Investigation](#)) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Image. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot [Cube](#). The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

Mirage Arcane

Level 7 Illusion (Bard, Druid, Wizard)

Casting Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other rough or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into [Difficult Terrain](#) (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with [Truesight](#) can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Mirror Image

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

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the [Blinded](#) condition, [Blindsight](#), or [Truesight](#).

Mislead

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S

Duration: [Concentration](#), up to 1 hour

You gain the [Invisible](#) condition at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends immediately after you make an attack roll, deal damage, or cast a spell.

As a [Magic](#) action, you can move the illusory double up to twice your Speed and make it gesture, speak, and behave in whatever way you choose. It is intangible and invulnerable.

You can see through its eyes and hear through its ears as if you were located where it is.

Misty Step

Level 2 Conjunction (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

Modify Memory

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see within range makes a Wisdom saving throw. If you are fighting the creature, it has [Advantage](#) on the save. On a failed save, the target has the [Charmed](#) condition for the duration. While Charmed in this way, the target also has the [Incapacitated](#) condition and is unaware of its surroundings, though it can hear you. If it takes any damage or is targeted by another spell, this spell ends, and no memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity, change its memory of the event's details, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you finish describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as a false memory of how much the creature enjoyed swimming in acid, is dismissed as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature.

A [Remove Curse](#) or [Greater Restoration](#) spell cast on the target restores the creature's true memory.

Using a Higher-Level Spell Slot. You can alter the target's memories of an event that took place up to 7 days ago (level 6 spell slot), 30 days ago (level 7 spell slot), 365 days ago (level 8 spell slot), or any time in the creature's past (level 9 spell slot).

Moonbeam

Level 2 Evocation (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a moonseed leaf)

Duration: [Concentration](#), up to 1 minute

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

When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is [shape-shifted](#) (as a result of the [Polymorph](#) spell, for example), it reverts to its true form and can't shape-shift until it leaves the

Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

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

Move Earth

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: [Concentration](#), up to 2 hours

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

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

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

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

Spells (N)

Nondetection

Level 3 Abjuration (Bard, Ranger, Wizard)

Casting Time: Action

Range: Touch

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

Duration: 8 hours

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

Spells (P)

Passwall

Level 5 Transmutation (Wizard)

Casting Time: Action

Range: 30 feet

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

Duration: 1 hour

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

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

Pass without Trace

Level 2 Abjuration (Druid, Ranger)

Casting Time: Action

Range: Self

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

Duration: Concentration, up to 1 hour

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

Phantasmal Killer

Level 4 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

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

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

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

Phantom Steed

Level 3 Illusion (Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S

Duration: 1 hour

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

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

Planar Ally

Level 6 Conjunction (Cleric)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

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

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived.

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

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

Planar Binding

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

Casting Time: 1 hour

Range: 60 feet

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

Duration: 24 hours

You attempt to bind a Celestial, an Elemental, a Fey, or a Fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of the inverted version of the [Magic Circle](#) spell to trap it while this spell is cast.) At the completion of the casting, the target must succeed on a Charisma saving throw or be bound to serve you for the

duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

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

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

Plane Shift

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

Casting Time: Action

Range: Touch

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

Duration: Instantaneous

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

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

Plant Growth

Level 3 Transmutation (Bard, Druid, Ranger)

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

Range: 150 feet

Components: V, S

Duration: Instantaneous

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

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

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

Poison Spray

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

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

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

Polymorph

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

Casting Time: Action

Range: 60 feet

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

Duration: [Concentration](#), up to 1 hour

You attempt to transform a creature that you can see within range into a Beast. The target must succeed on a Wisdom saving throw or [shape-shift](#) into Beast form for the duration. That form can be any Beast you choose that has a Challenge Rating equal to or less than the target's (or the target's level if it doesn't have a Challenge Rating). The target's game statistics are replaced by the stat block of the

chosen Beast, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice.

The target gains a number of [Temporary Hit Points](#) equal to the Hit Points of the Beast form. The spell ends early on the target if it has no Temporary Hit Points left.

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

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

Power Word Heal

Level 9 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

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

Power Word Kill

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

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

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

Power Word Stun

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

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

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

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

Prayer of Healing

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

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

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

Prestidigitation

Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

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

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

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

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

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

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

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

Prismatic Spray

Level 7 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

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

Prismatic Rays

1d8

Ray

1 **Red.** *Failed Save:* 12d6 Fire damage. *Successful Save:* Half as much damage.

2 **Orange.** *Failed Save:* 12d6 Acid damage. *Successful Save:* Half as much damage.

3 **Yellow.** *Failed Save:* 12d6 Lightning damage. *Successful Save:* Half as much damage.

4 **Green.** *Failed Save:* 12d6 Poison damage. *Successful Save:* Half as much damage.

5 **Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage.

6 **Indigo.** *Failed Save:* The target has the [Restrained](#) condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the [Petrified](#) condition until it is freed by an effect like the [Greater Restoration](#) spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

7 **Violet.** *Failed Save:* The target has the [Blinded](#) condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (DM's choice).

8 **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Prismatic Wall

Level 9 Abjuration (Bard, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

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

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

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

The wall, which has AC 10, can be destroyed one layer at a time, in order from red to violet, by means specific to each layer. If a layer is destroyed, it is gone for the duration. [Antimagic Field](#) has no effect on the wall, and [Dispel Magic](#) can affect only the violet layer.

Prismatic Layers

Order

Effects

- | | |
|---|--|
| 1 | Red. <i>Failed Save:</i> 12d6 Fire damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> Nonmagical ranged attacks can't pass through this layer, which is destroyed if it takes at least 25 Cold damage. |
| 2 | Orange. <i>Failed Save:</i> 12d6 Acid damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> Magical ranged attacks can't pass through this layer, which is destroyed by a strong wind (such as the one created by Gust of Wind). |
| 3 | Yellow. <i>Failed Save:</i> 12d6 Lightning damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> The layer is destroyed if it takes at least 60 Force damage. |
| 4 | Green. <i>Failed Save:</i> 12d6 Poison damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> A Passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer. |
| 5 | Blue. <i>Failed Save:</i> 12d6 Cold damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> The layer is destroyed if it takes at least 25 Fire damage. |
| 6 | Indigo. <i>Failed Save:</i> The target has the Restrained condition and makes a Constitution saving |

Order

Effects

throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the [Petrified](#) condition until it is freed by an effect like the [Greater Restoration](#) spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind. *Additional Effects:* Spells can't be cast through this layer, which is destroyed by [Bright Light](#) shed by the [Daylight](#) spell.

7

Violet. *Failed Save:* The target has the [Blinded](#) condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (DM's choice). *Additional Effects:* This layer is destroyed by [Dispel Magic](#).

[Produce Flame](#)

Conjuration Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

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

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

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

[Programmed Illusion](#)

Level 6 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger

than a 30-foot [Cube](#), and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

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

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

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

Project Image

Level 7 Illusion (Bard, Wizard)

Casting Time: Action

Range: 500 miles

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

Duration: [Concentration](#), up to 1 day

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

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

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

Protection from Energy

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

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

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

Protection from Evil and Good

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

Casting Time: Action

Range: Touch

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

Duration: Concentration up to 10 minutes

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

Protection from Poison

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

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 hour

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

Purify Food and Drink

Level 1 Transmutation (Cleric, Druid, Paladin)

Casting Time: Action or Ritual

Range: 10 feet

Components: V, S

Duration: Instantaneous

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

Spells (R)

Raise Dead

Level 5 Necromancy (Bard, Cleric, Paladin)

Casting Time: 1 hour

Range: Touch

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

Duration: Instantaneous

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

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

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

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

Ray of Enfeeblement

Level 2 Necromancy (Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

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

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

Ray of Frost

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

Ray of Sickness

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

Regenerate

Level 7 Transmutation (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Touch

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

Duration: 1 hour

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

Reincarnate

Level 5 Necromancy (Druid)

Casting Time: 1 hour

Range: Touch

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

Duration: Instantaneous

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

1d10 Species

- | | |
|----|------------|
| 1 | Aasimar |
| 2 | Dragonborn |
| 3 | Dwarf |
| 4 | Elf |
| 5 | Gnome |
| 6 | Goliath |
| 7 | Halfling |
| 8 | Human |
| 9 | Orc |
| 10 | Tiefling |

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

Remove Curse

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

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

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

Resistance

Abjuration Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: [Concentration](#), up to 1 minute

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

Resurrection

Level 7 Necromancy (Bard, Cleric)

Casting Time: 1 hour

Range: Touch

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

Duration: Instantaneous

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

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

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

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

Reverse Gravity

Level 7 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 100 feet

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

Duration: [Concentration](#), up to 1 minute

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

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

Revivify

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

Casting Time: Action

Range: Touch

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

Duration: Instantaneous

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

Rope Trick

Level 2 Transmutation (Wizard)

Casting Time: Action

Range: Touch

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

Duration: 1 hour

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

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

Spells (S)

Sacred Flame

Evocation Cantrip (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

Sanctuary

Level 1 Abjuration (Cleric)

Casting Time: Bonus Action

Range: 30 feet

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

Duration: 1 minute

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

The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

Scorching Ray

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

Scrying

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

Casting Time: 10 minutes

Range: Self

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

Duration: Concentration, up to 10 minutes

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

Your Knowledge of the Target Is... Save Modifier

Secondhand (heard of the target) +5

Firsthand (met the target) +0

Extensive (know the target well) -5

You Have the Target's...	Save Modifier
Picture or other likeness	-2
Garment or other possession	-4
Body part, lock of hair, or bit of nail	-10
On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours.	

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

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

Searing Smite

Level 1 Evocation (Paladin)

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

Range: Self

Component: V

Duration: 1 minute

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

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

See Invisibility

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

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

Duration: 1 hour

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

Seeming

Level 5 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 8 hours

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

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

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

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

Sending

Level 3 Divination (Bard, Cleric, Wizard)

Casting Time: Action

Range: Unlimited

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

Duration: Instantaneous

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

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

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

Sequester

Level 7 Transmutation (Wizard)

Casting Time: Action

Range: Touch

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

Duration: Until dispelled

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

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

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

Shapechange

Level 9 Transmutation (Druid, Wizard)

Casting Time: Action

Range: Self

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

Duration: [Concentration](#), up to 1 hour

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

When you shape-shift, you gain a number of [Temporary Hit Points](#) equal to the Hit Points of the form. The spell ends early if you have no Temporary Hit Points left.

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

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

Shatter

Level 2 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

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

Duration: Instantaneous

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

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

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

Shield

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the [Magic Missile](#) spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from [Magic Missile](#).

Shield of Faith

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: 60 feet

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

Duration: [Concentration](#), up to 10 minutes

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

Shillelagh

Transmutation Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (mistletoe)

Duration: 1 minute

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

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

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

Shocking Grasp

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make [Opportunity Attacks](#) until the start of its next turn.

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

Silence

Level 2 Illusion (Bard, Cleric, Ranger)

Casting Time: Action or Ritual

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

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

Silent Image

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

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

Duration: [Concentration](#), up to 10 minutes

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

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

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

Simulacrum

Level 7 Illusion (Wizard)

Casting Time: 12 hours

Range: Touch

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

Duration: Until dispelled

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

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

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

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

Sleep

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

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

Duration: [Concentration](#), up to 1 minute

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

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

Sleet Storm

Level 3 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

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

Duration: Concentration, up to 1 minute

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

Ground in the Cylinder is Difficult Terrain. When a creature enters the Cylinder for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Prone condition and lose Concentration.

Slow

Level 3 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

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

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

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

Sorcerous Burst

Evocation Cantrip (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

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

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

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

Spare the Dying

Necromancy Cantrip (Cleric, Druid)

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that has 0 Hit Points and isn't [dead](#). The creature becomes [Stable](#).

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

Speak with Animals

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

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: 10 minutes

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

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

Speak with Dead

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

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

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

Speak with Plants

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: 10 minutes

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

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

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

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

Spider Climb

Level 2 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

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

Duration: [Concentration](#), up to 1 hour

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

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

Spike Growth

Level 2 Transmutation (Druid, Ranger)

Casting Time: Action

Range: 150 feet

Components: V, S, M (seven thorns)

Duration: [Concentration](#), up to 10 minutes

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

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

Spirit Guardians

Level 3 Conjunction (Cleric)

Casting Time: Action

Range: Self

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

Duration: Concentration, up to 10 minutes

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

When you cast this spell, you can designate creatures to be unaffected by it. Any other creature's Speed is halved in the Emanation, and whenever the Emanation enters a creature's space and whenever a creature enters the Emanation or ends its turn there, the creature must make a Wisdom saving throw. On a failed save, the creature takes 3d8 Radiant damage (if you are good or neutral) or 3d8 Necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

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

Spiritual Weapon

Level 2 Evocation (Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

Starry Wisp

Evocation Cantrip (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

Stinking Cloud

Level 3 Conjunction (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

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

Duration: [Concentration](#), up to 1 minute

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

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

Stone Shape

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (soft clay)

Duration: Instantaneous

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

Stoneskin

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

Casting Time: Action

Range: Touch

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

Duration: Concentration, up to 1 hour

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

Storm of Vengeance

Level 9 Conjunction (Druid)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

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

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

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

Suggestion

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

Casting Time: Action

Range: 30 feet

Components: V, M (a drop of honey)

Duration: [Concentration](#), up to 8 hours

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

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

Summon Dragon

Level 5 Conjunction (Wizard)

Casting Time: Action

Range: 60 feet

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

Duration: [Concentration](#), up to 1 hour

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

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don’t issue any, it takes the [Dodge](#) action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Draconic Spirit

Large Dragon, Neutral

AC 14 + the spell's level

HP 50 + 10 for each spell level above 5

Speed 30 ft., Fly 60 ft., Swim 30 ft.

Mod Save

STR 19 +4 +4

DEX 14 +2 +2

CON 17 +3 +3

Mod Save

INT 10 +0 +0

WIS 14 +2 +2

CHA 14 +2 +2

Resistances Acid, Cold, Fire, Lightning, Poison

Immunities [Charmed](#), [Frightened](#), [Poisoned](#)

Senses [Blindsight](#) 30 ft., [Darkvision](#) 60 ft., Passive Perception 12

Languages Draconic, understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Shared Resistances. When you summon the spirit, choose one of its Resistances. You have Resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The spirit makes a number of Rend attacks equal to half the spell's level (round down), and it uses Breath Weapon.

Rend. Melee Attack: Bonus equals your spell attack modifier, reach 10 feet. *Hit:* 1d6 + 4 + the spell's level Piercing damage.

Breath Weapon. *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot [Cone](#). *Failure:* 2d6 damage of a type this spirit has Resistance to (your choice when you cast the spell). *Success:* Half damage.

Sunbeam

Level 6 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

You launch a sunbeam in a 5-foot-wide, 60-foot-long [Line](#). Each creature in the Line makes a Constitution saving throw. On a failed save, a creature takes 6d8 Radiant damage and has the [Blinded](#) condition until the start of your next turn. On a successful save, it takes half as much damage only.

Until the spell ends, you can take a [Magic](#) action to create a new Line of radiance.

For the duration, a mote of brilliant radiance shines above you. It sheds [Bright Light](#) in a 30-foot radius and [Dim Light](#) for an additional 30 feet. This light is sunlight.

Sunburst

Level 8 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a piece of sunstone)

Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot-radius [Sphere](#) centered on a point you choose within range. Each creature in the Sphere makes a Constitution saving throw. On a failed save, a creature takes 12d6 Radiant damage and has the [Blinded](#) condition for 1 minute. On a successful save, it takes half as much damage only.

A creature Blinded by this spell makes another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

This spell dispels [Darkness](#) in its area that was created by any spell.

Symbol

Level 7 Abjuration (Bard, Cleric, Druid, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered diamond worth 1,000+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a harmful glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place; if it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom ([Perception](#)) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose which effect the symbol bears: Death, Discord, Fear, Pain, Sleep, or Stunning. Each one is explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Once triggered, the glyph glows, filling a 60-foot-radius [Sphere](#) with [Dim Light](#) for 10 minutes, after which time the spell ends. Each creature in the Sphere when the glyph activates is targeted by its effect, as is a creature that enters the Sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn.

Death. Each target makes a Constitution saving throw, taking 10d10 Necrotic damage on a failed save or half as much damage on a successful save.

Discord. Each target makes a Wisdom saving throw. On a failed save, a target argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has [Disadvantage](#) on attack rolls and ability checks.

Fear. Each target must succeed on a Wisdom saving throw or have the [Frightened](#) condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able.

Pain. Each target must succeed on a Constitution saving throw or have the [Incapacitated](#) condition for 1 minute.

Sleep. Each target must succeed on a Wisdom saving throw or have the [Unconscious](#) condition for 10 minutes. A creature awakens if it takes damage or if someone takes an action to shake it awake.

Stunning. Each target must succeed on a Wisdom saving throw or have the [Stunned](#) condition for 1 minute.

Spells (T)

Telekinesis

Level 5 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: [Concentration](#), up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell and as a [Magic](#) action on your later turns before the spell ends, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. The target must succeed on a Strength saving throw, or you move it up to 30 feet in any direction within the spell's range. Until the end of your next turn, the creature has the [Restrained](#) condition, and if you lift it into the air, it is suspended there. It falls at the end of your next turn unless you use this option on it again and it fails the save.

Object. You can try to move a Huge or smaller object. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction within the spell's range.

If the object is worn or carried by a creature, that creature must succeed on a Strength saving throw, or you pull the object away and move it up to 30 feet in any direction within the spell's range.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Teleport

Level 7 Conjunction (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it.

Teleportation Outcome

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01–00
Linked object	—	—	—	01–00
Very familiar	01–05	06–13	14–24	25–00
Seen casually	01–33	34–43	44–53	54–00
Viewed once or described	01–43	44–53	54–73	74–00
False destination	01–50	51–00	—	—

Familiarity. Here are the meanings of the terms in the table's Familiarity column:

- “Permanent circle” means a permanent teleportation circle whose sigil sequence you know.
- “Linked object” means you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library.
- “Very familiar” is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell.
- “Seen casually” is a place you have seen more than once but with which you aren’t very familiar.
- “Viewed once or described” is a place you have seen once, possibly using magic, or a place you know through someone else’s description, perhaps from a map.
- “False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists.

Mishap. The spell’s unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 Force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Similar Area. You and your group (or the target object) appear in a different area that’s visually or thematically similar to the target area. You appear in the closest similar place. If you are heading for your home laboratory, for example, you might appear in another person’s laboratory in the same city.

Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: **1**, east; **2**, southeast; **3**, south; **4**, southwest; **5**, west; **6**, northwest; **7**, north; or **8**, northeast.

On Target. You and your group (or the target object) appear where you intended.

Teleportation Circle

Level 5 Conjunction (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, M (rare inks worth 50+ GP, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 5-foot-radius circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guildhalls, and other important places have permanent teleportation circles. Each circle includes a unique sigil sequence—a string of runes arranged in a particular pattern.

When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You might learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for 365 days.

Thaumaturgy

Transmutation Cantrip (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have [Advantage](#) on Charisma ([Intimidation](#)) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

Thunderwave

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot [Cube](#) originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

Time Stop

Level 9 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during it, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tongues

Level 3 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a miniature ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken or signed language that it hears or sees. Moreover, when the target communicates by speaking or signing, any creature that knows at least one language can understand it if that creature can hear the speech or see the signing.

Transport via Plants

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Tree Stride

Level 5 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: [Concentration](#), up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

True Polymorph

Level 9 Transmutation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: [Concentration](#), up to 1 hour

Choose one creature or nonmagical object that you can see within range. The creature [shape-shifts](#) into a different creature or a nonmagical object, or the object shape-shifts into a creature (the object must be neither worn nor carried). The transformation lasts for the duration or until the target dies or is destroyed, but if you maintain Concentration on this spell for the full duration, the spell lasts until dispelled.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose that has a Challenge Rating equal to or less than the target's Challenge Rating or level. The target's game statistics are replaced by the stat block of the new form, but it retains its Hit Points, Hit Point Dice, alignment, and personality.

The target gains a number of [Temporary Hit Points](#) equal to the Hit Points of the new form. The spell ends early on the target if it has no Temporary Hit Points left.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature has a Challenge Rating of 9 or lower. The creature is Friendly to you and your allies. In combat, it takes its turns immediately after yours, and it obeys your commands.

If the spell lasts more than an hour, you no longer control the creature. It might remain Friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to normal.

True Resurrection

Level 9 Necromancy (Cleric, Druid)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (diamonds worth 25,000+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. The creature is revived with all its Hit Points.

This spell closes all wounds, neutralizes any poison, cures all magical contagions, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was Undead, it is restored to its non-Undead form.

The spell can provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

Level 6 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes)

Duration: 1 hour

For the duration, the willing creature you touch has [Truesight](#) with a range of 120 feet.

True Strike

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a weapon with which you have proficiency and that is worth 1+ CP)

Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

Spells (U)

Unseen Servant

Level 1 Conjunction (Bard, Warlock, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a bit of string and of wood)

Duration: 1 hour

This spell creates an [Invisible](#), mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends.

Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human could do, such

as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Spells (V)

Vampiric Touch

Level 3 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against one creature within reach. On a hit, the target takes 3d6 Necrotic damage, and you regain Hit Points equal to half the amount of Necrotic damage dealt.

Until the spell ends, you can make the attack again on each of your turns as a Magic action, targeting the same creature or a different one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Vicious Mockery

Enchantment Cantrip (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Spells (W)

Wall of Fire

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of charcoal)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 Fire damage on a failed save or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 Fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Wall of Force

Level 5 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minutes

An Invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by [Dispel Magic](#). A [Disintegrate](#) spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane and blocks ethereal travel through the wall.

Wall of Ice

Level 6 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of quartz)

Duration: [Concentration](#), up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 Cold damage on a failed save or half as much damage on a successful one.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 Hit Points per 10-foot section, and it has Immunity to Cold, Poison, and Psychic damage and Vulnerability to Fire damage. Reducing a 10-foot section of wall to 0 Hit Points destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 Cold damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

Wall of Stone

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a cube of granite)

Duration: [Concentration](#), up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its Reaction to move up to its Speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on a firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create battlements and the like.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 Hit Points per inch of thickness, and it has Immunity to Poison and Psychic damage. Reducing a panel to 0 Hit Points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your [Concentration](#) on this spell for its full duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a handful of thorns)

Duration: [Concentration](#), up to 10 minutes

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8

Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

Warding Bond

Level 2 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration)

Duration: 1 hour

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has Resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Hit Points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

Water Breathing

Level 3 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a short reed)

Duration: 24 hours

This spell grants up to ten willing creatures of your choice within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Water Walk

Level 3 Transmutation (Cleric, Druid, Ranger, Sorcerer)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures of your choice within range gain this ability for the duration.

An affected target must take a Bonus Action to pass from the liquid’s surface into the liquid itself and vice versa, but if the target falls into the liquid, the target passes through the surface into the liquid below.

Web

Level 2 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: [Concentration](#), up to 1 hour

You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot [Cube](#) there for the duration. The webs are [Difficult Terrain](#), and the area within them is [Lightly Obscured](#).

If the webs aren’t anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the [Restrained](#) condition while in the webs or until it breaks free.

A creature Restrained by the webs can take an action to make a Strength ([Athletics](#)) check against your spell save DC. If it succeeds, it is no longer Restrained.

The webs are flammable. Any 5-foot [Cube](#) of webs exposed to fire burns away in 1 round, dealing 2d4 Fire damage to any creature that starts its turn in the fire.

Weird

Level 9 Illusion (Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: [Concentration](#), up to 1 minute

You try to create illusory terrors in others' minds. Each creature of your choice in a 30-foot-radius [Sphere](#) centered on a point within range makes a Wisdom saving throw. On a failed save, a target takes 10d10 Psychic damage and has the [Frightened](#) condition for the duration. On a successful save, a target takes half as much damage only.

A Frightened target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes 5d10 Psychic damage. On a successful save, the spell ends on that target.

Wind Walk

Level 6 Transmutation (Druid)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a candle)

Duration: 8 hours

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a Fly Speed of 300 feet and can hover; it has Immunity to the [Prone](#) condition; and it has Resistance to Bludgeoning, Piercing, and Slashing damage. The only actions a target can take in this form are the [Dash](#) action or a [Magic](#) action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the [Stunned](#) condition. Until the spell ends, the target can revert to cloud form, which also requires a [Magic](#) action followed by a 1-minute transformation.

If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.

Wind Wall

Level 3 Evocation (Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a fan and a feather)

Duration: [Concentration](#), up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 4d8 Bludgeoning damage on a failed save or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and miss automatically. Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected. Creatures in gaseous form can't pass through it.

Wish

Level 9 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal can cast. By simply speaking aloud, you can alter reality itself.

The basic use of this spell is to duplicate any other spell of level 8 or lower. If you use it this way, you don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

Object Creation. You create one object of up to 25,000 GP in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space that you can see on the ground.

Instant Health. You allow yourself and up to twenty creatures that you can see to regain all Hit Points, and you end all effects on them listed in the [Greater Restoration](#) spell.

Resistance. You grant up to ten creatures that you can see Resistance to one damage type that you choose. This Resistance is permanent.

Spell Immunity. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours.

Sudden Learning. You replace one of your feats with another feat for which you are eligible. You lose all the benefits of the old feat and gain the benefits of the new one. You can't replace a feat that is a prerequisite for any of your other feats or features.

Roll Redo. You undo a single recent event by forcing a reroll of any die roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *Wish* spell could undo an ally's failed saving throw or a foe's Critical Hit. You can force the reroll to be made with [Advantage](#) or [Disadvantage](#), and you choose whether to use the reroll or the original roll.

Reshape Reality. You may wish for something not included in any of the other effects. To do so, state your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might be achieved only in part, or you might suffer an unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a Legendary magic item or an Artifact might instantly transport you to the presence of the item's current owner. If your wish is granted and its effects have consequences for a whole community, region, or world, you are likely to attract powerful foes. If your wish would affect a god, the god's divine servants might instantly intervene to prevent it or to encourage you to craft the wish in a particular way. If your wish would undo the multiverse itself, threaten the City of Sigil, or affect the Lady of Pain in any way, you see an image of her in your mind for a moment; she shakes her head, and your wish fails.

The stress of casting *Wish* to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a [Long Rest](#), you take 1d10 Necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength score becomes 3 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *Wish* ever again if you suffer this stress.

Word of Recall

Level 6 Conjunction (Cleric)

Casting Time: Action

Range: 5 feet

Components: V

Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a location, such as a temple, as a sanctuary by casting this spell there.

Spells (Z)

Zone of Truth

Level 2 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius [Sphere](#) centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save.

An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—[Action](#), [Area of Effect](#), [Attitude](#), [Condition](#), or [Hazard](#)—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the [Prone](#) condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to chapters in this book, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC Armor Class

C Concentration

CE Chaotic Evil

CG Chaotic Good

Cha. Charisma

CN Chaotic Neutral

Con. Constitution

CP Copper Piece(s)

CR Challenge Rating

DC Difficulty Class

Dex. Dexterity

DM Dungeon Master

EP Electrum Piece(s)

GP Gold Piece(s)

HP Hit Point(s)

Int. Intelligence

LE Lawful Evil

LG Lawful Good

LN Lawful Neutral

M Material component

N Neutral
NE Neutral Evil
NG Neutral Good
NPC Nonplayer character
PB Proficiency Bonus
PP Platinum Piece(s)
R Ritual
S Somatic component
SP Silver Piece(s)
Str. Strength
V Verbal component
Wis. Wisdom
XP Experience Point(s)

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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* chapter 1 (“[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* chapter 1 (“[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* chapter 1 (“[Actions](#)”). These actions are defined elsewhere in this glossary:

[Attack](#)
[Dash](#)
[Disengage](#)
[Dodge](#)
[Help](#)
[Hide](#)
[Influence](#)
[Magic](#)
[Ready](#)
[Search](#)
[Study](#)
[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* chapter 1 (“[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* chapter 2 (“[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 DM 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](#)

[Cube](#)

[Cylinder](#)

[Emanation](#)

[Line](#)

[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 chapter 6 (“[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 chapter 1 (“[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 chapter 6 (“[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* chapter 1 (“[Actions](#)”).

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the DM 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

11	Cloth, paper, rope
13	Crystal, glass, ice
15	Wood
17	Stone
19	Iron, steel
21	Mithral
23	Adamantine

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 DM 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 DM 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 chapter 1 (“[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* [chapter 7](#).

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. The [Dungeon Master’s Guide](#) provides guidance to the DM 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* [chapter 2](#).

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 DM'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](#)

[Charmed](#)

[Deafened](#)

[Exhaustion](#)

[Frightened](#)

[Grappled](#)

[Incapacitated](#)

[Invisible](#)

[Paralyzed](#)

[Petrified](#)

[Poisoned](#)

[Prone](#)

[Restrained](#)

[Stunned](#)

[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. *See also* chapter 1 (“[Conditions](#)”).

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* chapter 1 (“[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

Beast

Celestial

Construct

Dragon

Elemental

Fey

Fiend

Giant

Humanoid

Monstrosity

Ooze

Plant

Undead

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* chapter 1 (“[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.



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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 DM determines whether a D20 Test is warranted in a given circumstance. *See also* chapter 1 (“[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 chapter 1 (“[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 DM 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
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 chapter 1 (“[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* chapter 1 (“[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* chapter 1 (“[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
Tiny	1/4 gallon
Small	1 gallon
Medium	1 gallon
Large	4 gallons
Huge	16 gallons
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* chapter 1 (“[D20 Tests](#)”).

Dim Light

An area with Dim Light is Lightly Obscured. *See also “[Lightly Obscured](#)” and chapter 1 (“[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 chapter 1 (“[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 chapter 1 (“[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 DM.

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 Dungeon Master. When a character's XP total crosses certain thresholds, the character's level increases. The [Dungeon Master's Guide](#) provides guidance on awarding XP. See also chapter 2 ("[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 chapter 1 ("[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.

Escaping 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.

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* chapter 1 (“[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 chapter 1 (“[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 DM 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 conceal 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. Make note of your check's total, which is the DC for a creature to find you with a Wisdom ([Perception](#)) check.

The condition ends on you 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 [chapter 2](#). 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 chapter 1 (“[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 DM 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 DM may say it functions as that weapon and uses that weapon's rules. For example, the DM 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 DM 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 DM 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 DM) 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 chapter 1 explain how to roll Initiative.

Sometimes a DM 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* chapter 1 (“[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 chapter 1 (“[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 DM’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
Tiny	1/4 pound
Small	1 pound
Medium	1 pound
Large	4 pounds
Huge	16 pounds
Gargantuan	64 pounds

Monster

A monster is a creature controlled by the DM, 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* chapter 1 (“[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 DM 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* [chapter 2](#).

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* chapter 1 (“[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.

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 chapter 1 (“[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* chapter 1 (“[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* [chapter 7](#).

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.

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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* chapter 1 (“[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 DM—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 chapter 1 (“[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 chapter 1 (“[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 chapter 1 (“[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 [chapter 7](#).

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* chapter 7 (“[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* chapter 7 (“[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* chapter 1 (“[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 DM 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 [chapter 1](#). 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 [chapter 1](#).

Skills. This entry lists the monster’s skill [proficiencies](#), if any. *See also* chapter 1 (“[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 the [Monster Manual](#). 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* chapter 1 (“[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 DM 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
<u>Arcana</u>	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
<u>History</u>	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
<u>Investigation</u>	Traps, ciphers, riddles, and gadgetry
<u>Nature</u>	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
<u>Religion</u>	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* chapter 1 (“[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 DM’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 chapter 1 ("[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, head-but, 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.

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.

See also “[Grappling](#).”

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* chapter 1 (“[Damage and Healing](#)”).

Weapon

A weapon is an object that is in the Simple or Martial weapon category. *See also* chapter 6 (“[Weapons](#)”).

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* “[Weapon](#).”

The Basics

Dungeons & Dragons is a game in which you and your friends take on roles and tell a shared story. While the previous section teaches you how to play the game and how to create characters who are the heroes of the story, this section is written for the player who presides over the game and makes sure everyone is having fun. This player is the Dungeon Master, or DM. Being a Dungeon Master is a fun, empowering, and rewarding experience, and this chapter walks you through the basics.

What Does a DM Do?

The DM gets to play many fun roles:

Actor. The DM plays the monsters, choosing their actions and rolling dice for their attacks. The DM also plays all the people the characters meet.

Director. Like the director of a movie, the DM decides (and describes) what the players' characters encounter in the course of an adventure. The DM is also responsible for the pace of a play session and for creating situations that facilitate fun.

Improviser. A big part of being the DM is deciding how to apply the rules as you go and imagining the consequences of the characters' actions in a way that will make the game fun for everyone.

Referee. When it's not clear what ought to happen next, the DM decides how to apply the rules.

Storyteller. The DM crafts adventures, setting situations in front of the characters that entice them to explore and interact with the game world.

Teacher. It's often the DM's job to teach new players how to play the game.

Worldbuilder. The DM creates the world where the game's adventures take place. Even if you're using a published setting, you get to make it yours.

DM Tips

The most important part of being a good DM is facilitating the fun of everyone at the table. Keep these tips in mind to help things go smoothly.

Embrace the Shared Story. D&D is about telling a story as a group, so let the other players contribute through the words and deeds of their characters. Encourage players to engage by asking them what their characters are doing.

It's Not a Competition. The DM isn't competing against the other players. It's your job to provide fun challenges and keep the story moving.

Be Fair and Flexible. Treat your players in a fair, impartial manner. The rules help you do this, but when you need to act as referee, try to make decisions that ensure everyone is having fun.

Communicate with Your Players. Open communication is essential to a successful D&D game. Many problems can be solved or even prevented with honest conversation. Ask questions and solicit feedback after or between sessions.

It's OK to Make Mistakes. If you overlook or misrepresent something, correct yourself and move on. No one expects you to memorize every rule or detail. Even if you don't realize your mistake until after a game session is over, it's OK to acknowledge the mistake at the start of the next session and make adjustments moving forward.

Things You Need

What you need to play hasn't changed much since the game's first publication in 1974.

A Dungeon Master

One player has the special role of Dungeon Master.

Some people love being the DM all the time, while others can end up feeling trapped as the "forever DM" for their gaming group. The "[Group Size](#)" section in the [Dungeon Master's Guide](#) discusses possibilities for sharing the role of Dungeon Master among multiple players in a group.

Players

Players who aren't the Dungeon Master take on the roles of the heroes, also known as the characters or the adventurers.

D&D plays best with four to six players in addition to the DM, but it's possible to run a game with fewer or more adventurers. See the "[Group Size](#)" section in the [Dungeon Master's Guide](#) for advice on doing so.

Finding Players

Where do you find players? Here are a handful of suggestions:

- Game or hobby stores (the Store Locator on the [Wizards of the Coast website](#) can help you find stores near you that host D&D events)
- Friends, family, community members, and work colleagues who enjoy gaming or fantasy
- Gaming clubs at schools
- Social media and online messaging sites
- Gaming conventions

A Place to Play

The bare minimum of space you need to play D&D is room for everyone in your group to gather and participate.

When choosing the space you'll be playing in, enlist your players' help. Think about any accessibility needs you or they might have. Some players might have difficulty with low light, background music, strong odors, cramped spaces, or specific allergens. Accommodate what you can; communicate what you can't as early as possible.

If possible, play in an area with minimal visual or auditory distractions. Favor surroundings that reinforce your desired atmosphere and have little non-player traffic. If space is shared, reserve the space in advance.

You can also play D&D anywhere you might come together in an online space, from a group video call to a sophisticated virtual tabletop.

Scheduling Games

Sometimes the hardest thing about running a game is finding a time when everyone can play. Some groups play for a few hours every week, while others set aside a whole day once a month. Create a schedule that works best for your group.

For new groups, it often helps to schedule a single-session game (often called a “one-shot”) as a way for people to try it out. If everyone has a great time at that one session, it can be easier to get them to make a long-term commitment.

Scheduling conflicts are sometimes inescapable. The “[Group Size](#)” section in the [Dungeon Master’s Guide](#) offers some advice on what to do when a player has to miss a session.

Dice

You need a full set of polyhedral dice: d4, d6, d8, d10, d12, and d20. It's helpful to have at least two of each kind. Ideally, each player should also have their own set of polyhedral dice.

Lots of digital dice rollers exist. Simple, browser-based dice rollers are easily found on the internet. Specialized dice apps can be found in app stores, and virtual tabletops typically have dice-rolling functionality built in.

Note-Taking Materials

Everyone needs some way to take notes. During every round of combat, someone needs to keep track of [Initiative](#), [Hit Points](#), conditions, and other information. Players often like to take notes about what happens in the adventure, and at least one of them should record any clues and treasure the characters collect.

Character Sheets

Players need some way to record important information about their characters. Plain paper works fine, but players might find official or fan-made character sheets more helpful in organizing the information. A variety of digital character sheets are also available if you're playing online or using digital devices at the table.

Campaign Journal

Throughout this book you'll find tracking sheets you can use to make your work as a DM easier. They range from sheets you can use to track NPCs or settlements in your game to trackers you can use to make sure you're giving the adventurers a good number of magic items. These tracking sheets can form the basis of a campaign journal, and they'll help you plan your adventures and build your world. You can scan or photocopy these sheets for your personal use, and you'll find downloadable versions in the [Tracking Sheets](#) chapter.

Useful Additions

Various resources can enrich your game and make it more fun. Many of these resources might have digital versions, making computers, tablets, and smartphones essential elements in some D&D games and for some players.

DM Screen

A DM screen shields your books, notes, and die rolls from your players. (See the “[Ensuring Fun for All](#)” section later in this chapter for more about when and why you might want to hide die rolls.) Most DM screens have art on the outward-facing panels and handy rules information on the inside-facing panels. Others might be made of fancy wood or sculpted to help set the mood for your game.

You don't need a physical screen to hide things if you're playing online, but it can be helpful to have ready access to important information like condition definitions, common actions, and other key rules. Some DMs set up a physical DM screen near their computer screen. A virtual tabletop might have reference information like this built in.

Adventures and Sourcebooks

Beyond the three core rulebooks, a plethora of additional content is available from Wizards of the Coast and other publishers. Adventures provide hooks, plots, maps, and encounters you can use in your game. Sourcebooks include things like new character options, new monsters, and inspiration for building your own adventures and campaigns. You can play D&D without any of these additional products, but many DMs (and players) find them to be exciting additions to the game.

Battle Grid and Miniatures

Some DMs use a battle grid and miniatures to run combat encounters, which helps players visualize scenes when playing in person. A vinyl wet-erase mat with a printed grid, a gridded whiteboard, a cutting mat, a large sheet of gridded paper, or a printed poster map—any of these can serve as a battle grid. The grid should be marked in 1-inch squares.

You also need plastic or metal miniatures to represent characters and monsters in the game, but you can use coins, extra dice, paper counters, or even pieces of candy if miniatures are unavailable.

Many software tools designed to facilitate online D&D play provide a battle grid. Even without such tools, though, many online D&D games use screen sharing in combination with drawing programs,

shared whiteboards, or similar tools as simple battle grids. Some DMs are comfortable with software that allows them to control lighting and show the players exactly what they can see; others find that complex software gets in the way of the game. Use whatever works for you and your group.

Card Accessories

Some players and DMs find it helpful to have information available in the form of cards. You can buy (or make) cards with individual spells, magic items, monster stat blocks, rules reference, and similar information for easy reference.

Preparing a Session

The more you prepare before your game, the more smoothly the game will go—to a certain point. To avoid being either under- or overprepared, use the one-hour guideline below and prioritize what to prepare depending on the time you have available.

The One-Hour Guideline

A D&D game session usually starts with some out-of-game chatter as everyone settles down to play. Once the session gets underway, most groups can accomplish at least three things during one hour of play, where each “thing” might be any of the following:

- Explore a location such as a chamber in a castle or a cave
- Converse with an intelligent creature
- Reach consensus on a divisive issue
- Solve a tricky riddle or puzzle
- Survive a deadly trap
- Fight a low-difficulty combat encounter

A more difficult combat encounter might count as two or three things, and a tense negotiation can use most or all of an hour of play on its own.

Preparation Time

The following guidelines can help you prepare for a session of play using a published adventure.

One-Hour Preparation

If you spend one hour each week preparing for your game, follow these steps:

Step 1. Focus on the story of the adventure. Read or reread the adventure’s introduction and background information. Create a bulleted list of key plot points to make sure a coherent story unfolds.

Step 2. Identify the encounters you want to run, then figure out how likely it is each encounter will get played, categorizing each one as “definite,” “possible,” or “unlikely.”

Step 3. Gather any maps you'll need for the definite and possible encounters, then focus the remainder of your prep time on the definite encounters, as outlined below.

For combat encounters, review the monsters' tactics and stat blocks. Note any special rules that apply to the setting of the encounter.

For social interaction encounters, make notes about the nonplayer characters (NPCs) in the encounter—their personalities, goals, and tactics.

For exploration encounters, record any clues or other information the characters should learn, and review any special rules that might come into play in the encounter.

Step 4. Consider how each definite encounter relates to the players' motivations (see the “[Know Your Players](#)” section in the [Dungeon Master’s Guide](#)). Think about elements you can add to interest them. For example, a combat encounter could open with a tense negotiation designed to appeal to players who enjoy social interaction.

Step 5. Skim the encounters you flagged as possible.

Two-Hour Preparation

With another hour to prepare, add these steps:

Step 6. Carefully review each “possible” encounter.

Step 7. Devote any time you have left to creating improvisational aids (see the “[Improvising Answers](#)” section in the [Dungeon Master’s Guide](#)).

Three-Hour Preparation

If you have three hours to prepare, add these steps:

Step 8. Skim each “unlikely” encounter.

Step 9. Create a new encounter designed to appeal specifically to one player, or alter an existing encounter to relate to the goals and motivations of that player’s character. Over the course of several sessions, do this for all your players and their characters.

How to Run a Session

This section explains how to run a game session; the [Dungeon Master’s Guide](#) details how to combine sessions into adventures and adventures into campaigns.

Recap

Start each game session after the first with a recap of what happened in the previous session. A recap helps players get back into the story. It also provides important information to players who missed the previous session. You can provide this recap, or you can invite one or more players to deliver the recap instead. Each approach has benefits:

DM Recap. Provide the recap yourself if you have specific information you need to impart or if you want the recap to be concise and focused on what's relevant.

Player Recap. Let the players provide the recap if you want to gauge what they think is important or learn more about what they're getting out of the game. If the players miss any important details in their recap, you can interject a reminder.

Encounters

The bulk of a typical D&D session consists of a series of encounters, similar to how a movie is a series of scenes. In each encounter, there are chances for the DM to describe creatures and places and for characters to make choices. Encounters can involve exploration (interacting with the environment, including puzzles), social interaction with creatures, or combat. The following sections offer more detailed information on how an encounter typically unfolds, in three steps.

Step 1: Describe the Situation

As the DM, you decide how much to tell the players and when. All the information the players need to make choices comes from you. Within the rules of the game and the limits of the characters' knowledge and senses, tell players everything they need to know.

Published adventures often include text in a box like this, which is meant to be read aloud to the players when their characters first arrive at a location or under a specific circumstance, as described in the text. It usually describes locations so the players know what's happening and have a sense of what their characters' options are.

Whether you're running a published adventure or one of your own creation, your initial description of a room or situation should focus on what the characters can perceive. You don't have to reveal every detail at once. Most players begin to lose focus after about three sentences of descriptive text. As characters search rooms, open drawers and chests, and examine things more closely, give players more details about what their characters find.

The “[Narration](#)” section in the [Dungeon Master’s Guide](#) offers more extensive advice and examples of narration.

Step 2: Let the Players Talk

Once you're done describing the situation, ask the players what their characters want to do. Note what the players say, and identify how to resolve their actions. Ask them for more information if you need it.

Sometimes the players might give you a group answer: “We go through the door.” Other times, individual players might want to do specific things—one might search a chest while another examines a bookshelf. Outside combat, the characters don't need to take turns, but you need to give each player a chance to tell you what their character is doing so you can decide how to resolve everyone's actions. In combat, everyone takes turns in Initiative order.

Step 3: Describe What Happens

After the players describe their characters' actions, it's the DM's job to resolve those actions, guided by the rules and the adventure you've prepared. So how do you decide? Think through these possibilities:

No Rules Required. Sometimes, resolving a situation is easy. If an adventurer wants to cross an empty room and open a door, you can just say that the door opens and describe what lies beyond (perhaps referencing your map or notes).

Obstacles to Success. A lock, a guard, or some other obstacle might hinder a character's ability to complete a task. In those cases, you typically call for a [D20 Test](#), usually an ability check. For example, a successful Dexterity ([Sleight of Hand](#)) check might be needed to pick the lock, while a successful Charisma ([Persuasion](#)) check and some coins might be needed to bribe the guard. The “[Resolving Outcomes](#)” section in the [Dungeon Master's Guide](#) gives more guidance on how to use D20 Tests and other tools to determine the results of characters' actions.

Roleplaying. When the players interact with other creatures, roleplay those creatures based on whether they are [Friendly](#), [Indifferent](#), or [Hostile](#). Improvise based on what you know about the creatures, their knowledge, and their motivations. Then bring these creatures to life as you describe what happens. (See the “[Running Social Interaction](#)” section in the [Dungeon Master's Guide](#) for more advice.)

One Action at a Time. The [rules about actions](#) limit how many things a character can do at once. Keeping those rules in mind can help you adjudicate situations.

Combat. In combat, many situations involve attack rolls or saving throws. The rules of combat can help you determine the effectiveness of a character's actions. The “[Running Combat](#)” section offers advice on combat.

Spellcasting. If a character casts a spell, you can usually let the player tell you what the spell does and how to resolve it. If questions arise, read the text of the spell yourself—how a spell is supposed to work is usually pretty clear. The general [rules of spellcasting](#) are also essential for resolving a spell's effects.

Exceptions Supersede General Rules. General rules govern each part of the game, but the game also includes class features, spells, magic items, monster abilities, and other elements that can contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, it's a general rule that melee weapon attacks use the attacking character's Strength modifier. But if a feature says that a character can make melee weapon attacks using Charisma, that exception supersedes the general rule.

When narrating results, try to give a flavorful description while clearly communicating what's happening in the language of the game. See the “[Narration in Combat](#)” section in the [Dungeon Master's Guide](#) for more advice and examples.

Describing results often leads to another decision point, which returns the flow of the game to step 1.

Passing Time

The game has a rhythm and flow that includes periods of action and excitement interspersed with lulls. Think of how movies show time passing between scenes. When an encounter ends, you can move on to the next one. You can often gloss over hours of travel with a quick narrative summary (see the “[Travel](#)” section in the [Dungeon Master’s Guide](#) for more advice). Similarly, if a rest period passes uneventfully, tell the players that and move on. Don’t make the players spend time discussing which character cooks what for dinner unless they enjoy such descriptions. It’s OK to gloss over mundane details and return to the action as quickly as possible.

Expect players to discuss the events of the game, spend time planning, and engage in long conversations in character. You don’t need to be involved in those discussions unless they have questions for you. Learn to recognize the times when you can take a break as the DM, and then resume the action as soon as everyone’s ready.

Taking Breaks

When you finish a lengthy combat encounter or a tension-filled scene, or if you need time to think, take a quick break. Give your brain a few moments to refocus, relax, or prepare for the next encounter. It’s OK to leave the players in suspense during a break while you figure out the consequences of their actions.

Ending a Session

Try not to end a game session in the middle of an encounter. It’s difficult to keep track of information such as [Initiative](#) order and other round-by-round details between sessions. An exception to this guideline is when you purposely end a session with a cliffhanger, where the story pauses just as something monumental happens or some surprising turn of events occurs. A cliffhanger can keep players intrigued and excited until the next session.

If a player missed a session and you had that player’s character leave the party for a while, make sure that there’s a way to bring the character back when the player returns. Sometimes a cliffhanger can serve this purpose: the character charges in to help their beleaguered companions.

Allow a few minutes at the end of play for everyone to discuss the events of the session. Ask your players what parts of the session they liked and what they would have liked to see more. Take notes on what happened and the situation at the end of the session so you can refer back to those notes as you prepare the next session.

Every DM Is Unique

No two DMs run the game in exactly the same way—and that’s how it should be! You’ll be most successful as a DM if you choose a play style that works best for you and your players.

The Rule of Fun

D&D is a game, and everyone should have fun playing it. Everyone shares equal responsibility in moving the game along, and everyone contributes to the fun when they treat each other with respect and consideration: talking through disagreements among players or their characters, and remembering that arguments or mean-spirited squabbles can get in the way of the fun.

People have many different ideas about what makes D&D fun. The “right way” to play D&D is the way you and your players agree to and enjoy. If everyone comes to the table prepared to contribute to the game, the entire table is likely to have a wonderful and memorable time.

Play Style

Here are some questions that can help you define your unique style as a DM and the kind of game you want to run:

Hack and Slash or Immersive Roleplaying? Does the game focus on combat and action or on a rich story with detailed NPCs?

All Ages or Mature Themes? Is the game for all ages, or does it involve mature themes?

Gritty or Cinematic? Do you prefer gritty realism, or are you more focused on making the game feel cinematic and superheroic?

Serious or Silly? Do you want to maintain a serious tone, or is humor your goal?

Preplanned or Improvised? Do you like to plan thoroughly, or do you prefer to improvise?

General or Thematic? Is the game a mixture of themes and genres, or does it center on a particular theme or a genre such as horror?

Morally Ambiguous or Heroic? Are you comfortable with moral ambiguity, such as allowing the characters to explore whether the end justifies the means? Or are you happier with straightforward heroic principles, such as justice, sacrifice, and helping the downtrodden?

House Rules

House rules are new or modified rules you add to your game to make it your own and to enhance the style you have in mind for your game. Before you establish a house rule, ask yourself two questions:

- Will the rule or change improve the game?
- Will my players like it?

If you’re confident that the answer to both questions is yes, give the new rule a try. Present house rules as experiments, and ask your players to provide feedback on them. If you introduce a house rule that isn’t fun, remove or revise the rule.

Recording Rules Interpretations

If a question about the interpretation of a rule comes up in your game, record how you decide to interpret it. Add that to your collection of house rules so you and the players can reference it when the rule comes up again later.

Atmosphere

Some DMs use music to create an appropriate atmosphere for their game sessions. They might use soundtracks from adventure movies or video games, although classical, ambient, or other music styles can also work well.

Some DMs adjust lighting or use sound effects. Miniatures and dioramas can contribute to the game's atmosphere and help players visualize events. Check with your players, though: some might find music, lighting, or sound effects distracting; might prefer not to be startled by loud noises; or might need to avoid certain lighting effects.

Delegation

If there are parts of the game you prefer not to handle yourself, assign them to players who enjoy them. If you don't want to break your narrative stride by looking up a rule, designate another player to be the rulebook reference expert. If you don't like tracking Initiative, ask another player to do so.

Learning by Observing

One of the best ways to learn how to run a D&D game is to observe other DMs in action. Another DM can give you a solid foundation for understanding the role—as well as inspire you with cool things you can do in your games.

You can use these questions to help you reflect on a game you observe:

Beginning the Session. How did the DM start the session? Was there a recap?

Body Language. What gestures did the DM use when describing a scene? How did the DM's body language change when playing different NPCs?

DM Voice. Did the DM use different voices or mannerisms for NPCs? Did the DM change the pitch or tempo of narration in different situations?

Player Participation. Did the players participate in the world-building or make decisions that seemed to send the adventure in an unexpected direction? How did the DM handle it?

Rules Adjudication. To what extent did the DM lean on the rules to adjudicate outcomes? Did the DM adjudicate situations wisely or in ways that made the game fun to watch?

Three Pillars. How much of the session was taken up by combat, exploration, or social interaction?

Tone and Mood. How would you describe the tone and mood of the game? Did it change over the course of the session?

Turns of Phrase. Were there any words or bits of narration you really liked? (If so, jot them down.)

World-building. What elements of the DM’s world or the adventure grabbed your attention?

Ensuring Fun for All

Ahead of the game, if you haven’t done so already, discuss with your players the experience you’re all hoping for, as well as topics, themes, and behavior that might spoil someone’s enjoyment of the game.

Mutual Respect

Whether you’re playing with long-time friends or strangers, it’s important to create a foundation of mutual trust. The best games happen when everyone at the table feels safe enough to be themselves, speak up, and get into character.

It’s up to everyone to uphold the principles of respect. Difficult conversations often fall on the DM to lead, but they don’t have to. If one player’s behavior is interfering with everyone else’s enjoyment, everyone has a stake in helping to resolve the issue.

Setting Expectations

Before you assemble a group around a game table, pitch the adventures you’re thinking about running to your prospective players. Note the in-world conflicts that might arise, the setting’s overall tone, and the themes you’d like to explore. (The “[Every DM Is Unique](#)” section earlier in this chapter can help you describe your game to others.)

Telling players what to expect prepares them as they imagine what sorts of characters they could create and launches conversations about content to be embraced and avoided. You don’t need to reveal the major plot points or twists in your story, but share the themes you’re interested in exploring, the kinds of stories you’re inspired by, and which [flavors of fantasy](#) (outlined in the [Dungeon Master’s Guide](#)) interest you. Being transparent with your players allows them to decide if this is a game they want to play, which is best to know before play begins.

Being clear about your expectations and making sure you understand your players’ expectations in return can help ensure a smooth game. Take your players’ opinions and desires seriously, and make sure they take yours just as seriously. Ideally, you’ll find a style of play that suits everyone.



[Downloadable PDF](#)

Using the Game Expectations Sheet

The Game Expectations tracking sheet is a tool you can use to set expectations at the start of a game and ensure the game is fun for everyone.

Before distributing the sheet to players, fill in the two topmost boxes:

Game Theme and Flavor. In this box, broadly describe the direction you envision for your game. See the “[Setting Expectations](#)” section for the kinds of information to include here.

Potentially Sensitive Elements. If you know that some elements of the game might run up against some players’ limits, list those elements in this box. See the “Hard and Soft Limits” section for examples.

Once the above information is added, give a copy of the sheet to each player. Players can fill out their sheets anonymously, but ask each of them to add the following information:

Limits. Using an X for a hard limit or a question mark for a soft limit, indicate any potentially sensitive elements that are problematic. Add any other elements to avoid.

Hopes, Expectations, and Concerns. In the last two boxes, share any hopes and expectations for the game, and list any concerns about behavior at the table.

Collect all the sheets, and gather your players’ limits into a separate, anonymous document the whole group can access.

Hard and Soft Limits

Beyond the general themes and flavors of fantasy you’re interested in exploring in your campaign, it’s important to have a conversation with your players about topics that can be sensitive or uncomfortable. It can be helpful to discuss these topics in terms of soft and hard limits:

- A soft limit applies to a topic that should be handled carefully, as it might create unwelcome anxiety, fear, or discomfort.
- A hard limit applies to a topic that should not be mentioned or described.

DMs and players can have phobias or triggers that others might not be aware of. Any in-game topic or theme that makes a member of the gaming group feel unsafe (a hard limit) must be avoided. If a topic or theme makes one or more players nervous but they consent to include it in-game (a soft limit), incorporate it with care, if at all, and be ready to quickly veer away from it if needed.

Common in-game limits apply to topics such as intraparty romance, sex, exploitation, racism, enslavement, and violence toward children and animals. Limits can also apply to certain creatures, such as spiders, snakes, rats, and demons. It’s also important to discuss limits around what harm might befall characters, including mind-control magic, helplessness, and death.

That said, D&D is a game that has in-world conflicts and mayhem. Certain core elements of the game are difficult to ignore. For example, taking damage isn’t a limit you can work around easily. Similarly, character death is something that happens from time to time, though the game has ways to counteract or avoid it (see “[Death](#)” in the [Dungeon Master’s Guide](#) for suggestions).

Communicating Limits. Make sure everyone is comfortable with how the discussion of limits takes place. Players might not want to discuss limits aloud, especially if they’re new to roleplaying games or haven’t spent a lot of time with other members of the group. One way to alleviate such discomfort is to

provide a way for players to share limits anonymously. Everyone can jot down their limits on an anonymous survey, such as the [Game Expectations](#) tracking sheet in this chapter.

Compile limits into a list that can be shared with the group. Limits aren't negotiable, and everyone in the group needs to respect them.

The start of a campaign is a great time to have this discussion, but further discussion is warranted each time a new player joins the group or when the campaign has a shift in story or tone. Someone might cross a line and need to be reminded of a limit, or someone might not think to include some of their limits in the initial discussion. Players can also discover new limits as the campaign unfolds. Check in with the group every few sessions to make sure everyone's comfortable with how the game is developing, updating the group's limits as needed.

Shifting Limits. Encourage players to bring any additional limits to you, privately or in the moment, so you can add them to the list. Trust that players know their needs best, and update the game accordingly.

Limits in Play. Since D&D is improvisational, the game can go in unexpected directions. It's helpful to have an agreed-on signal that players can use to communicate that a limit has been violated, allowing you to adjust quickly. That signal might be a gesture (such as crossing the arms in an X or raising a palm in a "stop" gesture), a code word or phrase, touching or lifting a designated object, or anything else your group agrees on. Players should also feel safe to say "stop" and pause the game until the issue is resolved. The person who invokes the signals can comment on what they want adjusted but doesn't have to explain why the content is objectionable. The signal shouldn't trigger a debate or discussion: thank the player for being honest about their needs, set the scene right, and move on.

Make it clear to players that if a person isn't comfortable using the signal, they can step away from the game or call for a break to talk to you privately. Players may also give a friend permission to use the signal on their behalf. As the DM, lead by example. Take your players' needs seriously, and use every tool at your disposal to adjust how your shared story plays out.

Intra-party Conflict

When there's conflict between characters in an adventuring party, it's usually a sign that one of three things is going on:

Disruptive Player. A player is exhibiting antisocial behavior in the game. How to deal with it is covered in the "[Antisocial Behavior](#)" section.

Player Conflict. Conflicts between characters sometimes surface conflicts between players. These conflicts are best handled away from the gaming table. Encourage the players to resolve their conflict outside the game. If that conflict keeps arising at the game table, you might need to ask them to step away from the campaign for a while or leave the game entirely.

Roleplaying. Conflicts between characters aren't always bad. It's OK for characters (and players) to disagree about how to deal with a captured enemy or which side to back in a brewing war. If the

disagreement gets too heated, take a break and perhaps discuss, out of character, how the players would like to proceed.

If you can't tell which of these dynamics is in play, have a conversation with the players about it.

Respect for the Players

Your players need to know from the start that you'll run a game that is fun, fair, and tailored for them; that you'll allow each of them to contribute to the story; and that you'll pay attention to them when they take their turns. Your players also count on you to make sure an adventure's threats don't target them personally. Never make players feel uncomfortable or threatened.

Do You Really Do That?

Can players retract what they just said their characters did? Some DMs take a hard-line position: "If you said it, your character did it." Such a strict position tends to make players much more careful about what they say, which can dampen the atmosphere and discourage humor.

Other DMs let players change their minds freely. This creates a more relaxed mood at the table, which might slow the pace of the game.

A common compromise is to rule that players can retract or change anything their characters did up until the point they learn the consequences of their actions. Once you describe what happens as a result, it's too late for the players to change their minds.

Sharing the Spotlight

As the DM, don't play favorites. Don't let one player do all the talking, and make sure you check in about what every character is doing, especially during periods of exploration and social interaction, rather than focusing just on one player's character.

Sometimes you'll encounter players who tell other players what their characters should do, claim the best magic items for themselves, bully the other players, and refuse to share the spotlight. Away from the game, point out that the player's behavior is spoiling the fun for others, and ask the player to tone it down. If the player refuses to change this behavior, ask the player to leave the group.

Some problems arise when a player assumes that their particular style of play is superior to others, and they lose patience with encounters tailored to other players' preferences. Remind the impatient player (perhaps away from the table) that you have a group to please, not just one player.

Tragic Limits

Some players resist getting invested in the world of the game because they don't want to endure the pain of seeing the people and places they care about threatened or destroyed. Other players gleefully detail a backstory full of beloved NPCs, fully expecting the DM to use those people as bait, tragic victims, and unexpected villains. It's important to understand your players' preferences so you neither

alienate the players by callously destroying what they love nor bore them by leaving their backstory out of the campaign story.

When you have antagonists threaten the people and places the characters love, be sure the characters have a chance to stave off the worst outcome. During the game, characters should have the opportunity to avoid or mitigate losses in heroic ways, with tragedy being a consequence of the characters' actions and decisions, not a foregone conclusion. Moments of helplessness in the face of devastating tragedy are better suited for character backstories.

DM Die Rolling

Should you hide your die rolls behind a DM screen, or should you roll your dice in the open for all the players to see? Choose either approach, and be consistent. Each approach has benefits:

Hidden Die Rolls. Hiding your die rolls keeps them mysterious and allows you to alter results if you want to. For example, you could ignore a Critical Hit to save a character's life. Don't alter die rolls too often, though, and never let the players know when you fudge a die roll.

Visible Die Rolls. Rolling dice in the open demonstrates impartiality—you're not fudging rolls to the characters' benefit or detriment.

Even if you usually roll behind a screen, it can be fun to make an especially dramatic roll where everyone can see it.

Overly Cautious Players

Overly cautious players can slow down the game by checking every flagstone, door, and wall in a dungeon for traps and hidden dangers. Sometimes this behavior is a learned response to too many unpleasant surprises in past adventures, and sometimes it's just a manifestation of players' personalities.

Here are some in-game techniques you can use to encourage your players to act boldly:

Avoid Random Perils. Avoid traps and ambushes that feel random and have little importance to the rest of the adventure.

Create Time Pressure. Set up a situation where the characters are racing toward a goal or destination. (Use this technique with caution, as time pressure can increase players' anxiety.)

Telegraph Encounters. Give players advance warning that an encounter is imminent. Maybe they hear the heavy footfalls of a giant or see a dragon flying overhead before they have to confront it. This can encourage your players to move toward or away from the encounters rather than anxiously anticipating an ambush.

If these in-game techniques don't have the desired effect, have a conversation outside the game with your players about which game elements are causing them to play in an overly cautious way. Come to an agreement that those elements won't appear in your game, as keeping the game moving will result in a better experience.

Respect for the DM

As the DM, you have the right to expect your players to respect you and the effort you put into making a fun game for everyone. The players need to let you direct the campaign (with their input), arbitrate the rules, and settle arguments. And when you’re narrating the action of the game, the players should be paying attention.

Player Die Rolling

Players should roll their dice in full view of everyone. If a player scoops up their dice before anyone else can see what they rolled, encourage that player to be less secretive.

When a die falls on the floor, do you count it or reroll it? When it lands cocked against a book, do you pull the book away and see where it lands or reroll the die? Work with your players to answer these questions, and record the answers as house rules.

The Social Contract of Adventures

You must provide reasonably appealing reasons for characters to undertake the adventures you prepare. (See “[Draw In the Players](#)” in the [Dungeon Master’s Guide](#) for advice on this topic.) In exchange, the players should go along with those hooks. It’s OK for your players to give you some pushback on why their characters should want to do what you’re asking them to do, but it’s not OK for them to invalidate the hard work you’ve done preparing the adventure by willfully going in a different direction.

If you feel like you’re keeping up your end of the bargain but your players aren’t, have a conversation with them away from the gaming table. Try to understand what hooks would motivate their characters, and make sure the players understand the work you put into preparing adventures for them.

Rules Discussions

Work out a policy about rules discussions at the table. Some groups don’t mind putting the game on hold while they discuss different interpretations of a rule. Others prefer to let the DM make a call and continue playing. If you gloss over a rules issue in play, make a note of it and return to the issue later.

Some players like to use the rules to argue against your decisions. While such players can be helpful when you’re stuck or make a rules mistake that’s easily corrected, players who argue the rules too often can disrupt the flow of the game.

If a player wants to pause play to find a specific rule or reference, you can invite the player to search for it while you and the rest of the players continue the game. That player’s character essentially steps out of the game for as long as it takes. Monsters don’t attack the character, and the character takes the [Dodge](#) action in combat until the player rejoins the group. This solution allows the other players to keep playing instead of letting one player stop the game.

Character Knowledge

Encourage players to play their characters within the limits of what the characters know and understand. It can be helpful to maintain the distinction between player and character knowledge by simply asking players, “What do your *characters* think?”

Anachronistic thinking is another potential pitfall. You might need to remind players that their characters don’t know how to make things that don’t exist in the game world, such as modern firearms or antibiotics, and they don’t have the players’ understanding of modern science (which might not apply in the game universe anyway).

Similarly, sometimes a player is familiar with the published adventure you’re running or knows the *Monster Manual* backward and forward. Encourage the player to keep that knowledge separate from their character’s knowledge and allow the other players to discover it through play.

Antisocial Behavior

People often play D&D because it lets them, through their characters, do things they can’t do in real life—fight monsters, cast spells, and so on. However, for some players, this means wreaking havoc in towns or betraying their allies. What they want in the game has nothing to do with heroic adventure, but with using the game rules to act out antisocial fantasies.

If this behavior comes up in your game, it might be time to reopen the conversation about the kind of game you want to play. If it’s just one player causing the trouble, it’s perfectly appropriate to issue an ultimatum: an out-of-control player who wants to continue playing with the group must stop being disruptive and play as part of a team. Don’t let players get away with being jerks to the other players using the excuse, “that’s what my character would do.”

Evil Characters. Players who want to play evil characters might be looking to carry out antisocial behavior in the game. If a player asks for permission to play an evil character or comes to the table with one already made, talk to that player about what they have in mind and make sure their plans square with the group’s expectations for your game. Sometimes a player wants to explore playing an evil character for perfectly good (and nondisruptive) reasons, and sometimes a whole group decides it might be fun to play evil characters together. These are valid options, as long as everyone’s on the same page about how the campaign will go.

Players Exploiting the Rules

Some players enjoy poring over the D&D rules and looking for optimal combinations. This kind of optimizing is part of the game (see “[Know Your Players](#)” in the [Dungeon Master’s Guide](#)), but it can cross a line into being exploitative, interfering with everyone else’s fun.

Setting clear expectations is essential when dealing with this kind of rules exploitation. Bear these principles in mind:

Rules Aren’t Physics. The rules of the game are meant to provide a fun game experience, not to describe the laws of physics in the worlds of D&D, let alone the real world. Don’t let players argue that

a bucket brigade of ordinary people can accelerate a spear to light speed by all using the [Ready](#) action to pass the spear to the next person in line. The Ready action facilitates heroic action; it doesn't define the physical limitations of what can happen in a 6-second combat round.

The Game Is Not an Economy. The rules of the game aren't intended to model a realistic economy, and players who look for loopholes that let them generate infinite wealth using combinations of spells are exploiting the rules.

Combat Is for Enemies. Some rules apply only during combat or while a character is acting in Initiative order. Don't let players attack each other or helpless creatures to activate those rules.

Rules Rely on Good-Faith Interpretation. The rules assume that everyone reading and interpreting the rules has the interests of the group's fun at heart and is reading the rules in that light.

Outlining these principles can help hold players' exploits at bay. If a player persistently tries to twist the rules of the game, have a conversation with that player outside the game and ask them to stop.

Knowing the Rules

You don't have to be an expert on the rules to be a good DM. Of course it's helpful to be familiar with the rules, but facilitating fun is more important than implementing the rules perfectly. If you're not sure how to apply the rules in a situation, you can always ask the opinion of the players as a group. It might take a few minutes, but it's usually possible to reach an answer that feels fair to everyone, and that's more important than a "correct" answer.

You don't need to know every spell or the features of every class. Set the expectation that players are responsible for telling you what their abilities and spells do.

Rules for the Virtual Table

Setting expectations is just as important in a digital environment as in person.

Some groups confine out-of-character jokes, comments, and memes to a text channel, keeping the voice channel focused on the game. But some groups find it distracting to have a separate conversation unfolding in text while the game is going on. Choose an option that works best for your group.

Who moves tokens on a virtual tabletop? Are players expected to use the built-in dice roller, or is it OK to roll physical dice and report the result? The particular technology you're using might dictate answers to these questions or raise other questions you'll need to sort out as you play.

Combat

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.

Hazards. The “[Hazards](#)” section in the [Dungeon Master’s Guide](#) describes dangerous features, such as patches of green slime, that characters or their enemies can use to their advantage.

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 CR.

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

— Encounter Difficulty —

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 [Twig Blights](#) (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 [Nothics](#) (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 $7,800 \times 6$, 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 from the [Monster Manual](#) 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.

Running Combat

This section builds on the [combat rules](#) in [Playing the Game](#) and offers tips for keeping the game running smoothly when a fight breaks out.

Rolling Initiative

Combat starts when—and only when—you say it does. Some characters have abilities that trigger on an [Initiative](#) roll; you, not the players, decide if and when Initiative is rolled. A high-level Barbarian can’t just punch their Paladin friend and roll Initiative to regain expended uses of Rage.

In any situation where a character's actions initiate combat, you can give the acting character [Advantage](#) on their Initiative roll. For example, if a conversation with an NPC is cut short because the Sorcerer is convinced that NPC is a doppelganger and targets it with a [Chromatic Orb](#) spell, everyone rolls Initiative, and the Sorcerer does so with Advantage. If the doppelganger rolls well, it might still act before the Sorcerer's spell goes off, reflecting the monster's ability to anticipate the spell.

Using Initiative Scores

You can get to the action of combat more quickly by using Initiative scores instead of rolling. You might decide to use Initiative scores just for characters, just for monsters, or for both.

Initiative Scores for Characters. A character's Initiative score is typically 10 plus all modifiers to the character's Initiative roll (including their Dexterity modifier and any special modifiers). If you want your players to use Initiative scores, have them record those scores on their character sheets, and keep your own list of those scores.

Initiative Scores for Monsters. A monster's stat block includes its Initiative score after its Initiative bonus.

Advantage and Disadvantage. If a creature has [Advantage](#) on Initiative rolls, increase its Initiative score by 5. If it has [Disadvantage](#) on those rolls, decrease that score by 5.

Tracking Initiative

The following sections describe different methods for keeping track of who goes when in combat.

Hidden List

You can track Initiative on a list your players can't see using any of the following tools:

- Paper or a notebook behind the DM screen
- A spreadsheet or document on a laptop or tablet
- An app on your tablet or phone
- Index cards for each character and each group of identical monsters, placed in Initiative order in a stack you cycle through

A hidden list allows you to track combatants who haven't been revealed yet, and you can use the list as a place to record the current Hit Points of monsters, as well as other useful notes.

If you use this approach, you tell the players when it's their characters' turn. When you call out the character whose turn is starting, consider also mentioning who's next, prompting that character's player to think ahead.

Open List

You can track Initiative on a list that is visible to the players using any of the following tools:

- A whiteboard on a wall or propped up nearby
- A battle mat you use for miniatures
- Folded index cards for each character and each group of identical monsters, placed like tents in Initiative order across the top of your DM screen
- A virtual tabletop program you’re using or a group text chat
- Magnets, clothespins, or an accessory designed to represent the Initiative order spatially

An open list makes everyone aware of the order of play. Players know when their characters’ turns are coming up so they can plan their actions in advance. An open list also lets the players know when the monsters act in the fight, although you can hold off on adding monsters to the list until they take their first turns.

Tracking Monsters’ Hit Points

During a combat encounter, you or a player should track how much damage each monster takes. Most DMs track damage in secret so their players don’t know how many Hit Points a monster has remaining.

It helps to have a system to track damage for groups of monsters. If you aren’t using miniatures or other visual aids, one way to track your monsters is to assign them unique features. For example, imagine that you’re running an encounter with three ogres. You might attach descriptions such as “the ogre with a big scar” and “the ogre with the helmet” to help you and your players track which monster is which. Once Initiative is rolled, jot down each ogre’s Hit Points and add notes (and even a name, if you like) to differentiate each one:

Krag (ogre w/ scar): 68

Thod (ogre w/ helm): 71

Mur (ogre smeared w/ dirt): 59

If you use miniatures to represent monsters, one way to differentiate them is to give each one a unique miniature. If you use identical miniatures to represent multiple monsters, you can tag the miniatures with small stickers of different colors or stickers with different letters or numbers on them.

For example, in a combat encounter with three ogres, you could use three identical ogre miniatures tagged with stickers marked A, B, and C, respectively. To track the ogres’ Hit Points, you can sort them by letter, then subtract damage from their Hit Points as they take it. Your records might look something like this after a few rounds of combat:

Ogre A: ~~Crossed-out:68 Crossed-out:59 Crossed-out:53 Crossed-out:45 Crossed-out:24 Crossed-out:14 Crossed-out:9~~ dead

Ogre B: ~~Crossed-out:71 Crossed-out:62 Crossed-out:54~~ 33

Ogre C: 59

Some DMs prefer to track how much damage a monster has taken, adding to that number as characters deal damage (instead of subtracting from the monster’s Hit Points). Adding is generally easier than

subtracting, and you can track damage on a visible list of Initiative (such as a whiteboard) without revealing to the players how many Hit Points the monsters have. The tracking might look like this:

Ogre A: ~~9~~ ~~15~~ ~~23~~ ~~44~~ ~~54~~ ~~59~~ dead

Ogre B: ~~9~~ ~~17~~ 38

Ogre C:

Using and Tracking Conditions

Many rules and features in the game apply conditions to creatures. You can also apply conditions on the fly when it makes sense to do so. For example, the [Poisoned](#) condition can reflect a variety of impairments, from influenza to intoxication.

You can track monsters' conditions wherever you track their Hit Points. Players should track any conditions affecting their characters. Character conditions can also be marked on index cards or a whiteboard.

You might also mark index cards or sticky notes with conditions and their effects or use tokens or some other tangible reminder. Then hand the cards, notes, or tokens to players when their characters have a condition. Putting a sticky note with a condition's rules on a player's character sheet can help that player remember the effects of the condition. You can also place tokens or colored plastic rings (the rings from soda bottle caps work well) on a creature's miniature, helping everyone remember which creatures are affected by conditions.

DM's Toolbox

This chapter provides advice on rules for adventure elements such as poison and traps.

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.

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.

Carrion Crawler Mucus ([200 GP](#))

Contact Poison

A creature subjected to Carrion 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.

Lolth's Sting ([200 GP](#))

Injury Poison

A creature subjected to Lolth'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.

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.

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 kill or 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.

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 the [Player's Handbook](#) 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

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

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

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 Rules

Rules for [identifying](#), [attuning to](#), and [using](#) magic items appear in the [Player's Handbook](#). Additional rules are presented below.

Attunement Prerequisites. If a magic item has a class prerequisite, a creature must be a member of that class to attune to the item. If a creature must be a spellcaster to attune to an item, the creature qualifies if it can cast at least one spell using its traits or features, not by using a magic item or the like.

Items Made for Specific Creatures. Magic items that are meant to be worn tend to magically adjust themselves to the wearer. However, you can decide that a magic item doesn't adjust its size to fit any wearer. For example, a particular armorer might make items usable only by folk who are sized and shaped like dwarves.

Unusual Anatomy. Use your discretion to decide whether a creature can wear an item not made for its anatomy. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear magic boots.

Paired Items. You can allow exceptions to the rule that paired items must both be worn. For example, a character with only one arm might be able to use a single [Glove of Missile Snaring](#) so long as the matching glove is on their person.

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

Category	Examples
Wondrous Items	Bag of Holding , Boots of Elvenkind

Armor

An item in the Armor category is typically a magical version of armor from the [Player's Handbook](#). 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 "). |
| 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 |

1d100

Result

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. However, some scrolls, like the [Scroll of Protection](#), bear an incantation that isn't a spell.

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 the [Player's Handbook](#). 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 [Wand of Orcus](#), 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 the [City of Brass](#) or [Sigil](#). 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 the [Player's Handbook](#) (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*
Common	100 GP
Uncommon	400 GP
Rare	4,000 GP
Very Rare	40,000 GP
Legendary	200,000 GP
Artifact	Priceless

*Halve the value for a consumable item other than a [Spell Scroll](#). The value of a [Spell Scroll](#) is double

Rarity	Value*
--------	--------

what it costs to scribe the scroll (as specified in the [Player's Handbook](#)).

Awarding Magic Items

Awarding magic items is the purview of the DM. You can award a magic item because the story calls for it or the players would be especially pleased to have it. This section helps you to determine which magic items end up in the characters' possession.

Are Magic Items Necessary?

The D&D game assumes that magic items appear sporadically and that they are a boon unless an item bears a curse. Characters and monsters are built to face each other without the help of magic items, which means that having a magic item makes a character more powerful or versatile than a generic character of the same level. As DM, you never have to worry about awarding magic items just so the characters can keep up with the campaign's threats. Magic items are truly prizes—desirable but not necessary.

Magic Items Awarded by Level

The Magic Items Awarded by Level table shows the number of magic items a D&D party typically gains during a campaign, totaling one hundred magic items by level 20. The table shows how many items of each rarity are meant to be handed out during each of the four tiers of play.

Artifacts are omitted from the table because they are most often used as plot devices in high-level adventures, and characters rarely have them for long (either because the Artifacts are meant to be destroyed or because the campaign is nearing its end).

Player Wish List. Encourage your players to keep a wish list of magic items they hope their characters will find in the course of the campaign. If you want to award a magic item but don't have a specific magic item in mind, you can pick an item of the appropriate rarity from your players' wish list.

Overstocking an Adventure. When creating or modifying an adventure, assume that the characters won't find all the magic items you place in it. An adventure usually can include a number of items that's 25 percent higher than the number in the Magic Items Awarded by Level table (round up). For example, an adventure designed to take characters from level 1 to 4 might include fourteen items rather than eleven, in the expectation that three items won't be found.

Magic Items Awarded by Level

Character Level (Tier of Play)	Common Items	Uncommon Items	Rare Items	Very Rare Items	Legendary Items	All Items
1–4 (tier 1)	6	4	1	0	0	11
5–10 (tier 2)	10	17	6	1	0	34
11–16 (tier 3)	3	7	11	7	2	30

Character Level (Tier of Play)	Common Items	Uncommon Items	Rare Items	Very Rare Items	Legendary Items	All Items
17–20 (tier 4)	0	0	5	11	9	25
Total	19	28	23	19	11	100

Justyna Gil

[Downloadable PDF](#)

Magic Item Tracker

You can use the Magic Item Tracker sheet to track how many magic items the characters have acquired. Each time the characters get a magic item, put a check mark in one of the empty circles corresponding to the item's rarity and the current level range of the characters. If the characters gain a magic item of a rarity that has no unchecked circles at the current level range, check off an empty circle from a lower tier. If all lower level ranges also have no circles left, check off an empty circle from a higher level range.

Random Magic Item Rarity

When you decide that a treasure contains magic items, there are two ways to determine the rarity of those items. You can choose an appropriate rarity based on the items you've given out already (using the Magic Item Tracker sheet to keep track), or you can roll on the Magic Item Rarities table.

To use the table, find the level of the characters in the top row. Roll 1d100, and read down that column to find your roll. Then read across to the right column to find the rarity of the item.

Magic Item Rarities

1d100 Roll

Levels 1–4	Levels 5–10	Levels 11–16	Levels 17–20	Item's Rarity
01–54	01–30	01–11	—	Common
55–91	31–81	12–34	—	Uncommon
92–00	82–98	35–70	01–20	Rare
—	99–00	71–93	21–64	Very Rare
—	—	94–00	65–00	Legendary

Magic Items for Starting Characters

If you're starting a campaign for characters above level 1, the [Player's Handbook](#) offers [suggestions](#) for how many magic items such characters should start with and the rarity of those items. Consider these approaches to determining the items each character receives:

DM Choice: Choose items for each character using your own judgment.

Player Choice: Let the players choose whatever items they want, within the specified rarity.

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 DM 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.

Magic Items A–Z

Magic items are presented in alphabetical order.

If a magic item description capitalizes a creature's name and presents it in **bold** type, that's a visual cue pointing you to the creature's stat block. Unless the text states otherwise, the stat block is in the [Monster Manual](#). How to read and use a [stat block](#) is explained in the [Monster Manual](#) and to a lesser degree in the [rules glossary](#).

Magic Items (A)

Adamantine Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any Critical Hit against you becomes a normal hit.

Ammunition, +1, +2, or +3

Weapon (Any Ammunition), [Uncommon \(+1\)](#), [Rare \(+2\)](#), or [Very Rare \(+3\)](#)

You have a bonus to attack rolls and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

This ammunition is typically found or sold in quantities of ten or twenty pieces. Ten pieces of this ammunition are equivalent in value to a potion of the same rarity.

Amulet of Health

Wondrous Item, Rare (Requires Attunement)

Your Constitution is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

Amulet of Proof against Detection and Location

Wondrous Item, Uncommon (Requires Attunement)

While wearing this amulet, you can't be targeted by Divination spells or perceived through magical scrying sensors unless you allow it.

Animated Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you can take a Bonus Action to cause it to animate. The Shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The Shield remains animate for 1 minute, until you take a Bonus Action to end this effect, or until you die or have the [Incapacitated](#) condition, at which point the Shield falls to the ground or into your hand if you have one free.

Armor, +1, +2, or +3

Armor (Any Light, Medium, or Heavy), [Rare \(+1\)](#), [Very Rare \(+2\)](#), or [Legendary \(+3\)](#)

You have a bonus to Armor Class while wearing this armor. The bonus is determined by its rarity.

Armor of Resistance

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

You have Resistance to one type of damage while you wear this armor. The DM chooses the type or determines it randomly by rolling on the following table.

1d10 Damage Type

- | | |
|----|-----------|
| 1 | Acid |
| 2 | Cold |
| 3 | Fire |
| 4 | Force |
| 5 | Lightning |
| 6 | Necrotic |
| 7 | Poison |
| 8 | Psychic |
| 9 | Radiant |
| 10 | Thunder |

Armor of Vulnerability

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

While wearing this armor, you have Resistance to one of the following damage types: Bludgeoning, Piercing, or Slashing. The DM chooses the type or determines it randomly.

Curse. This armor is cursed, a fact that is revealed only when the [Identify](#) spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by a [Remove Curse](#) spell or similar magic; removing the armor fails to end the curse. While cursed, you have Vulnerability to two of the three damage types associated with the armor (not the one to which it grants Resistance).

Arrow-Catching Shield

Armor (Shield), Rare (Requires Attunement)

You gain a +2 bonus to Armor Class against ranged attack rolls while you wield this Shield. This bonus is in addition to the Shield's normal bonus to AC.

Whenever an attacker makes a ranged attack roll against a target within 5 feet of you, you can take a Reaction to become the target of the attack instead.

Magic Items (B)

Bag of Devouring

Wondrous Item, Very Rare

This bag resembles a [Bag of Holding](#) but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can take an action to try to escape, doing so with a successful DC 15 Strength ([Athletics](#)) check. Another creature can take an action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength ([Athletics](#)) check, provided the puller isn't pulled inside the bag first. Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The DM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the [Astral Plane](#).

Bag of Holding

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions—roughly 2 feet square and 4 feet deep on the inside. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires a [Utilize](#) action.

If the bag is overloaded, pierced, or torn, it is destroyed, and its contents are scattered in the [Astral Plane](#). If the bag is turned inside out, its contents spill forth unharmed, but the bag must be put right before it can be used again. The bag holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside.

Placing a *Bag of Holding* inside an extradimensional space created by a [Heward's Handy Haversack](#), [Portable Hole](#), or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within a 10-foot-radius [Sphere](#) centered on the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and can't be reopened.

Bead of Force

Wondrous Item, Rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *Beads of Force* are found together.

You can take a [Magic](#) action to throw the bead up to 60 feet. The bead explodes in a 10-foot-radius [Sphere](#) on impact and is destroyed. Each creature in the Sphere must succeed on a DC 15 Dexterity saving throw or take 5d4 Force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save or are partially within the area are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can pass through.

An enclosed creature can take a [Utilize](#) action to push against the sphere's wall, moving the sphere up to half the creature's Speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Bead of Nourishment

Wondrous Item, Common

This flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of [Rations](#).

Belt of Dwarvenkind

Wondrous Item, Rare (Requires Attunement)

While wearing this belt, you gain the following benefits:

Dwarvish. You know Dwarvish.

Friend of Dwarvenkind. You have Advantage on Charisma ([Persuasion](#)) checks made to interact with dwarves and duergar.

Toughness. Your Constitution increases by 2, to a maximum of 20.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you can grow one, or a thicker beard if you already have one.

If you aren't a dwarf or duergar, you gain the following additional benefits while wearing the belt:

Darkvision. You have [Darkvision](#) with a range of 60 feet.

Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the [Poisoned](#) condition.

Belt of Giant Strength

Wondrous Item, Rarity Varies (Requires Attunement)

While wearing this belt, your Strength changes to a score granted by the belt. The type of giant determines the score (see the table below). The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Belt	Str.	Rarity
Belt of Giant Strength (hill)	21	Rare
Belt of Giant Strength (frost) or Belt of Giant Strength (stone)	23	Very Rare
Belt of Giant Strength (fire)	25	Very Rare
Belt of Giant Strength (cloud)	27	Legendary
Belt of Giant Strength (storm)	29	Legendary

Berserker Axe

Weapon (Battleaxe, Greataxe, or Halberd), Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your Hit Point maximum increases by 1 for each level you have attained.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have Disadvantage on attack rolls with weapons other than this one.

Whenever another creature damages you while the weapon is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. This berserk state ends when you start your turn and there are no creatures within 60 feet of you that you can see or hear.

While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the [Attack](#) action, targeting the creature. If you're unable to get close enough to the creature to attack it with the weapon, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

Boots of Elvenkind

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have Advantage on Dexterity ([Stealth](#)) checks.

Boots of Levitation

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can cast [Levitate](#) on yourself.

Boots of Speed

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can take a Bonus Action to click the boots' heels together. If you do, the boots double your Speed, and any creature that makes an [Opportunity Attack](#) against you has Disadvantage on the attack roll. If you click your heels together again, you end the effect.

When you've used the boots' property for a total of 10 minutes, the magic ceases to function for you until you finish a Long Rest.

Bracers of Archery

Wondrous Item, Uncommon (Requires Attunement)

While wearing these bracers, you have proficiency with the [Longbow](#) and [Shortbow](#), and you gain a +2 bonus to damage rolls made with such weapons.

Bracers of Defense

Wondrous Item, Rare (Requires Attunement)

While wearing these bracers, you gain a +2 bonus to Armor Class if you are wearing no armor and using no Shield.

Brooch of Shielding

Wondrous Item, Uncommon (Requires Attunement)

While wearing this brooch, you have Resistance to Force damage, and you have Immunity to damage from the [Magic Missile](#) spell.

Broom of Flying

Wondrous Item, Uncommon (Requires Attunement)

This wooden broom functions like a mundane broom until you stand astride it and take a [Magic](#) action to make it hover beneath you, at which time it can be ridden in the air. It has a Fly Speed of 50 feet. It can carry up to 400 pounds, but its Fly Speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land or when you're no longer riding it.

As a [Magic](#) action, you can send the broom to travel alone to a destination within 1 mile of you if you name the location and are familiar with it. The broom comes back to you when you take a [Magic](#) action and use a command word if the broom is still within 1 mile of you.

Magic Items (C)

Circlet of Blasting

Wondrous Item, Uncommon

While wearing this circlet, you can cast [Scorching Ray](#) with it (+5 to hit). The circlet can't cast this spell again until the next dawn.

Cloak of Arachnida

Wondrous Item, Very Rare (Requires Attunement)

This fine garment is made of black silk interwoven with faint, silvery threads. While wearing it, you gain the following benefits.

Poison Resistance. You have Resistance to Poison damage.

Spider Climb. You have a Climb Speed equal to your Speed and can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free.

Spider Walk. You can't be caught in webs of any sort and can move through webs as if they were [Difficult Terrain](#).

Web. You can cast [Web](#) (save DC 13). The web created by the spell fills twice its normal area. Once used, this property can't be used again until the next dawn.

Cloak of Invisibility

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a [Magic](#) action to pull its hood over your head and expend 1 charge to give yourself the [Invisible](#) condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the cloak.

Cloak of Protection

Wondrous Item, Uncommon (Requires Attunement)

You gain a +1 bonus to Armor Class and saving throws while you wear this cloak.

Cloak of the Bat

Wondrous Item, Rare (Requires Attunement)

While wearing this cloak, you have Advantage on Dexterity ([Stealth](#)) checks. In an area of [Dim Light](#) or [Darkness](#), you can grip the edges of the cloak and use it to gain a [Fly Speed](#) of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in Dim Light or Darkness, you lose this Fly Speed.

While wearing the cloak in an area of Dim Light or Darkness, you can cast [Polymorph](#) on yourself, shape-shifting into a [Bat](#). While in that form, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Crystal Ball

Wondrous Item, Very Rare (Requires Attunement)

While touching this crystal orb, you can cast [Scrying](#) (save DC 17) with it.

Crystal Ball of Mind Reading

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast [Scrying](#) (save DC 17) with it. In addition, you can cast [Detect Thoughts](#) (save DC 17) targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *Detect Thoughts* spell to maintain it during its duration, but it ends if the *Scrying* spell ends.

Crystal Ball of Telepathy

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast [Scrying](#) (save DC 17) with it. In addition, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also cast [Suggestion](#) (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *Suggestion* to maintain it during its duration, but it ends if *Scrying* ends. You can't cast *Suggestion* in this way again until the next dawn.

Crystal Ball of True Seeing

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast [Scrying](#) (save DC 17) with it. In addition, you have [Truesight](#) with a range of 120 feet centered on the spell's sensor.

Magic Items (D)

Dancing Sword

Weapon (Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

You can take a Bonus Action to toss this magic weapon into the air. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of itself. The weapon uses your attack roll and adds your ability modifier to damage rolls.

While the weapon hovers, you can take a Bonus Action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same Bonus Action, you can cause the weapon to attack one creature within 5 feet of the weapon.

After the hovering weapon attacks for the fourth time, it flies back to you and tries to return to your hand. If you have no hand free, the weapon falls to the ground in your space. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or are more than 30 feet away from it.

Deck of Illusions

Wondrous Item, Uncommon

This box contains a set of cards. A full deck has 34 cards: 32 depicting specific creatures and two with a mirrored surface. A deck found as treasure is usually missing 1d20 – 1 cards.

The magic of the deck functions only if its cards are drawn at random. You can take a [Magic](#) action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of yourself. An illusion of a creature, determined by rolling on the Deck of Illusions table, forms over the thrown card and remains until dispelled. The illusory creature created by the card looks and behaves like a real creature of its kind, except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can take a [Magic](#) action to move it anywhere within 30 feet of its card.

Any physical interaction with the illusory creature reveals it to be false, because objects pass through it. A creature that takes a [Study](#) action to visually inspect the illusory creature identifies it as an illusion with a successful DC 15 Intelligence ([Investigation](#)) check. The illusion lasts until its card is moved or the illusion is dispelled (using a [Dispel Magic](#) spell or a similar effect). When the illusion ends, the image on its card disappears, and that card can't be used again.

Deck of Illusions

1d100	Illusion*
01–03	Adult Red Dragon
04–06	Archmage
07–09	Assassin
10–12	Bandit Captain

1d100**Illusion***

13–15	Beholder
16–18	Berserker
19–21	Bugbear Warrior
22–24	Cloud Giant
25–27	Druid
28–30	Erinyes
31–33	Ettin
34–36	Fire Giant
37–39	Frost Giant
40–42	Gnoll Warrior
43–45	Goblin Warrior
46–48	Guardian Naga
49–51	Hill Giant
52–54	Hobgoblin Warrior
55–57	Incubus
58–60	Iron Golem
61–63	Knight
64–66	Kobold Warrior
67–69	Lich
70–72	Medusa
73–75	Night Hag
76–78	Ogre
79–81	Oni
82–84	Priest
85–87	Succubus
88–90	Troll
91–93	Warrior Veteran
94–96	Wyvern
97–00	The card drawer

*Stat blocks for these creatures (except the card drawer) appear in the [Monster Manual](#).

Deck of Many Things

Wondrous Item, Legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have thirteen cards, but some have twenty-two. Use the appropriate column of the Deck of Many Things table when randomly determining cards drawn from the deck.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly. Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it disappears. Unless the card is the Fool or Jester, the card reappears in the deck, making it possible to draw the same card twice. (Once the Fool or Jester has left the deck, reroll on the table if that card comes up again.)

Deck of Many Things

1d100 (13-Card Deck)	1d100 (22-Card Deck)	Card
—	01–05	Balance
—	06–10	Comet
—	11–14	Donjon
01–08	15–18	Euryale
—	19–23	Fates
09–16	24–27	Flames
—	28–31	Fool
—	32–36	Gem
17–24	37–41	Jester
25–32	42–46	Key
33–40	47–51	Knight
41–48	52–56	Moon
—	57–60	Puzzle
49–56	61–64	Rogue
57–64	65–68	Ruin
—	69–73	Sage
65–72	74–77	Skull
73–80	78–82	Star
81–88	83–87	Sun
—	88–91	Talons
89–96	92–96	Throne
97–00	97–00	Void

Each card's effect is described below.

Balance

You can increase one of your ability scores by 2, to a maximum of 22, provided you also decrease another one of your ability scores by 2. You can't decrease an ability that has a score of 5 or lower. Alternatively, you can choose not to adjust your ability scores, in which case this card has no effect.

Comet

The next time you enter combat against one or more [Hostile](#) creatures, you can select one of them as your foe when you roll Initiative. If you reduce your foe to 0 Hit Points during that combat, you have Advantage on [Death Saving Throws](#) for 1 year. If someone else reduces your chosen foe to 0 Hit Points or you don't choose a foe, this card has no effect.

Donjon

You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you're wearing and carrying disappears with you except for Artifacts, which stay behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any Divination magic, but a [Wish](#) spell can reveal the location of your prison. You draw no more cards.

Euryale

The card's medusa-like visage curses you. You take a -2 penalty to saving throws while cursed in this way. Only a god or the magic of the Fates card can end this curse.

Fates

Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames

A powerful devil becomes your enemy. The devil seeks your ruin and torments you, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

A Question of Enmity

Two of the cards in the *Deck of Many Things* can earn a character the enmity of another being. With the Flames card, the enmity is overt. The character should experience the devil's malevolent efforts on multiple occasions. Seeking out the fiend shouldn't be a simple task, and the adventurer should clash with the devil's allies and followers a few times before being able to confront the devil.

In the case of the [Rogue](#) card, the enmity is secret and should come from someone thought to be a friend or an ally. As Dungeon Master, you should wait for a dramatically appropriate moment to reveal this enmity, leaving the adventurer guessing who is likely to become a betrayer.

Fool

You have Disadvantage on [D20 Tests](#) for the next 72 hours. Draw another card; this draw doesn't count as one of your declared draws.

Gem

Twenty-five pieces of jewelry worth 2,000 GP each or fifty gems worth 1,000 GP each appear at your feet.

Jester

You have Advantage on [D20 Tests](#) for the next 72 hours, or you can draw two additional cards beyond your declared draws.

Key

A Rare or rarer magic weapon with which you are proficient appears on your person. The DM chooses the weapon.

Knight

You gain the service of a [Knight](#), who magically appears in an unoccupied space you choose within 30 feet of yourself. The knight has the same alignment as you and serves you loyally until death, believing the two of you have been drawn together by fate. Work with your DM to create a name and backstory for this NPC. The DM can use a different stat block to represent the knight, as desired.

Moon

You gain the ability to cast [Wish](#) 1d3 times.

Puzzle

Permanently reduce your Intelligence or Wisdom by $1d4 + 1$ (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Rogue

An NPC of the DM's choice becomes [Hostile](#) toward you. You don't know the identity of this NPC until they or someone else reveals it. Nothing less than a [Wish](#) spell or divine intervention can end the NPC's hostility toward you.

Ruin

All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. If you have a Bastion (see [chapter 8](#)), it is destroyed by some calamity beyond your control. Any documentation that proves you should own something lost to this card also disappears.

Sage

At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question.

Skull

An [Avatar of Death](#) (see the accompanying stat block) appears in an unoccupied space as close to you as possible. The avatar targets only you with its attacks, appearing as a ghostly skeleton clad in a tattered black robe and carrying a spectral scythe. The avatar disappears when it drops to 0 Hit Points or you die. If an ally of yours deals damage to the avatar, that ally summons another [Avatar of Death](#). The new avatar appears in an unoccupied space as close to that ally as possible and targets only that ally with its attacks. You and your allies can each summon only one avatar as a consequence of this draw. A creature slain by an avatar can't be restored to life.

[Avatar of Death](#)

Medium Undead, Neutral Evil

AC 20 **Initiative** +3 (13)

HP Half the HP maximum of its summoner

Speed 60 ft., Fly 60 ft. (hover)

Mod Save

STR 16 +3 +3

DEX 16 +3 +3

CON 16 +3 +3

Mod Save

INT 16 +3 +3

WIS 16 +3 +3

CHA 16 +3 +3

Immunities Necrotic,

Poison; [Charmed](#), [Exhaustion](#), [Frightened](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Unconscious](#)

Senses [Truesight](#) 60 ft., Passive Perception 13

Languages All languages known to its summoner

CR None (XP 0; PB equals its summoner's)

Traits

Incorporeal Movement. The avatar can move through other creatures and objects as if they were [Difficult Terrain](#). It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The avatar makes a number of Reaping Scythe attacks equal to half the summoner's Proficiency Bonus (rounded up).

Reaping Scythe. *Melee Attack Roll:* Automatic hit, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 4 (1d8) Necrotic damage.

Star

Increase one of your ability scores by 2, to a maximum of 24.

Sun

A magic item (chosen by the DM) appears on your person. In addition, you gain 10 [Temporary Hit Points](#) daily at dawn until you die.

Talons

Every magic item you wear or carry disintegrates. Artifacts in your possession vanish instead.

Throne

You gain proficiency and [Expertise](#) in your choice of [History](#), [Insight](#), [Intimidation](#), or [Persuasion](#). In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently home to one or more monsters, which must be cleared out before you can claim the keep as yours.

Void

Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is inert, ceases aging, and requires no food, air, or water. A [Wish](#) spell can't return your soul to your body, but the spell reveals the location of the object that holds your soul. You draw no more cards.

Dwarven Plate

Armor (Half Plate or Plate Armor), Very Rare

While wearing this armor, you gain a +2 bonus to Armor Class. In addition, if an effect moves you against your will along the ground, you can take a Reaction to reduce the distance you are moved by up to 10 feet.

Dwarven Thrower

Weapon (Warhammer), Very Rare (Requires Attunement by a Dwarf or a Creature Attuned to a [Belt of Dwarvenkind](#))

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. It has the [Thrown](#) property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 Force damage, or an extra 2d8 Force damage if the target is a Giant. Immediately after hitting or missing, the weapon flies back to your hand.

Magic Items (E)

Efreeti Chain

Armor (Chain Mail or Chain Shirt), Legendary (Requires Attunement)

While wearing this armor, you gain a +3 bonus to Armor Class, you have Immunity to Fire damage, and you know Primordial. In addition, you can stand on and move across molten rock as if it were solid ground.

Elixir of Health

Potion, Rare

When you drink this potion, you are cured of all magical contagions. In addition, the following conditions end on you: Blinded, Deafened, Paralyzed, and Poisoned.

The clear, red liquid has tiny bubbles of light in it.

Elven Chain

Armor (Chain Mail or Chain Shirt), Rare

You gain a +1 bonus to Armor Class while you wear this armor. You are considered trained with this armor even if you lack training with Medium or Heavy armor.

Energy Bow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a [Magic](#) action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.

Eyes of the Eagle

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, you have Advantage on Wisdom ([Perception](#)) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Magic Items (F)

Flame Tongue

Weapon (Any Melee Weapon), Rare (Requires Attunement)

While holding this magic weapon, you can take a Bonus Action and use a command word to cause flames to engulf the damage-dealing part of the weapon. These flames shed [Bright Light](#) in a 40-foot radius and [Dim Light](#) for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 Fire damage on a hit. The flames last until you take a Bonus Action to issue the command again or until you drop, stow, or sheathe the weapon.

Frost Brand

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

When you hit with an attack roll using this magic weapon, the target takes an extra 1d6 Cold damage. In addition, while you hold the weapon, you have Resistance to Fire damage.

In freezing temperatures, the weapon sheds [Bright Light](#) in a 10-foot radius and [Dim Light](#) for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of yourself. Once used, this property can't be used again for 1 hour.

Magic Items (G)

Gauntlets of Ogre Power

Wondrous Item, Uncommon (Requires Attunement)

Your Strength is 19 while you wear these gauntlets. They have no effect on you if your Strength is 19 or higher without them.

Giant Slayer

Weapon (Any Simple or Martial), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

When you hit a Giant with this weapon, the Giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or have the [Prone](#) condition.

Glamoured Studded Leather

Armor (Studded Leather Armor), Rare

While wearing this armor, you gain a +1 bonus to Armor Class. You can also take a Bonus Action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like—including color, style, and accessories—but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or doff the armor.

Gloves of Swimming and Climbing

Wondrous Item, Uncommon (Requires Attunement)

While wearing these gloves, you have a Climb Speed and a Swim Speed equal to your Speed, and you gain a +5 bonus to Strength ([Athletics](#)) checks made to climb or swim.

Gloves of Thievery

Wondrous Item, Uncommon

These gloves are imperceptible while worn. While wearing them, you gain a +5 bonus to Dexterity ([Sleight of Hand](#)) checks.

Goggles of Night

Wondrous Item, Uncommon

While wearing these dark lenses, you have [Darkvision](#) out to 60 feet. If you already have Darkvision, wearing the goggles increases its range by 60 feet.

Magic Items (H)

Hat of Disguise

Wondrous Item, Uncommon (Requires Attunement)

While wearing this hat, you can cast the [Disguise Self](#) spell. The spell ends if the hat is removed.

Hat of Many Spells

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and “pull” the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don’t know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can’t have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell’s level. Then, to determine whether you cast the spell, make an Intelligence ([Arcana](#)) check (DC 10 plus the spell’s level). On a successful check, you cast the spell using its normal casting time, and you can’t use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100	Effect
01–50	You cast a random spell determined by rolling 1d10: on a 1, Enlarge/Reduce (enlarge effect); on a 2, Enlarge/Reduce (reduce effect); on a 3, Faerie Fire ; on a 4, Fireball ; on a 5, Gust of Wind ; on a 6, Invisibility (cast on yourself); on a 7, Lightning Bolt ; on an 8, Phantasmal Force ; on a 9, Polymorph ; on a 10, Stinking Cloud .
51–55	You have the Stunned condition until the end of your next turn, believing something awesome just happened.
56–60	A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
61–65	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a vial of Acid ; on a 2, a flask of Alchemist's Fire ; on a 3, a Crowbar ; on a 4, a lit Torch .
66–70	You suffer a bout of “magic sickness” and have the Poisoned condition for 1 hour.
71–75	You have the Petrified condition until the end of your next turn.
76–80	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a Dagger ; on a 2, a Rope with a Grappling Hook tied to one end; on a 3, a bag of Caltrops ; on a 4, a gem worth 50 GP.
81–85	A creature appears in an unoccupied space as close to you as possible. The creature isn’t under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a 1, a Camel ; on a 2, a Constrictor Snake ; on a 3, an Elephant ; on a 4, a Mule .
86–90	A Hostile Swarm of Bats flies out of the hat, occupies your space, and attacks you.
91–95	A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The DM determines where it leads.
96–00	You pull a magic item out of the hat. Roll 1d6 to determine the item’s rarity: on a 1–3,

1d100

Effect

Common; on a **4–5**, Uncommon; on a **6**, Rare. The DM chooses the item, which disappears after 1 hour if it's not consumed or destroyed before then.

Headband of Intellect

Wondrous Item, Uncommon (Requires Attunement)

Your Intelligence is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

Helm of Comprehending Languages

Wondrous Item, Uncommon

While wearing this helm, you can cast [Comprehend Languages](#) from it.

Helm of Teleportation

Wondrous Item, Rare (Requires Attunement)

This helm has 3 charges. While wearing it, you can expend 1 charge to cast [Teleport](#) from it. The helm regains 1d3 expended charges daily at dawn.

Magic Items (M)

Mace of Disruption

Weapon (Mace), Rare (Requires Attunement)

When you hit a Fiend or an Undead with this magic weapon, that creature takes an extra 2d6 Radiant damage. If the target has 25 Hit Points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature has the [Frightened](#) condition until the end of your next turn.

Light. While you hold this weapon, it sheds [Bright Light](#) in a 20-foot radius and [Dim Light](#) for an additional 20 feet.

Mace of Smiting

Weapon (Mace), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 Bludgeoning damage, or 14 Bludgeoning damage if it's a Construct. If a Construct has 25 Hit Points or fewer after taking this damage, it is destroyed.

Mantle of Spell Resistance

Wondrous Item, Rare (Requires Attunement)

You have Advantage on saving throws against spells while you wear this cloak.

Manual of Bodily Health

Wondrous Item, Very Rare

This book contains health and nutrition tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Gainful Exercise

Wondrous Item, Very Rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Golems

Wondrous Item, Very Rare

This tome contains information and incantations necessary to make a particular type of golem. The DM chooses the type or determines it randomly by rolling on the accompanying table. To decipher and use the manual, you must be a spellcaster with at least two level 5 spell slots. A creature that can't use a *Manual of Golems* and attempts to read it takes 6d6 Psychic damage.

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. See the [Monster Manual](#) for the golem's stat block. The golem is under your control, and it understands and obeys your commands.

1d20	Golem	Time	Cost
1–5	<u>Clay Golem</u>	30 days	65,000 GP
6–17	<u>Flesh Golem</u>	60 days	50,000 GP
18	<u>Iron Golem</u>	120 days	100,000 GP
19–20	<u>Stone Golem</u>	90 days	80,000 GP

Manual of Quickness of Action

Wondrous Item, Very Rare

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Medallion of Thoughts

Wondrous Item, Uncommon (Requires Attunement)

The medallion has 5 charges. While wearing it, you can expend 1 charge to cast [Detect Thoughts](#) (save DC 13) from it. The medallion regains 1d4 expended charges daily at dawn.

Mithral Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

Mithral is a light, flexible metal. Armor made of this substance can be worn under normal clothes. If the armor normally imposes Disadvantage on Dexterity ([Stealth](#)) checks or has a Strength requirement, the mithral version of the armor doesn't.

Magic Items (N)

Necklace of Adaptation

Wondrous Item, Uncommon (Requires Attunement)

While wearing this necklace, you can breathe normally in any environment, and you have Advantage on saving throws made to avoid or end the [Poisoned](#) condition.

Nine Lives Stealer

Weapon (Any Simple or Martial), Very Rare (Requires Attunement)

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon.

Life Stealing. The weapon has 1d8 + 1 charges. When you attack a creature that has fewer than 100 Hit Points with this weapon and roll a 20 on the d20 for the attack roll, the creature must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body. Constructs and Undead succeed on the save automatically. The weapon loses 1 charge if the creature is slain. When the weapon has no charges remaining, it loses this property.

Magic Items (O)

Oathbow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

When you nock an arrow on this bow, it whispers in Elvish, “Swift defeat to my enemies.” When you use this weapon to make a ranged attack, you can utter or sign the following command words: “Swift death to you who have wronged me.” The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have Advantage on the roll. In addition, your target gains no benefit from [Half Cover](#) or [Three-Quarters Cover](#), and you suffer no Disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 Piercing damage.

While your sworn enemy lives, you have Disadvantage on attack rolls with all other weapons.

Oil of Ethereality

Potion, Rare

One vial of this oil can cover one Medium or smaller creature, along with the equipment it’s wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the [Ethereality](#) spell for 1 hour.

Beads of this cloudy, gray oil form on the outside of its container and quickly evaporate.

Magic Items (P)

Periapt of Proof against Poison

Wondrous Item, Rare (Requires Attunement)

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, you have Immunity to the [Poisoned](#) condition and Poison damage.

Pipes of the Sewers

Wondrous Item, Uncommon (Requires Attunement)

While these pipes are on your person, ordinary rats and giant rats are [Indifferent](#) toward you and won’t attack you unless you threaten or harm them.

The pipes have 3 charges and regain 1d3 expended charges daily at dawn. If you play the pipes as a [Magic](#) action, you can take a Bonus Action to expend 1 to 3 charges, calling forth one [Swarm of](#)

[Rats](#) with each expended charge if enough rats are within half a mile of you to be called in this fashion (as determined by the DM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise.

Whenever a [Swarm of Rats](#) that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, the swarm makes a DC 15 Wisdom saving throw. On a successful save, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. On a failed save, the swarm is swayed by the pipes' music and becomes [Friendly](#) to you and your allies for as long as you continue to play the pipes each round as a [Magic](#) action. A Friendly swarm obeys your commands. If you issue no commands to a Friendly swarm, it defends itself but otherwise takes no actions. If a Friendly swarm starts its turn more than 30 feet away from you, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Potion of Animal Friendship

Potion, Uncommon

When you drink this potion, you can cast the level 3 version of the [Animal Friendship](#) spell (save DC 13).

Agitating this potion's muddy liquid brings little bits into view: a fish scale, a hummingbird feather, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, Rare

When you drink this potion, you gain the effect of the [Clairvoyance](#) spell (no [Concentration](#) required).

An eyeball bobs in this potion's yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, Common

When you drink this potion, you gain a Climb Speed equal to your Speed for 1 hour. During this time, you have Advantage on Strength ([Athletics](#)) checks to climb.

This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, Rare

When you drink this potion, you gain the "reduce" effect of the [Enlarge/Reduce](#) spell for 1d4 hours (no [Concentration](#) required).

The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Flying

Potion, Very Rare

When you drink this potion, you gain a Fly Speed equal to your Speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Gaseous Form

Potion, Rare

When you drink this potion, you gain the effect of the [Gaseous Form](#) spell for 1 hour (no [Concentration](#) required) or until you end the effect as a Bonus Action.

This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, Rarity Varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of light resembling a giant's fingernail.

Potion	Str.	Rarity
Potion of Giant Strength (hill)	21	Uncommon
Potion of Giant Strength (frost) or Potion of Giant Strength (stone)	23	Rare
Potion of Giant Strength (fire)	25	Rare
Potion of Giant Strength (cloud)	27	Very Rare
Potion of Giant Strength (storm)	29	Legendary

Potion of Growth

Potion, Uncommon

When you drink this potion, you gain the “enlarge” effect of the [Enlarge/Reduce](#) spell for 10 minutes (no [Concentration](#) required).

The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potions of Healing

Potion, Rarity Varies

You regain Hit Points when you drink this potion. The number of Hit Points depends on the potion's rarity, as shown in the table below.

Whatever its potency, the potion's red liquid glimmers when agitated.

Potion	HP Regained	Rarity
Potion of Healing	2d4 + 2	Common
Potion of Healing (greater)	4d4 + 4	Uncommon
Potion of Healing (superior)	8d4 + 8	Rare
Potion of Healing (supreme)	10d4 + 20	Very Rare

Potion of Heroism

Potion, Rare

When you drink this potion, you gain 10 [Temporary Hit Points](#) that last for 1 hour. For the same duration, you are under the effect of the [Bless](#) spell (no Concentration required).

This potion's blue liquid bubbles and steams as if boiling.

Potion of Invulnerability

Potion, Rare

For 1 minute after you drink this potion, you have Resistance to all damage.

This potion's syrupy liquid looks like liquefied iron.

Potion of Longevity

Potion, Very Rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *Potion of Longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years.

Suspended in this amber liquid is a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Potion of Mind Reading

Potion, Rare

When you drink this potion, you gain the effect of the [Detect Thoughts](#) spell (save DC 13) for 10 minutes (no [Concentration](#) required).

This potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, Uncommon

This concoction looks, smells, and tastes like a [Potion of Healing](#) or another beneficial potion. However, it is actually poison masked by illusion magic. [Identify](#) reveals its true nature.

If you drink this potion, you take 4d6 Poison damage and must succeed on a DC 13 Constitution saving throw or have the [Poisoned](#) condition for 1 hour.

Potion of Resistance

Potion, Uncommon

When you drink this potion, you have Resistance to one type of damage for 1 hour. The DM chooses the type or determines it randomly by rolling on the following table.

1d10 Damage Type

- | | |
|----|-----------|
| 1 | Acid |
| 2 | Cold |
| 3 | Fire |
| 4 | Force |
| 5 | Lightning |
| 6 | Necrotic |
| 7 | Poison |
| 8 | Psychic |
| 9 | Radiant |
| 10 | Thunder |

Potion of Speed

Potion, Very Rare

When you drink this potion, you gain the effect of the [Haste](#) spell for 1 minute (no Concentration required) without suffering the wave of lethargy that typically occurs when the effect ends.

This potion's yellow fluid is streaked with black and swirls on its own.

Potion of Vitality

Potion, Very Rare

When you drink this potion, it removes any [Exhaustion](#) levels you have and ends the [Poisoned](#) condition on you. For the next 24 hours, you regain the maximum number of Hit Points for any Hit Point Die you spend.

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 24 hours after drinking this potion.

This potion's cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Magic Items (Q)

Quarterstaff of the Acrobat

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this weapon, you can cause it to emit green [Dim Light](#) out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

Acrobatic Assist (Quarterstaff or 10-Foot Pole Forms Only). While holding this weapon, you have Advantage on Dexterity ([Acrobatics](#)) checks.

Attack Deflection (Quarterstaff Form Only). When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

Ranged Weapon (Quarterstaff Form Only). This weapon has the [Thrown](#) property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

Magic Items (R)

Ring of Evasion

Ring, Rare (Requires Attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing the ring, you can take a Reaction to expend 1 charge to succeed on that save instead.

Ring of Feather Falling

Ring, Rare (Requires Attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Free Action

Ring, Rare (Requires Attunement)

While you wear this ring, [Difficult Terrain](#) doesn't cost you extra movement. In addition, magic can neither reduce any of your Speeds nor cause you to have the [Paralyzed](#) or [Restrained](#) condition.

Ring of Jumping

Ring, Uncommon (Requires Attunement)

While wearing this ring, you can cast [Jump](#) from it, but can target only yourself when you do so.

Ring of Protection

Ring, Rare (Requires Attunement)

You gain a +1 bonus to Armor Class and saving throws while wearing this ring.

Ring of Regeneration

Ring, Very Rare (Requires Attunement)

While wearing this ring, you regain 1d6 Hit Points every 10 minutes if you have at least 1 Hit Point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 Hit Point the whole time.

Ring of Resistance

Ring, Rare

You have Resistance to one damage type while wearing this ring. The gemstone in the ring indicates the type, which the DM chooses or determines randomly by rolling on the following table.

1d10 Damage Type Gemstone

1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst

1d10 Damage Type Gemstone

8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Spell Storing

Ring, Rare (Requires Attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of level 1 through 5 into the ring by touching the ring as the spell is cast. The spell has no effect other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Ring of Swimming

Ring, Uncommon

You have a Swim Speed of 40 feet while wearing this ring.

Ring of Three Wishes

Ring, Legendary

While wearing this ring, you can expend 1 of its 3 charges to cast [Wish](#) from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Ring, Uncommon (Requires Attunement)

If you take Cold damage while wearing this ring, the ring reduces the damage you take by 2d8.

In addition, while wearing this ring, you and everything you wear and carry are unharmed by temperatures of 0 degrees Fahrenheit or lower.

Ring of Water Walking

Ring, Uncommon

While wearing this ring, you cast [Water Walk](#) from it, targeting only yourself.

Robe of the Archmagi

Wondrous Item, Legendary (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This elegant garment is made from exquisite cloth and adorned with runes.

You gain these benefits while wearing the robe.

Armor. If you aren't wearing armor, your base Armor Class is 15 plus your Dexterity modifier.

Magic Resistance. You have Advantage on saving throws against spells and other magical effects.

War Mage. Your spell save DC and spell attack bonus each increase by 2.

Rod of Absorption

Rod, Very Rare (Requires Attunement)

While holding this rod, you can take a Reaction to absorb a spell that is targeting only you and doesn't create an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same level as the spell when it was cast. A canceled spell dissipates with no effect, and any resources used to cast it are wasted. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of level 5. You use the stored levels in place of your slots but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a level 3 spell slot.

A newly found rod typically has 1d10 levels of spell energy stored in it. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Resurrection

Rod, Legendary (Requires Attunement)

The rod has 5 charges. While you hold it, you can cast one of the following spells from it: [Heal](#) (expends 1 charge) or [Resurrection](#) (expends 5 charges).

The rod regains 1 expended charge daily at dawn. If you expend the last charge, roll 1d20. On a 1, the rod disappears in a harmless burst of radiance.

Rope of Climbing

Wondrous Item, Uncommon

This 60-foot length of rope can hold up to 3,000 pounds. While holding one end of the rope, you can take a [Magic](#) action to command the other end of the rope to animate and move toward a destination you choose, up to the rope's length away from you. That end moves 10 feet on your turn when you first command it and 10 feet at the start of each of your subsequent turns until reaching its destination or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants Advantage on ability checks made to climb using the rope.

The rope has AC 20, HP 20, and Immunity to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

Magic Items (S)

Scimitar of Speed

Weapon (Scimitar), Very Rare (Requires Attunement)

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, you can make one attack with it as a Bonus Action on each of your turns.

Sending Stones

Wondrous Item, Uncommon

Sending Stones come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast [Sending](#) from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone, and you don't cast the spell.

Once *Sending* is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Sentinel Shield

Armor (Shield), Uncommon

While holding this Shield, you have Advantage on Initiative rolls and Wisdom ([Perception](#)) checks. The Shield is emblazoned with a symbol of an eye.

Shield, +1, +2, or +3

Armor (Shield), Uncommon (+1), Rare (+2), or Very Rare (+3)

While holding this Shield, you have a bonus to Armor Class determined by the Shield's rarity, in addition to the Shield's normal bonus to AC.

Shield of Missile Attraction

Armor (Shield), Rare (Requires Attunement)

While holding this Shield, you have Resistance to damage from attacks made with Ranged weapons.

Curse. This Shield is cursed. Attuning to it curses you until you are targeted by a [Remove Curse](#) spell or similar magic. Removing the Shield fails to end the curse on you. Whenever an attack with a Ranged weapon targets a creature within 10 feet of you, the curse causes you to become the target instead.

Shield of the Cavalier

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the [Attack](#) action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to $2d6 + 2$ plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the [Prone](#) condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot [Emanation](#) originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain [Concentration](#), up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

Slippers of Spider Climbing

Wondrous Item, Uncommon (Requires Attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free. You have a Climb Speed equal to your Speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Spellguard Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have Advantage on saving throws against spells and other magical effects, and spell attack rolls have Disadvantage against you.

Spell Scroll

Scroll, Rarity Varies

A *Spell Scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your spell list, you can read the scroll and cast its spell without Material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll isn't lost.

If the spell is on your spell list but of a higher level than you can normally cast, you make an ability check using your spellcasting ability to determine whether you cast the spell. The DC equals 10 plus the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the following table.

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7
4	Rare	15	+7
5	Rare	17	+9
6	Very Rare	17	+9
7	Very Rare	18	+10
8	Very Rare	18	+10
9	Legendary	19	+11

Copying a Scroll into a Spellbook. A Wizard spell on a *Spell Scroll* can be copied into a spellbook. When a spell is copied in this way, the copier must succeed on an Intelligence ([Arcana](#)) check with a DC equal to 10 plus the spell's level. On a successful check, the spell is copied. Whether the check succeeds or fails, the *Spell Scroll* is destroyed.

Staff of Striking

Staff, Very Rare (Requires Attunement)

This staff can be wielded as a magic Quarterstaff that grants a +3 bonus to attack rolls and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 charges. For each charge you expend, the target takes an extra 1d6 Force damage.

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff becomes a nonmagical Quarterstaff.

Staff of the Python

Staff, Uncommon (Requires Attunement)

As a [Magic](#) action, you can throw this staff so that it lands in an unoccupied space within 10 feet of you, causing the staff to become a [Giant Constrictor Snake](#) in that space. The snake is under your control and shares your Initiative count, taking its turn immediately after yours.

On your turn, you can mentally command the snake (no action required) if it is within 60 feet of you and you don't have the [Incapacitated](#) condition. You decide what action the snake takes and where it moves during its turn, or you can issue it a general command, such as to attack your enemies or guard a location. Absent commands from you, the snake defends itself.

As a Bonus Action, you can command the snake to revert to staff form in its current space, and you can't use the staff's property again for 1 hour. If the snake is reduced to 0 Hit Points, it dies and reverts to its staff form; the staff then shatters and is destroyed. If the snake reverts to staff form before losing all its Hit Points, it regains all of them.

Staff of Withering

Staff, Rare (Requires Attunement)

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic Quarterstaff. On a hit, it deals damage as a normal Quarterstaff, and you can expend 1 charge to deal an extra 2d10 Necrotic damage to the target and force it to make a DC 15 Constitution saving throw. On a failed save, the target has Disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Stone of Good Luck (Luckstone)

Wondrous Item, Uncommon (Requires Attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Magic Items (T)

Thunderous Greatclub

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a [Magic](#) action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot [Cone](#) of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the [Prone](#) condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a [Magic](#) action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the [Prone](#) condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw or its [Concentration](#) is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must succeed on a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Tome of Clear Thought

Wondrous Item, Very Rare

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Leadership and Influence

Wondrous Item, Very Rare

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Understanding

Wondrous Item, Very Rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom increases by 2, to a maximum of 30. The manual then loses its magic, but regains it in a century.

Trident of Fish Command

Weapon (Trident), Uncommon (Requires Attunement)

This magic weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While you carry it, you can expend 1 charge to cast [Dominate Beast](#) (save DC 15) from it on a Beast that has a Swim Speed.

Magic Items (W)

Wand of Magic Missiles

Wand, Uncommon

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast [Magic Missile](#) from it. For 1 charge, you cast the level 1 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains $1d6 + 1$ expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of the War Mage, +1, +2, or +3

Wand, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore [Half Cover](#) when making a spell attack roll.

Weapon, +1, +2, or +3

Weapon (Any Simple or Martial), Uncommon ([+1](#)), Rare ([+2](#)), or Very Rare ([+3](#))

You have a bonus to attack rolls and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Winged Boots

Wondrous Item, Uncommon (Requires Attunement)

These boots have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the boots, you can take a [Magic](#) action to expend 1 charge, gaining a Fly Speed of 30 feet for 1 hour. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

Tracking Sheets

You can find all the tracking sheets below.

[Download Combined Sheet](#)

[Download All Sheets](#)

Game Expectations

Tracking Sheets

You can find all the tracking sheets below.

[Download Combined Sheet](#)

[Download All Sheets](#)

Game Expectations



GAME EXPECTATIONS

DM NAME: _____
PLAYER NAME: _____

GAME THEME AND FLAVOR

POTENTIALLY SENSITIVE ELEMENTS
EXAMPLES: SPIDERS, SNAKES, DEMONS, ROMANCE, MIND CONTROL

X HARD LIMIT: DON'T MENTION OR INCLUDE
? SOFT LIMIT: HANDLE WITH CARE OR OFF-CAMERA

PLAYER'S HOPES AND EXPECTATIONS
WHAT DO YOU WANT TO SEE IN THIS CAMPAIGN?

AT-THE-TABLE CONCERN
EXAMPLES: SHOUTING, SWEARING, ALCOHOL, SHARING DICE



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Travel Planner

TRAVEL PLANNER

ORIGIN: _____ DESTINATION: _____

STAGE 1

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs
 NORMAL _____ days/hrs
 SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____

STAGE 2

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs
 NORMAL _____ days/hrs
 SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____

STAGE 3

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs
 NORMAL _____ days/hrs
 SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____

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NPC Tracker

CRAIG SPEARING, JOY ANG

NPC TRACKER

NPC NAME: _____

STAT BLOCK: _____ MM PAGE: _____

STAT BLOCK ALTERATIONS

ALIGNMENT

PERSONALITY

APPEARANCE

SECRET

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Settlement Tracker

SETTLEMENT TRACKER

SETTLEMENT NAME: _____

VILLAGE (POP. UP TO 500) TOWN (POP. 501–5,000) CITY (POP. 5,001+)

DEFINING TRAIT

CLAIM TO FAME

CURRENT CALAMITY

LOCAL LEADER

NOTEWORTHY PEOPLE

NOTEWORTHY PLACES

GP VALUE OF THE MOST EXPENSIVE ITEM FOR SALE: _____

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JOY ANG

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Campaign Journal

CAMPAIGN JOURNAL

SESSION NUMBER: _____ SESSION DATE: _____

SESSION/ADVENTURE TITLE: _____

Important events from earlier sessions that might have bearing on this game session:

Brief summary of what's planned for this game session:

Additional notes:



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JOYANG

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DM's Character Tracker

CHARACTER'S NAME: _____

PLAYER'S NAME: _____

PLAYER MOTIVATION

ACTING EXPLORING FIGHTING INSTIGATING
 OPTIMIZING PROBLEM-SOLVING SOCIALIZING STORYTELLING

NOTES ON PLAYER EXPECTATIONS

CHARACTER DETAILS

CLASS	SUBCLASS	LEVEL
BACKGROUND	SPECIES	ALIGNMENT

GOALS AND AMBITIONS

FAMILY, FRIENDS, AND FOES

QUIRKS AND WHIMS

ADVENTURE IDEAS

MAGIC ITEMS

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Campaign Conflicts

 CAMPAIGN CONFLICTS

Adventurers vs. _____

CONFLICT 1

Adventurers vs. _____

CONFLICT 2

Adventurers vs. _____

CONFLICT 3

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JOYANG CALDER MOORE



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Magic Item Tracker

MAGIC ITEM TRACKER

LEVELS 1–4	
RARITIES	ITEMS
6 COMMON	○○○○○○
4 UNCOMMON	○○○○
1 RARE	○

LEVELS 5–10	
RARITIES	ITEMS
10 COMMON	○○○○○○ ○○○○○○ ○○○○○○
17 UNCOMMON	○○○○○○○ ○○○○○○○
6 RARE	○○○○○○
1 VERY RARE	○

LEVELS 11–16	
RARITIES	ITEMS
3 COMMON	○○○
7 UNCOMMON	○○○○○○○
11 RARE	○○○○○○○ ○○○○○○
7 VERY RARE	○○○○○○○
2 LEGENDARY	○○

LEVELS 17–20	
RARITIES	ITEMS
5 RARE	○○○○○
11 VERY RARE	○○○○○○○ ○○○○○○
9 LEGENDARY	○○○○○○○ ○○○



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Bastion Tracker

BASTION TRACKER

BASTION'S NAME: _____

CHARACTER'S NAME: _____ LEVEL: _____

BASIC FACILITIES



BASTION DEFENDERS: _____

SPECIAL FACILITY:

SPACE:
ORDER:
HIRELINGS:
NOTES

SPECIAL FACILITY:

SPACE:
ORDER:
HIRELINGS:
NOTES

SPECIAL FACILITY:

SPACE:
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HIRELINGS:
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SPECIAL FACILITY:

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SPECIAL FACILITY:

SPACE:
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HIRELINGS:
NOTES

SPECIAL FACILITY:

SPACE:
ORDER:
HIRELINGS:
NOTES

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How to Use a Monster

Every monster is a font of adventure. In this bestiary of Dungeons & Dragons monsters, you'll discover the weird, the whimsical, the majestic, and the macabre. Choose your favorites, and make them part of your D&D play.

Along with the [Player's Handbook](#) (2024) and [Dungeon Master's Guide](#) (2024), the [Monster Manual](#) is part of D&D's foundation and requires those books. This section is intended for Dungeon Masters (DMs) and provides game statistics for monsters: all sorts of creatures—whether friend or foe—controlled by the DM. Those statistics appear in stat blocks. The [Creature Stat Blocks](#) section presents the monsters' sections alphabetically, with animals gathered at the end.

You may use these monsters—along with the rules for [monster customization](#) and [encounter building](#) in the [Dungeon Master's Guide](#)—to build your own adventures. Consult [appendix B](#) of the [Monster Manual](#) for monster lists that will help your adventure building.

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, which correspond with the example stat block, Vampire Familiar:

Vampire Familiar

Medium or Small Humanoid, Neutral Evil

AC 15 Initiative +5 (15)

HP 65 (10d8 + 20)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 17 +3 +3

Dex 16 +3 +5

Con 15 +2 +2

Mod Save

Int 10 +0 +0

Wis 10 +0 +2

Cha 14 +2 +2

Skills [Perception](#) +4, [Persuasion](#) +4, [Stealth](#) +7

Resistances Necrotic

Immunities [Charmed](#) (except from its vampire master)

Gear [Daggers](#) (10)

Senses [Darkvision](#) 60 ft.; Passive Perception 14

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes [Stable](#) but has the [Poisoned](#) condition for 1 hour. While it has the Poisoned condition, the target has the [Paralyzed](#) condition.

Bonus Actions

Deathless Agility. The familiar takes the [Dash](#) or [Disengage](#) action.

1

Name and General Details. The name of the monster is followed by its size, creature type (along with any descriptive tags), and alignment.

2

Combat Highlights. Armor Class, Hit Points, Speed, and Initiative are provided here.

3

Ability Scores. A monster's ability scores, ability modifiers, and saving throws are listed here.

4

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.

5

Traits. Monster characteristics that are active at all times or during certain situations appear here.

6

Actions. The monster can take the actions here in addition to those in the [Player's Handbook](#).

7

Bonus Actions. This section provides a monster’s Bonus Actions, if any.

8

Reactions and Legendary Actions. These sections provide Reactions and Legendary Actions, if any. The example monster doesn’t include these parts.

Monster Entries

Most of the book is composed of monster sections that have the following parts after a section’s title.

Habitat

A monster’s habitat entry notes where the monster typically dwells. Lists of monsters organized by habitat appear in [appendix B](#) of the [Monster Manual](#).

Treasure

A monster’s treasure entry specifies whether the monster hoards treasure and the type of treasure it prefers. These preferences are detailed as follows:

Any. The monster’s treasure hoard can include monetary treasure and any kinds of magic items.

Individual. The monster doesn’t have a treasure hoard, but it might keep monetary treasure.

Treasure Theme (Arcana, Armaments, Implements, or Relics). The monster’s treasure hoard features magic items with the noted theme. The [Dungeon Master’s Guide](#) details [treasure hoards](#) appropriate for each theme.

None. The monster doesn’t care about treasure. Any treasure the monster has is incidental.

Any treasure a monster has is in addition to equipment listed in the Gear entry of its stat block.

The [Dungeon Master’s Guide](#) provides more information on [monster treasure](#).

Narrative Description

After a monster’s introductory information come details that apply to the monster wherever it might be found in the multiverse. Customize these details however is appropriate to your adventures.

Special Lairs

Some monsters alter the regions around their lairs. For such a monster, regional effects are detailed in a lair section. The monster’s stat block might also include ways in which the monster is more powerful while in its lair.

Stat Blocks

Each entry includes at least one stat block. Stat blocks are explored in the next section.

Parts of a Stat Block

The rules for a [stat block](#) are detailed in the [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 the [Player's Handbook](#) 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. Lists of monsters organized by creature type appear in appendix B.

The game includes the following creature types, which have no rules of their own:

Aberrations are utterly alien beings, such as aboleths, beholders, flumphs, and mind flayers.

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, modrons, 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, goblins, and pixies.

Fiends are creatures tied to terrifying Lower Planes, such as balors and hell hounds.

Giants are towering beings with humanlike shapes, like cyclopes, 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 blobs of annihilation.

Plants are sentient vegetation and fungal monsters, such as myconids, 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. Lists of monster groups related by descriptive tags appear in [appendix B](#) of the [Monster Manual](#).

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.

The [Player's Handbook](#) 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 the [Player's Handbook](#) 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 the [Player's Handbook](#).

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

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 the [Player's Handbook](#).

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 special speeds appear in the [Player's Handbook](#).

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 the [Player's Handbook](#).

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 the [Player's Handbook](#) for more information.

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 the [Player's Handbook](#) 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 [Player's Handbook](#) rules for that item. When used by someone else, a retrievable item uses its [Player's Handbook](#) 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 [equipment chapter](#) of the [Player's Handbook](#) 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 the [Player's Handbook](#). 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 the [Player's Handbook](#).

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 the [Player's Handbook](#) for more information.

Challenge Rating

[Challenge Rating](#) is defined in the [Player's Handbook](#), while guidance on using CR to [plan potential combat encounters](#) is in the [Dungeon Master's Guide](#). Lists of monsters organized by Challenge Rating appear in [appendix B](#) of the [Monster Manual](#).

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

0 0 or 10

1/8 25

1/4 50

CR XP

1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000

CR XP

14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000
26	90,000
27	105,000
28	120,000
29	135,000
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
0–4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6
21–24	+7
25–28	+8
29–30	+9

Traits

A monster’s traits, if any, are features that are active at all times or in certain situations.

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.

Actions

A monster can take the actions in this section or take one of the [actions available to all creatures](#), as described in the [Player’s Handbook](#).

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 the [Player’s Handbook](#).

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 slaad](#) can cast the [Invisibility](#) spell, but the spell has a “self only” restriction, which means the spell affects only the slaad.

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 the [Player’s Handbook](#).

Bonus Action

If a monster has Bonus Action options, they are listed in this section. See the [Player’s Handbook](#) for details on [Bonus Actions](#).

Reactions

If the monster has Reaction options, those are listed in this section along with their triggers. See the [Player's Handbook](#) 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.

Monster Conversions

Every monster in 2014 [Monster Manual](#) either appears in the 2025 [Monster Manual](#) or has a CR-appropriate replacement. If you're using material published prior to this book and are unable to locate a stat block herein, consult the Stat Block Conversions table below to find the equivalent stat block you should use.

Stat Block Conversions

2014 Stat Block

[Aarakocra](#)
[Acolyte](#)
[Adult Blue Dracolich](#)
[Androsphinx](#)
[Azer](#)
[Bugbear](#)
[Bullywug](#)
[Centaur](#)
[Cult Fanatic](#)
[Cyclops](#)
[Deep Gnome](#)
[Drow](#)
[Drow Elite Warrior](#)
[Drow Mage](#)
[Drow Priestess of Lolth](#)
[Duergar](#)
[Duodrone](#)
[Faerie Dragon \(if green, blue, indigo, or violet\)](#)
[Faerie Dragon \(if red, orange, or yellow\)](#)
[Fire Snake](#)
[Flying Sword](#)
[Gas Spore](#)
[Giant Poisonous Snake](#)
[Gnoll](#)
[Goblin](#)
[Grick Alpha](#)
[Gynosphinx](#)
[Half-Ogre \(Ogrillon\)](#)
[Half-Red Dragon Veteran](#)
[Hobgoblin](#)
[Kobold](#)
[Lizardfolk](#)
[Lizardfolk Shaman](#)
[Lizard King/Queen](#)
[Merfolk](#)
[Minotaur](#)

2025 Equivalent

[Aarakocra Skirmisher](#)
[Priest Acolyte](#)
[Dracolich](#)
[Sphinx of Valor](#)
[Azer Sentinel](#)
[Bugbear Warrior](#)
[Bullywug Warrior](#)
[Centaur Trooper](#)
[Cultist Fanatic](#)
[Cyclops Sentry](#)
[Scout](#)
[Priest Acolyte](#)
[Gladiator](#)
[Bandit Deceiver](#)
[Fiend Cultist](#)
[Spy](#)
[Modron Duodrone](#)
[Faerie Dragon Adult](#)
[Faerie Dragon Youth](#)
[Salamander Fire Snake](#)
[Animated Flying Sword](#)
[Gas Spore Fungus](#)
[Giant Venomous Snake](#)
[Gnoll Warrior](#)
[Goblin Warrior](#)
[Grick Ancient](#)
[Sphinx of Lore](#)
[Ogrillon Ogre](#)
[Half-Dragon](#)
[Hobgoblin Warrior](#)
[Kobold Warrior](#)
[Scout](#)
[Lizardfolk Geomancer](#)
[Lizardfolk Sovereign](#)
[Merfolk Skirmisher](#)
[Minotaur of Baphomet](#)

2014 Stat Block

[Monodrone](#)
[Orc](#)
[Orc Eye of Gruumsh](#)
[Orc War Chief](#)
[Orog](#)
[Pentadrone](#)
[Poisonous Snake](#)
[Quadrone](#)
[Quaggoth Spore Servant](#)
[Quipper](#)
[Rug of Smothering](#)
[Sahuagin](#)
[Sahuagin Priestess](#)
[Shrieker](#)
[Swarm of Poisonous Snakes](#)
[Swarm of Quippers](#)
[Thri-kreen](#)
[Thug](#)
[Tribal Warrior](#)
[Tridrone](#)
[Veteran](#)
[Young Red Shadow Dragon](#)
[Yuan-ti Pureblood](#)

2025 Equivalent

[Modron Monodrone](#)
[Tough](#)
[Cultist Fanatic](#)
[Tough Boss](#)
[Berserker](#)
[Modron Pentadrone](#)
[Venomous Snake](#)
[Modron Quadrone](#)
[Myconid Spore Servant](#)
[Piranha](#)
[Animated Rug of Smothering](#)
[Sahuagin Warrior](#)
[Sahuagin Priest](#)
[Shrieker Fungus](#)
[Swarm of Venomous Snakes](#)
[Swarm of Piranhas](#)
[Thri-kreen Marauder](#)
[Tough](#)
[Warrior Infantry](#)
[Modron Tridrone](#)
[Warrior Veteran](#)
[Shadow Dragon](#)
[Yuan-ti Infiltrator](#)

Creature Stat Blocks

Monsters (A)

Animated Objects

Mundane Objects Come to Life

Habitat: Urban; **Treasure:** None

Magic can manipulate mundane items, compelling them to perform simple tasks. Such animate objects might be unassuming tools or decorations that can defend their creator. These objects follow simple instructions from whatever force or magic-user created them. If left unattended, they might defend an area for ages or repeat a task until they wear out.

Roll on or choose a result from the Animated Object Catalysts table to inspire what sort of magic motivates an ambulatory item.

Animated Object Catalysts

1d10

The Object Was Animated By...

- 1 A Celestial or Fiend using the object to protect or torment a mortal.
- 2 A combination of magic and technology, such as alchemy or alien science.
- 3 The essence of someone transformed by a supernatural trickster.
- 4 Fey as part of their games or wiles.
- 5 Happenstance, with the item gaining a semblance of life after a hundred years of use.
- 6 A magic-user in need of a guardian or servant.
- 7 The song of a magical instrument.
- 8 A spirit possessing the object.
- 9 Wild magic, a spell that went awry, or a chaotic Artifact.
- 10 The will of a powerful psychic being.

Animated Flying Sword

Animated flying swords move as if wielded by unseen warriors. Whether an animated blade is newly forged or a constellation of broken fragments, the object behaves the same. Other weapons from the [Player's Handbook](#) can also be animated and use game statistics similar to those here.

Animated Flying Sword

Small Construct, Unaligned

AC 17 Initiative +4 (14)

HP 14 (4d6)

Speed 5 ft., Fly 50 ft. (hover)

Mod Save**Str** 12 +1 +1**Dex** 15 +2 +4**Con** 11 +0 +0**Mod Save****Int** 1 -5 -5**Wis** 5 -3 -3**Cha** 1 -5 -5**Immunities** Poison,Psychic; [Charmed](#), [Deafened](#), [Exhaustion](#), [Frightened](#), [Paralyzed](#), [Petrified](#), [Poisoned](#)**Senses** [Blindsight](#) 60 ft.; Passive Perception 7**Languages** None**CR** 1/4 (XP 50; PB +2)**Actions****Slash.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Monsters (B)

Bandit

Criminals and Scoundrels

Habitat: Any; **Treasure:** Any

Bandits use the threat of violence to take what they want. Such criminals include gang members, desperadoes, and lawless mercenaries. Yet not all bandits are motivated by greed. Some are driven to lives of crime by unjust laws, desperation, or the threats of merciless leaders.

Roll on or choose a result from the Bandit Motivations table to determine the circumstances behind a bandit's crimes.

Bandit Motivations

1d6

The Bandit...

- 1 Fights only oppressors.
- 2 Is an ex-soldier who was discarded by their nation and now takes what they were promised.
- 3 Is in a gang that views nonmembers as foes.
- 4 Hesitantly serves a villainous leader.
- 5 Secretly works for a government or a regional ruler to sow chaos.
- 6 Takes what they need to survive.

Bandits are inexperienced ne'er-do-wells who typically follow the orders of higher-ranking bandits.

Bandit

Medium or Small Humanoid, Neutral

AC 12 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

Mod Save

Str 11 +0 +0

Dex 12 +1 +1

Con 12 +1 +1

Mod Save

Int 10 +0 +0

Wis 10 +0 +0

Cha 10 +0 +0

Gear [Leather Armor](#), [Light Crossbow](#), [Scimitar](#)

Senses Passive Perception 10

Languages Common, Thieves' Cant

CR 1/8 (XP 25; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

Light Crossbow. *Ranged Attack Roll:* +3, range 80/320 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Berserker

Raging Invaders and Impassioned Warriors

Habitat: Any; **Treasure:** [Armaments](#), [Individual](#)

Gripped by the adrenaline of battle, berserkers are reckless invaders, pit fighters, and other ferocious warriors.

Berserkers might fight for personal glory or form motivated forces or howling hordes.

Berserker

Medium or Small Humanoid, Neutral

AC 13 Initiative +1 (11)

HP 67 (9d8 + 27)

Speed 30 ft.

Mod Save

Str 16 +3 +3

Dex 12 +1 +1

Con 17 +3 +3

Mod Save

Int 9 -1 -1

Wis 11 +0 +0

Cha 9 -1 -1

Gear [Greataxe](#), [Hide Armor](#)

Senses Passive Perception 10

Languages Common

CR 2 (XP 450; PB +2)

Traits

Bloodied Frenzy. While [Bloodied](#), the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) Slashing damage.

Black Dragons

Dragons of Decay and Despair

Habitat: Swamp; **Treasure:** [Relics](#)

Black dragons delight in suffering and ruin. While other chromatic dragons scheme for power and wealth, these dragons seek to tear down all they see and rule over what remains.

Black dragons are terrifying creatures with curved horns and withered visages suggestive of fiendish skulls. They typically inhabit stagnant swamps, crumbling ruins, or places of magical or environmental corruption. Their acid breath scars their domains, eroding the features from ancient statues and leaving nature with festering wounds.

Black dragons hoard tarnished symbols of hope and relics of fallen empires. The more sought-after the treasure, the more black dragons prize it—particularly if they were responsible for it being lost.

Black Dragon Wyrmling

Black dragon wyrmlings lurk in bogs and polluted waterways, hunting for prey and weaker creatures to overpower. While older wyrmlings eventually seek their own territories, recently hatched ones might hunt one another, seeking dominance over their clutch and slaying rivals they can't subjugate.

Black Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +4 (14)

HP 33 (6d8 + 6)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

Mod Save

Str 15 +2 +2

Dex 14 +2 +4

Con 13 +1 +1

Mod Save

Int 10 +0 +0

Wis 11 +0 +2

Cha 13 +1 +1

Skills Perception +4, Stealth +4

Immunities Acid

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 2 (1d4) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot-long, 5-foot-wide Line. *Failure:* 22 (5d8) Acid damage. *Success:* Half damage.

Blink Dog

Elusive Feywild Canine

Habitat: Forest, Planar (Feywild); **Treasure:** None

Blink dogs glimmer with a magic that allows them to teleport, “blinking” from one spot to another. These dogs use this power to chase prey, baffle foes, and express joy. They’re frequently found among Feywild folk, such as centaurs and pixies—often as members of rollicking hunts between worlds.

Blink Dog

Medium Fey, Lawful Good

AC 13 **Initiative** +3 (13)

HP 22 (4d8 + 4)

Speed 40 ft.

Mod Save

Str 12 +1 +1

Dex 17 +3 +3

Con 12 +1 +1

Mod Save

Int 10 +0 +0

Wis 13 +1 +1

Cha 11 +0 +0

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages Blink Dog; understands Elvish and Sylvan but can't speak them

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Bonus Actions

Teleport (Recharge 4–6). The dog teleports up to 40 feet to an unoccupied space it can see.

Bugbears

Lurking Goblinoid Brutes

Habitat: Forest, Grassland, Planar (Feywild), Underdark; **Treasure:** Armaments, Individual

Bugbears embody fear of the wilds and the menace of natural places. They're notoriously stealthy, and foes that venture into their territories often vanish without a trace.

Bugbear Stalker

Bugbear stalkers frequently take their victims hostage, relishing opportunities to imprison and terrorize other creatures.

Bugbear Stalker

Medium Fey (Goblinoid), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 65 (10d8 + 20)

Speed 30 ft.

Mod Save

Str 17 +3 +3

Dex 14 +2 +2

Con 14 +2 +4

Mod Save

Int 11 +0 +0

Wis 12 +1 +3

Cha 11 +0 +0

Skills Stealth +6, Survival +3

Gear Chain Shirt, Javelins (6), Morningstar

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Multiattack. The bugbear makes two Javelin or Morningstar attacks.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 10 ft. or range 30/120 ft. *Hit:* 13 (3d6 + 3) Piercing damage.

Morningstar. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. *Hit:* 12 (2d8 + 3) Piercing damage.

Bonus Actions

Quick Grapple. *Dexterity Saving Throw:* DC 13, one Medium or smaller creature the bugbear can see within 10 feet. *Failure:* The target has the Grappled condition (escape DC 13).

Bugbear Warrior

Bugbear warriors serve those who offer them treasure, food, or the chance to hunt challenging prey.

Bugbear Warrior

Medium Fey (Goblinoid), Chaotic Evil

AC 14 **Initiative** +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft.

Mod Save

Str 15 +2 +2

Dex 14 +2 +2

Con 13 +1 +1

Mod Save

Int 8 -1 -1

Wis 11 +0 +0

Cha 9 -1 -1

Skills Stealth +6, Survival +2

Gear Hide Armor, Light Hammers (3)

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Grab. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Light Hammer. *Melee or Ranged Attack Roll:* +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. *Hit:* 9 (3d4 + 2) Bludgeoning damage.

Bullywugs

Amphibious Appreciators of Marsh and Muck

Habitat: Swamp; **Treasure:** Implements, Individual

Fey embodiments of swamplands, bullywugs protect the murky wilds and consider themselves cosmically favored for that role. These human-size, toad- or frog-like creatures have close relationships with the creatures of the swamp.

Bullywug Bog Sage

Bullywug bog sages channel the magic of the swamp to sicken foes and speak with plants.

Bullywug Bog Sage

Medium Fey, Neutral

AC 16 Initiative +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 8 -1 -1

Dex 16 +3 +3

Con 14 +2 +4

Mod Save

Int 10 +0 +0

Wis 16 +3 +5

Cha 12 +1 +1

Skills Nature +4, Stealth +5

Gear Component Pouch

Senses Passive Perception 13

Languages Bullywug, Common, Sylvan

CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Actions

Multiattack. The bullywug makes two Bog Staff attacks. It can replace any attack with a use of Spellcasting to cast *Ray of Sickness*.

Bog Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 10 (3d6) Poison damage.

Spellcasting. The bullywug casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: Dancing Lights, Druidcraft, Ray of Sickness

1/Day Each: Speak with Plants, Vitriolic Sphere

Bonus Actions

Leap. The bullywug jumps up to 30 feet by spending 10 feet of movement.

Bullywug Warrior

Bullywug warriors are adept at moving through swamps and ambushing trespassers. They often work alongside packs of trained giant frogs.

Bullywug Warrior

Medium Fey, Neutral

AC 15 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 12 +1 +1

Dex 14 +2 +2

Con 13 +1 +1

Mod Save

Int 7 -2 -2

Wis 10 +0 +0

Cha 7 -2 -2

Skills Stealth +4

Senses Passive Perception 10

Languages Bullywug, Common

CR 1/4 (XP 50; PB +2)

Traits

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Actions

Insectile Rapier. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 2 (1d4) Poison damage.

Bonus Actions

Leap. The bullywug jumps up to 30 feet by spending 10 feet of movement.

Monsters (C)

Carrion Crawler

Catacomb-Scouring Necrophage

Habitat: Underdark, Urban; **Treasure:** None

Ravenous corpse eaters, carrion crawlers gravitate toward places of slaughter and decay. In such charnel environs, they feast on the dead with no qualms about their meals' origins or freshness.

Carrion crawlers have segmented bodies like gigantic cutworms. From beneath their multipart maws protrude eight thin, lashing tentacles. Creatures struck by these tentacles risk being paralyzed and consumed.

Carrion crawlers scour sewers, battlefields, necropolises, and fetid wildernesses for corpses, clinging to ceilings to ambush smaller prey and to avoid competing hunters. They're drawn to light and the scent of blood, recognizing them as signs of food.

These scavengers avoid ingesting inorganic material. Crypts with funeral armors sucked clean of their corpses and eerily pristine catacombs are signs of infestation by carrion crawlers.

Carrion Crawler

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)

HP 51 (6d10 + 18)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 14 +2 +2

Dex 13 +1 +1

Con 16 +3 +3

Mod Save

Int 1 -5 -5

Wis 12 +1 +1

Cha 5 -3 -3

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

Spider Climb. The carrion crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler uses Paralyzing Tentacles and makes one Bite attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Paralyzing Tentacles. *Constitution Saving Throw:* DC 12, one creature the carrion crawler can see within 10 feet. *Failure:* The target has the [Poisoned](#) condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the [Paralyzed](#) condition.

Commoner

Everyday Folk

Habitat: Any; **Treasure:** [Individual](#)

Commoners constitute the majority of people who don't pursue magical talents, extraordinary training, or a life of adventure. Some are generous, helpful sorts, while others are more cautious in sharing what they have. Use the following list of jobs and roles to introduce commoners in your adventures:

Artist

Baker

Bartender

Blacksmith

Butcher

Captive

Carpenter

Castaway

Cobbler

Cook

Dyer

Farmer

Fisher

Fletcher

Flimflam artist

Gossip
Hermit
Hooligan
Hunter
Innkeeper
Laborer
Lamplighter
Mason
Merchant
Miner
Mud lark
Patient
Pilgrim
Resurrectionist
Rioter
Scribe
Servant
Shepherd
Student
Tailor
Tanner
Town crier
Weaver
Youngster

Commoner

Medium or Small Humanoid, Neutral

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 30 ft.

Mod Save

Str 10 +0 +0

Dex 10 +0 +0

Con 10 +0 +0

Mod Save

Int 10 +0 +0

Wis 10 +0 +0

Cha 10 +0 +0

Gear Club

Senses Passive Perception 10

Languages Common

CR 0 (XP 10; PB +2)

Traits

Training. The commoner has proficiency in one skill of the DM's choice and has Advantage whenever it makes an ability check using that skill.

Actions

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Copper Dragons

Dragons of Curiosity and Community

Habitat: Hill; **Treasure:** Arcana

Relentlessly friendly and curious, most copper dragons view the world as a place of endless wonder and possibility. These gregarious dragons are fonts of patience, hospitality, and humor, and they seek to improve the lives—or, at least, the mood—of those they interact with. If forced to fight to defend themselves or their friends, these dragons favor using their slowing breath and physical attacks to subdue antagonists. Only in cases of extreme peril or emotion do they use their deadly acid breath.

Copper dragons typically live in caverns amid picturesque hills and rock formations—particularly those that are prominent landmarks. These dragons collect gifts, though they have little interest in treasure without meaning, no matter how valuable it is. To them, thoughtfully given presents and the feelings or memories they symbolize are more important than masterpieces or magical relics.

Copper Dragon Wyrmling

Copper dragon wyrmlings venture into the world seeking to make friends and discover wonders. They sometimes get into trouble, but those who help them can become their friends for life.

Copper Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 16 **Initiative** +3 (13)

HP 22 (4d8 + 4)

Speed 30 ft., Climb 30 ft., Fly 60 ft.

Mod Save

Str 15 +2 +2

Dex 12 +1 +3

Con 13 +1 +1

Mod Save

Int 14 +2 +2

Wis 11 +0 +2

Cha 13 +1 +1

Skills Perception +4, Stealth +3

Immunities Acid

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-foot-wide Line. *Failure:* 18 (4d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Crawling Claws

Severed Appendages with Malicious Will

Habitat: Any; **Treasure:** None

Crawling claws are severed hands that move and act of their own murderous accord. These deathless appendages can spring to life from the severed limbs of killers and villains, and sinister magic-users might animate crawling claws as foul servants. Crawling claws appear in a variety of forms, from decaying human hands to the fresh appendages of animals or monsters.

Swarm of Crawling Claws

Swarms of crawling claws are typically animated by depraved necromancers. Occasionally, these grotesque swarms arise from mass graves or after tragedies, refusing to let their murderers escape their grasp.

Swarm of Crawling Claws

Medium Swarm of Tiny Undead, Neutral Evil

AC 12 Initiative +2 (12)

HP 49 (11d8)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 14 +2 +2

Dex 14 +2 +2

Con 11 +0 +0

Mod Save

Int 5 -3 -3

Wis 10 +0 +0

Cha 4 -3 -3

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic,

Poison; [Charmed](#), [Exhaustion](#), [Frightened](#), [Grappled](#), [Incapacitated](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Blindsight](#) 30 ft.; Passive Perception 10

Languages Understands Common but can't speak

CR 3 (XP 700; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is [Bloodied](#). If the target is a Medium or smaller creature, it has the [Prone](#) condition.

Cultists

Doomsayers and Fanatics

Habitat: Any; **Treasure:** [Individual](#), [Relics](#)

Cultists use magic and extreme measures to spread radical beliefs. Some privately pursue esoteric secrets, while others form shadowy cabals seeking to bring about terrifying ends. Cultists often follow obscure mystical traditions or obsess over interpretations of ancient prophecies. They might worship supernatural patrons—deities, otherworldly creatures, manipulative alien minds, or stranger forces. Roll on or choose a result from the Cultist Agendas table to inspire what a cultist seeks to achieve.

Cultist Agendas

1d6

The Cultist Strives To...

- 1 Bring about the end of a dominant order, an age, or the world.
- 2 Burn away the comfortable lies of reality, revealing forgotten or terrible truths.
- 3 Expand their faith through mind control or supernatural coercion.
- 4 Make global changes, like sinking the land or awakening volcanoes.
- 5 Remake life on a mass scale, altering other creatures' bodies or spiritual beings.
- 6 Summon their deity or its herald, weapon, or realm into their world.

Occult Symbols

Cults often identify with symbols that exemplify their beliefs. Such symbols might mark objects important to the cult, as well as the dress and bodies of cultists themselves. These symbols might be broadly understandable, or they might have meaning only to cultists. Roll twice on or choose results from the Cult Symbols table to inspire a cult's icons.

Cult Symbols

1d10 **The Symbol Is...** **Depicted As...**

- | | | |
|----|--------------------|------------------------|
| 1 | An alchemical sign | A calendar or map |
| 2 | An animal | A crest or as heraldry |
| 3 | A celestial body | An elaborate diagram |
| 4 | A deity's icon | A metaphorical image |
| 5 | An element | A mystical being |
| 6 | An eye | Part of an equation |
| 7 | A geometric shape | A repeating pattern |
| 8 | A letter or number | A series of scratches |
| 9 | Part of a monster | A simple pictogram |
| 10 | A skull | A weapon or tool |

Cult Members

Cults often form hierarchies around a charismatic or domineering leader. While cult members might work independently, they take their orders from superiors with greater supernatural powers. Any cult might have the following sorts of members.

Cultist

Cultists devote themselves to their faith's leaders and otherworldly masters. While this zeal grants cultists no magical powers, it gives them remarkable resolve in the face of threats. Cultists perform much of a cult's mundane work, which might include evangelism, criminal acts, or serving as sacrifices.

Cultist

Medium or Small Humanoid, Neutral

AC 12 Initiative +1 (11)

HP 9 (2d8)

Speed 30 ft.

Mod Save

Str 11 +0 +0

Dex 12 +1 +1

Con 10 +0 +0

Mod Save

Int 10 +0 +0

Wis 11 +0 +2

Cha 10 +0 +0

Skills Deception +2, Religion +2

Gear Leather Armor, Sickle

Senses Passive Perception 10

Languages Common

CR 1/8 (XP 25; PB +2)

Actions

Ritual Sickle. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.

Cultist Fanatic

Cultist fanatics lead small cults or cells within larger cults. They're privy to more of a cult's mysteries than lower-ranking cultists are, granting them access to magical powers from their patrons.

Cultist Fanatic

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +2 (12)

HP 44 (8d8 + 8)

Speed 30 ft.

Mod Save

Str 11 +0 +0

Dex 14 +2 +2

Con 12 +1 +1

Mod Save

Int 10 +0 +0

Wis 14 +2 +4

Cha 13 +1 +1

Skills Deception +3, Persuasion +3, Religion +2

Gear Holy Symbol, Leather Armor

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: Light, Thaumaturgy

2/Day: Command

1/Day: Hold Person

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the Spiritual Weapon spell, using the same spellcasting ability as Spellcasting.

Monsters (D)

Darkmantle

Ceiling-Clinging Ambush Predator

Habitat: Underdark; **Treasure:** None

Unnatural subterranean hunters, darkmantles veil themselves in magical shadows and use their bizarre anatomies to disguise themselves as stalactites. When prey passes below, lurking darkmantles drop and unfurl their webbed tentacles, attempting to blind, suffocate, or crush their victims.

Darkmantles share similarities with piercers and ropers and often hunt near those monsters. Scholars have attempted to establish a shared origin or life cycle between those creatures, but their efforts are thwarted by those monsters' supernatural physiologies and deadly natures.

Darkmantle

Small Aberration, Unaligned

AC 11 **Initiative** +3 (13)

HP 22 (5d6 + 5)

Speed 10 ft., Fly 30 ft.

Mod Save

Str 16 +3 +3

Dex 12 +1 +1

Con 13 +1 +1

Mod Save

Int 2 -4 -4

Wis 10 +0 +0

Cha 5 -3 -3

Skills Stealth +3

Senses Blindsight 60 ft.; Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Crush. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage, and the darkmantle attaches to the target. If the target is a Medium or smaller creature and the darkmantle had Advantage on the attack roll, it covers the target, which has the Blinded condition and is suffocating while the darkmantle is attached in this way.

While attached to a target, the darkmantle can attack only the target but has Advantage on its attack rolls. Its Speed becomes 0, it can't benefit from any bonus to its Speed, and it moves with the target.

A creature can take an action to try to detach the darkmantle from itself, doing so with a successful DC 13 Strength ([Athletics](#)) check. On its turn, the darkmantle can detach itself by using 5 feet of movement.

Darkness Aura (1/Day). Magical [Darkness](#) fills a 15-foot [Emanation](#) originating from the darkmantle. This effect lasts while the darkmantle maintains [Concentration](#) on it, up to 10 minutes. [Darkvision](#) can't penetrate this area, and no light can illuminate it.

Doppelganger

Shape-Shifting Infiltrator

Habitat: Underdark, Urban; **Treasure:** [Individual](#)

Doppelgangers are supernatural beings with the ability to shape-shift into any humanlike form. Their mind-reading abilities aid them in creating near-perfect disguises and plucking secrets from unguarded minds. Occasionally, doppelgangers use their shape-shifting ability in more overt ways, transforming into unsettling forms to frighten foes.

A doppelganger's agenda might relate to its mysterious magical origins or to more mercenary goals. Roll on or choose a result from the Doppelganger Deceptions table to inspire a doppelganger's plot.

Doppelganger Deceptions

1d6

The Doppelganger Schemes To...

- 1 Cause chaos within the temple of a deity that cursed it to live without a true form.
- 2 Conceal evidence of a vast conspiracy.
- 3 Control a community through fear by posing as a legendary bogeyman.
- 4 Replace a noble to enjoy a decadent lifestyle.
- 5 Spy on wizards to learn how to complete its own botched magical creation.
- 6 Take an influential position, acting as a sleeper agent for a doppelganger invasion.

Doppelganger

Medium Monstrosity, Neutral

AC 14 Initiative +4 (14)

HP 52 (8d8 + 16)

Speed 30 ft.

Mod Save

Str 11 +0 +0

Dex 18 +4 +4

Mod Save

Con 14 +2 +2

Mod Save

Int 11 +0 +0

Wis 12 +1 +1

Cha 14 +2 +2

Skills Deception +6, Insight +3

Immunities Charmed

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common plus three other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. Melee Attack Roll: +6 (with Advantage during the first round of each combat), reach 5 ft. **Hit:** 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts Detect Thoughts, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Monsters (F)

Fire Elemental

Primal Spirit of Heat and Flame

Habitat: Desert, Planar (Elemental Plane of Fire); **Treasure:** None

Fire elementals arise when spirits of the Elemental Plane of Fire inhabit flames, burning cinders, and heated smoke. These beings are tangible despite largely being made of flames and particles, and they can use their vague limbs to ignite foes and flammable materials. Fire elementals typically burn in

shades of orange and red, but other colors are possible. Most on the Material Plane are summoned by magical means, or they might appear near rifts amid desert depths, volcanoes, wildfires, or magma flows that connect to their home plane.

Fire elementals might burn in distinctive ways. Roll on or choose a result from the Fire Elemental Compositions table to inspire a fire elemental's features.

Fire Elemental Compositions

1d8 The Fire Elemental's Body Features...

- 1 Colorful, superheated gases.
- 2 A column of diabolical or divine flame.
- 3 Crackling shapes that look like animals, fiends, skeletons, sprites, or other beings.
- 4 Flames that are predominantly white, blue, or a more unusual color.
- 5 The form of a calm or tormented humanoid.
- 6 Smoke that forms eerie shapes or symbols.
- 7 Soot that smells like cedar, cloves, incense, or burning meat.
- 8 Swirls of cinders and burning debris.

Fire Elemental

Large Elemental, Neutral

AC 13 **Initiative** +3 (13)

HP 93 (11d10 + 33)

Speed 50 ft.

Mod Save

Str 10 +0 +0

Dex 17 +3 +3

Con 16 +3 +3

Mod Save

Int 6 -2 -2

Wis 10 +0 +0

Cha 7 -2 -2

Resistances Bludgeoning, Piercing, Slashing

Immunities Fire,

Poison; [Exhaustion](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Prone](#), [Restrained](#), [Unconscious](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

CR 5 (XP 1,800; PB +3)

Traits

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot [Emanation](#) originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start [burning](#).

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds [Bright Light](#) in a 30-foot radius and [Dim Light](#) for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The elemental makes two Burn attacks.

Burn. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts [burning](#).

Monsters (G)

Gelatinous Cube

Dungeon-Scouring Block of Ooze

Habitat: Underdark; **Treasure:** Any

Quivering masses of acidic goo, gelatinous cubes wobble through narrow caverns and dungeons, engulfing anything in their paths. These Oozes are naturally transparent, making them difficult to see while they're stationary. Creatures and objects that become stuck within these slimes are gradually dissolved. Undigested detritus sometimes floats within a gelatinous cube, hinting at its past meals. Roll on or choose a result from the Gelatinous Cube Debris table to inspire a gelatinous cube's contents.

Gelatinous Cube Debris

1d6 Floating in the Gelatinous Cube Is A...

- 1 Chest or recently trapped mimic.
- 2 Collection of bubbles or rocks resembling eyes.
- 3 Key to a nearby door or coffer.
- 4 Remarkable weapon in need of repair.
- 5 Skeleton belonging to a famous adventurer.
- 6 Tablet bearing a mysterious message.

Gelatinous Cube

Large Ooze, Unaligned

AC 6 Initiative -4 (6)

HP 63 (6d10 + 30)

Speed 15 ft.

Mod Save

Str 14 +2 +2

Dex 3 -4 -4

Con 20 +5 +5

Mod Save

Int 1 -5 -5

Wis 6 -2 -2

Cha 1 -5 -5

Immunities Acid; [Blinded](#), [Charmed](#), [Deafened](#), [Exhaustion](#), [Frightened](#), [Prone](#)

Senses [Blindsight](#) 60 ft.; Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Ooze Cube. The cube fills its entire space and is transparent. Other creatures can enter that space, but a creature that does so is subjected to the cube's Engulf and has Disadvantage on the saving throw.

Creatures inside the cube have [Total Cover](#), and the cube can hold one Large creature or up to four Medium or Small creatures inside itself at a time.

As an action, a creature within 5 feet of the cube can pull a creature or an object out of the cube by succeeding on a DC 12 Strength ([Athletics](#)) check, and the puller takes 10 (3d6) Acid damage.

Transparent. Even when the cube is in plain sight, a creature must succeed on a DC 15 Wisdom ([Perception](#)) check to notice the cube if the creature hasn't witnessed the cube move or otherwise act.

Actions

Pseudopod. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 12 (3d6 + 2) Acid damage.

Engulf. The cube moves up to its Speed without provoking [Opportunity Attacks](#). The cube can move through the spaces of Large or smaller creatures if it has room inside itself to contain them (see the Ooze Cube trait). *Dexterity Saving Throw:* DC 12, each creature whose space the cube enters for the first time during this move. *Failure:* 10 (3d6) Acid damage, and the target is engulfed. An engulfed target is [suffocating](#), can't cast spells with a Verbal component, has the [Restrained](#) condition, and takes

10 (3d6) Acid damage at the start of each of the cube's turns. When the cube moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 12 Strength ([Athletics](#)) check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* Half damage, and the target moves to an unoccupied space within 5 feet of the cube. If there is no unoccupied space, the target fails the save instead.

Gnolls

Fiends in Feral Flesh

Habitat: Desert, Forest, Grassland, Hill; **Treasure:** [Armaments](#), [Individual](#)

The first gnolls arose from hyenas that fed on flesh tainted by the Abyss. Their corruption and violence delighted the demon lord Yeenoghu, who encouraged their numbers and spread them across the multiverse. Ever since, gnolls have been the cackling servants of Yeenoghu, existing to cause ruin and to feast on what remains.

Gnoll Warrior

Gnoll warriors crave endless slaughter but quickly grow bored with the prey they kill and the treasures they plunder. Nevertheless, they're enraged by the thought of anyone else having what's theirs, compelling them to despoil what they can't take with them.

Gnoll Warrior

Medium Fiend, Chaotic Evil

AC 15 Initiative +1 (11)

HP 27 (6d8)

Speed 30 ft.

Mod Save

Str 14 +2 +2

Dex 12 +1 +1

Con 11 +0 +0

Mod Save

Int 6 -2 -2

Wis 10 +0 +0

Cha 7 -2 -2

Senses [Darkvision](#) 60 ft.; Passive Perception 10

Languages Gnoll

CR 1/2 (XP 100; PB +2)

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Bone Bow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that is already [Bloodied](#), the gnoll moves up to half its Speed, and it makes one Rend attack.

Goblins

Wild Tricksters and Troublemakers

Habitat: Forest, Grassland, Hill, Planar (Acheron, Feywild),

Underdark; **Treasure:** [Implements](#), [Individual](#)

Goblins are Feywild embodiments of recklessness and ruin. They delight in wreckage—the louder, the more energetic, and the more convoluted, the better. Goblin raids are often as much opportunities to enjoy setting fires and tormenting livestock as they are parts of more disruptive plots.

Goblins obey those who accomplish the wildest plans. Such leaders might be goblin raid masterminds, bombastic magic-users, or those capable of making the loudest noises. Hobgoblins and forceful humanoids might also command ornery groups of goblins, directing their destructiveness toward banditry, sabotage, or war.

The deity Maglubiyet claims to be the god of goblins, hobgoblins, and bugbears, and on the Infinite Battlefield of Acheron, the deity commands innumerable goblinoid legions. In ages long past, Maglubiyet witnessed the destructive propensity of goblinoids and relocated a population of them from the Feywild to his realm on the Outer Planes. Since then, hordes of these more martial-minded goblins have flourished, with some finding their ways to Material Plane worlds. These vicious invaders seek to sow ruin in preparation for their god's conquest.

Goblin Minion

Goblin minions enjoy participating in the disruptive schemes of clever leaders but are quick to flee when confronted by their comeuppance.

Goblin Minion

Small Fey (Goblinoid), Chaotic Neutral

AC 12 Initiative +2 (12)

HP 7 (2d6)

Speed 30 ft.

Mod Save

Str 8 -1 -1

Mod Save**Dex** 15 +2 +2**Con** 10 +0 +0**Mod Save****Int** 10 +0 +0**Wis** 8 -1 -1**Cha** 8 -1 -1**Skills** Stealth +6**Gear** Daggers (3)**Senses** Darkvision 60 ft.; Passive Perception 9**Languages** Common, Goblin**CR** 1/8 (XP 25; PB +2)

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Warrior

Goblin warriors excel at causing mischief. Those in service to Maglubiyet have greater discipline and are likely to withdraw to set up ambushes.

Goblin Warrior

Small Fey (Goblinoid), Chaotic Neutral

AC 15 **Initiative** +2 (12)**HP** 10 (3d6)**Speed** 30 ft.**Mod Save****Str** 8 -1 -1**Dex** 15 +2 +2**Con** 10 +0 +0**Mod Save****Int** 10 +0 +0**Wis** 8 -1 -1**Cha** 8 -1 -1

Skills [Stealth](#) +6

Gear [Leather Armor](#), [Scimitar](#), [Shield](#), [Shortbow](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 9

Languages Common, Goblin

CR 1/4 (XP 50; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the [Disengage](#) or [Hide](#) action.

Goblin Boss

Goblin bosses are often the most imaginative, disruptive, or forceful goblins. Through a combination of luck, cowardice, and callousness, these leaders avoid harm at the expense of their followers.

[Goblin Boss](#)

Small Fey (Goblinoid), Chaotic Neutral

AC 17 **Initiative** +2 (12)

HP 21 (6d6)

Speed 30 ft.

Mod Save

Str 10 +0 +0

Dex 15 +2 +2

Con 10 +0 +0

Mod Save

Int 10 +0 +0

Wis 8 -1 -1

Cha 10 +0 +0

Skills [Stealth](#) +6

Gear [Chain Shirt](#), [Scimitar](#), [Shield](#), [Shortbow](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 9

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Actions

Multiaction. The goblin makes two attacks, using Scimitar or Shortbow in any combination.

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/230 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the [Disengage](#) or [Hide](#) action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Gray Ooze

Hungry Slimes and Magical Failures

Habitat: Underdark; **Treasure:** None

Gray oozes are predatory, corrosive slimes that blend in with stony surroundings.

Gray oozes appear in areas affected by unpredictable magic. Magic-users who fail in their attempts to bind elemental spirits to the bodies of Constructs might also accidentally create gray oozes.

Gray Ooze

Medium Ooze, Unaligned

AC 9 Initiative -2 (13)

HP 22 (3d8 + 9)

Speed 10 ft., Climb 10 ft.

Mod Save

Str 12 +1 +1

Dex 6 -2 -2

Con 16 +3 +3

Mod Save

Int 1 -5 -5

Mod Save

Wis 6 -2 -2

Cha 2 -4 -4

Skills Stealth +2

Resistances Acid, Cold, Fire

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the Mending spell on the weapon.

The ooze can eat through 2-inch-thick, nonmagical metal or wood in 1 round.

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor.

Guards

Sentries and Watch Members

Habitat: Any; **Treasure:** Armaments, Individual

Guards protect people, places, and things, either for pay or from a sense of duty. They might perform their duties vigilantly or distractedly. Some raise alarms at the first sign of danger and defend their charges with their lives. Others flee outright if their compensation doesn't match the danger they face.

Guard

Guards are perceptive, but most have little martial training. They might be bouncers, lookouts, members of a city watch, or other keen-eyed warriors.

Guard

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

Mod Save

Str 13 +1 +1

Dex 12 +1 +1

Con 12 +1 +1

Mod Save

Int 10 +0 +0

Wis 11 +0 +0

Cha 10 +0 +0

Skills Perception +2

Gear Chain Shirt, Shield, Spear

Senses Passive Perception 12

Languages Common

CR 1/8 (XP 25; PB +2)

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Guard Captain

Guard captains often have ample professional experience. They might be accomplished bodyguards, protectors of magic treasures, veteran watch members, or similar wardens.

Guard Captain

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +4 (14)

HP 75 (10d8 + 30)

Speed 30 ft.

Mod Save

Str 18 +4 +4

Dex 14 +2 +2

Con 16 +3 +3

Mod Save		
Int	12	+1
Wis	14	+2
Cha	13	+1
Skills	<u>Athletics</u> +6, <u>Perception</u> +4	

Gear Breastplate, Javelins (6), Longsword, Shield

Senses Passive Perception 14

Languages Common

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The guard makes two attacks, using Javelin or Longsword in any combination.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Monsters (H)

Hobgoblins

Conquerors of Every Horizon

Habitat: Desert, Forest, Grassland, Hill, Mountain, Planar (Acheron), Underdark; **Treasure:** Armaments, Individual

Hobgoblins embody the primal urge to grow and spread, expressing such drives by bending the world to their whims. Lone hobgoblins claim woodland territories and plunder the wilds. In groups, they form hierarchical, martial societies bent on conquering lands and stripping them of resources to serve their expansionist zeal.

Hobgoblins often subjugate animals, monsters, and destructive Fey—particularly goblins and bugbears—to serve their plans. Hobgoblins might ally with dragons, warlords, the servants of warlike gods, or other powerful creatures that promise them control of new territories. Should hobgoblins bring an entire land to heel, they seek new conquests, venturing across seas, into the Underdark, or to stars and planes of existence beyond.

Many hobgoblins serve the violent god Maglubiyet, whose hunger for conquest matches their own. Hobgoblin followers of Maglubiyet flourish in the Infinite Battlefield of Acheron, where they endlessly indulge their drive for domination. These war-obsessed hobgoblins employ elaborate tactics and strange weapons, which they sometimes unleash on worlds of the Material Plane.

Hobgoblin Warfare

The drive to subjugate and pillage is part of hobgoblins' supernatural nature, though a few might repress their warlike tendencies or turn them to more useful ends. Roll on or choose a result from the Hobgoblin Strategies table to inspire how a hobgoblin carries out its conquest.

Hobgoblin Strategies

1d6

The Hobgoblin Works To...

- 1 Build a vessel to carry hobgoblin armies to new conquests.
- 2 Capture monsters and train them to fight.
- 3 Collapse a region into the Underdark so riches can be sifted from the ruins.
- 4 Construct a giant machine to strip resources.
- 5 Convince devils, dragons, or hobgoblins from Acheron to invade an enemy land.
- 6 Help shortsighted merchants undermine a government or despoil the environment.

Hobgoblin Warrior

Hobgoblin warriors might hunt and raid alone or with trained mastiffs, worgs, goblin gangs, or other allies. They employ simple tactics and exploit every advantage their allies provide. They willingly sacrifice companions in their pursuit of victory.

Hobgoblin Warrior

Medium Fey (Goblinoid), Lawful Evil

AC 18 Initiative +3 (13)

HP 11 (2d8 + 2)

Speed 30 ft.

Mod Save

Str 13 +1 +1

Dex 12 +1 +1

Con 12 +1 +1

Mod Save

Int 10 +0 +0

Wis 10 +0 +0

Cha 9 -1 -1

Gear [Half-Plate Armor](#), [Longbow](#), [Longsword](#), [Shield](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the [Incapacitated](#) condition.

Actions

Longsword. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 12 (2d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 5 (1d8 + 1) Piercing damage plus 7 (3d4) Poison damage.

Hobgoblin Captain

Hobgoblin captains are battlefield tacticians. They lead their allies to victory by employing martial skill and rallying others with orders and threats. Hobgoblin captains usually oversee hobgoblin battle groups or gangs of weaker monsters.

Hobgoblin Captain

Medium Fey (Goblinoid), Lawful Evil

AC 17 Initiative +4 (14)

HP 58 (9d8 + 18)

Speed 30 ft.

Mod Save

Str 15 +2 +2

Dex 14 +2 +2

Con 14 +2 +2

Mod Save

Int 12 +1 +1

Wis 10 +0 +0

Cha 13 +1 +1

Gear [Greatsword](#), [Half-Plate Armor](#), [Longbow](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

Aura of Authority. While in a 10-foot [Emanation](#) originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the [Incapacitated](#) condition.

Actions

Multiaction. The hobgoblin makes two attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Slashing damage plus 3 (1d6) Poison damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 5 (2d4) Poison damage.

Monsters (I)

Imp

Devil of Pettiness and Suspicion

Habitat: Any; **Treasure:** None

Known for their cowardice and toadying, imps serve devils and wicked magic-users. Their abilities to shape-shift and pass unseen make them skillful spies and adept at fleeing danger. Imps sent to surveil other creatures relate what they discover to their masters, but they frequently omit important details or cast events in the worst possible light to mislead their masters into following the imps' devilish council.

Imps without masters delight in manipulating other creatures and inflating their own egos. They might take over bands of weaker monsters, or they might pose as helpful spirits and trick influential individuals into pursuing nefarious ends.

Imp

Tiny Fiend (Devil), Lawful Evil

AC 13 **Initiative** +3 (13)

HP 21 (6d4 + 6)

Speed 20 ft., Fly 40 ft.

Mod Save

Str 6 -2 -2

Dex 17 +3 +3

Con 13 +1 +1

Mod Save

Int 11 +0 +0

Wis 12 +1 +1

Cha 14 +2 +2

Skills Deception +4, Insight +3, Stealth +5

Resistances Cold

Immunities Fire, Poison; Poisoned

Senses [Darkvision](#) 120 ft. (unimpeded by magical [Darkness](#)); Passive Perception 11

Languages Common, Infernal

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The imp has Advantage on saving throws against spells and other magical effects.

Actions

Sting. Melee Attack Roll: +5, reach 5 ft. **Hit:** 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Invisibility. The imp casts [Invisibility](#) on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp [shape-shifts](#) to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Incubus

Life-Leeching Dream Stalker

Habitat: Planar (Lower Planes), Urban; **Treasure:** Any

Incubi exploit the vulnerability of mortal dreams. Slipping into the homes of sleepers, incubi feed off dreams and replace them with terrifying nightmares. Incubi visit victims nightly until their prey expires. The incubi then hunt for new victims, preferring the loved ones of past targets.

Incubi can transform into succubi and vice versa, taking the forms they need to manipulate foes in dreams or in the flesh.

Those visited by an incubus have recurring nightmares. Roll on or choose a result from the Incubus Nightmares table to inspire these night terrors.

Incubus Nightmares

1d8 The Incubus's Victim Has Dreams Of...

- 1 An angry family member or authority figure.
- 2 Being chased through the wilderness.
- 3 Being devoured by animals or monsters.
- 4 Falling, drowning, or suffocating.
- 5 A ruinous public embarrassment.
- 6 A shadowy intruder or monstrous silhouette.
- 7 A traumatic past event.
- 8 A visitor with an eerie or enigmatic message.

Incubus

Medium Fiend, Neutral Evil

AC 15 **Initiative** +3 (13)

HP 66 (12d8 + 12)

Speed 30 ft., Fly 60 ft.

Mod Save

Str 8 -1 -1

Dex 17 +3 +3

Con 13 +1 +1

Mod Save

Int 15 +2 +2

Wis 12 +1 +1

Cha 20 +5 +5

Skills [Deception](#) +9, [Insight](#) +5, [Perception](#) +5, [Persuasion](#) +9, [Stealth](#) +7

Resistances Cold, Fire, Poison, Psychic

Senses [Darkvision](#) 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

CR 4 (XP 1,100; PB +2)

Traits

Succubus Form. When the incubus finishes a Long Rest, it can [shape-shift](#) into a [Succubus](#), using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The incubus makes two Restless Touch attacks.

Restless Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (3d6 + 5) Psychic damage, and the target is [cursed](#) for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

Spellcasting. The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: [Disguise Self](#), [Etherealness](#)

1/Day Each: [Dream](#), [Hypnotic Pattern](#)

Bonus Actions

Nightmare (Recharge 6). Wisdom Saving Throw: DC 15, one creature the incubus can see within 60 feet. Failure: If the target has 20 Hit Points or fewer, it has the [Unconscious](#) condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

Monsters (K)

Knight

Battle Masters and Heroic Wanderers

Habitat: Any; **Treasure:** [Armaments](#), [Individual](#)

Knights are skilled warriors trained for war and tested in battle. Many serve the rulers of a realm, a religion, or an order devoted to a cause.

Knights frequently lead troops in combat or work in units that dominate the battlefield. They're often attended by squires, who might be less skilled soldiers or commoners.

Knight

Medium or Small Humanoid, Neutral

AC 18 Initiative +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

Mod Save

Str 16 +3 +3

Dex 11 +0 +0

Con 14 +2 +4

Mod Save

Int 11 +0 +0

Wis 11 +0 +2

Cha 15 +2 +2

Immunities [Frightened](#)

Gear [Greatsword](#), [Heavy Crossbow](#), [Plate Armor](#)

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

Kobolds

Tricksters and Servants to Chromatic Dragons

Habitat: Arctic, Coastal, Desert, Forest, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** [Armaments](#)

Cowardly cousins to chromatic dragons, kobolds serve draconic overlords as warriors and servants. These scrappy menaces mimic the behaviors of their dragon masters. Though their small stature and recklessness make kobolds poor imitators of dragons, what they lack in ferocity they make up for in zeal and ingenuity. They are especially adept at creating traps and setting ambushes.

Kobolds' scales resemble those of chromatic dragons that live near their warrens. Rarely, kobolds possess features evocative of metallic dragons or other dragon-like creatures.

Kobold Warrior

Kobold warriors use hit-and-run tactics to raid their enemies and defend their homes. To avoid danger, they frequently employ haphazard traps.

Kobold Warrior

Small Dragon, Neutral

AC 14 Initiative +2 (12)

HP 7 (3d6 – 3)

Speed 30 ft.

Mod Save

Str 7 –2 –2

Dex 15 +2 +2

Con 9 –1 –1

Mod Save

Int 8 –1 –1

Mod Save

Wis 7 -2 -2

Cha 8 -1 -1

Gear Daggers (3)

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Draconic

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Monsters (M)

Mage

Magical Scholars and Spellcasters

Habitat: Any; **Treasure:** Arcana, Individual

Mages are magical wonder-workers, ranging from spellcasting overlords to reclusive witches. They study mystical secrets and possess insight into monsters, legends, omens, and other lore. Mages often gather allies or hire assistants to aid them in their research or to attain magical might.

Roll on or choose a result from the Mage Roles table to inspire different sorts of mages.

Mage Roles

1d10

The Mage Is...

- 1 An astronomer who draws magic from stars.
- 2 An author who writes about the occult.
- 3 A magical engineer who creates wonders.
- 4 An oracle who interprets omens.
- 5 A prodigy with a remarkable magical heritage.
- 6 A psion whose powers manifest as spells.
- 7 A scholar investigating ancient lore.

1d10

The Mage Is...

- 8 A soothsayer who advises rulers.
- 9 A war mage who aids soldiers in battle.
- 10 A witch who shares secret wisdom.

Mages are accomplished spellcasters whose lives have been shaped by magic. They can use their powers to defend or dominate other creatures, or they could focus on magical research and unlocking mystical secrets.

Mage

Medium or Small Humanoid (Wizard), Neutral

AC 15 Initiative +2 (12)

HP 81 (18d8)

Speed 30 ft.

Mod Save

Str 9 -1 -1

Dex 14 +2 +2

Con 11 +0 +0

Mod Save

Int 17 +3 +6

Wis 12 +1 +4

Cha 11 +0 +0

Skills Arcana +6, History +6, Perception +4

Gear Wand

Senses Passive Perception 14

Languages Common plus three other languages

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The mage makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 16 (3d8 + 3) Force damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: Detect Magic, Light, Mage Armor (included in AC), Mage Hand, Prestidigitation

2/Day Each: Fireball (level 4 version), Invisibility

1/Day Each: [Cone of Cold](#), [Fly](#)

Bonus Actions

Misty Step (3/Day). The mage casts [Misty Step](#), using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The mage casts [Counterspell](#) or [Shield](#) in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Mephits

Malicious Elemental Hooligans

Habitat: Planar (Elemental Planes); **Treasure:** None

Mephits are mean-spirited tricksters that dwell on the Elemental Planes. The six most prominent types of mephits resemble halfling-size gargoyles with wings, exaggerated features, and bodies composed of two elements. Most live self-interested existences, indulging their warped senses of humor or overblown egos on their home planes of existence. Some serve as messengers or spies for genies or magic-users.

Mephits resent leaving the elemental extremes where they make their homes. If loosed on the Material Plane or other realms, they lash out with nasty pranks or by tormenting weaker creatures. When destroyed, mephits explode in a burst of elemental magic.

Steam Mephit

These arrogant mephits are made of heat and vaporous water. They often trick creatures into doing them favors, then renege on promised rewards.

[Steam Mephit](#)

Small Elemental, Neutral Evil

AC 10 Initiative +0 (10)

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

Mod Save

Str 5 -3 -3

Dex 11 +0 +0

Con 10 +0 +0

Mod Save

Int 11 +0 +0

Wis 10 +0 +0

Mod Save

Cha 12 +1 +1

Skills Stealth +2

Immunities Fire, Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Aquan, Ignan)

CR 1/4 (XP 50; PB +2)

Traits

Blurred Form. Attack rolls against the mephit are made with Disadvantage unless the mephit has the Incapacitated condition.

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Slashing damage plus 2 (1d4) Fire damage.

Steam Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. *Success:* Half damage only. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Mimic

Shape-Shifter Disguised as an Unassuming Object

Habitat: Underdark, Urban; **Treasure:** Any

In their natural forms, mimics are little more than roaming stomachs, their blobby bodies covered with alien eyes and teeth. They can alter their color, texture, and dimensions to duplicate inanimate objects of their approximate size. Mimics use their disguises as both camouflage and bait. Once victims draw close, mimics strike, lashing out with their sticky pseudopods and toothy mouths. After consuming victims, mimics usually relocate, change form, and await their next meal.

Use the following list to inspire mimics' shapes:

Altar

Bell

Boulder

Cauldron

Chair
Chandelier
Chest
Cot
Door
Floor mat
Giant gemstone
Gravestone
Heap of leaves
Keg
Ladder
Lectern
Mannequin
Mirror
Obelisk
Oversize cake
Panel of levers
Pile of bones
Potted plant
Row of books
Sarcophagus
Sculpture
Ship's wheel
Sign
Stalagmite
Stump
Table
Tapestry

Taxidermy

Throne

Topiary

Weapon rack

Mimic

Medium Monstrosity, Neutral

AC 12 **Initiative** +3 (13)

HP 58 (9d8 + 18)

Speed 20 ft.

Mod Save

Str 17 +3 +3

Dex 12 +1 +1

Con 15 +2 +2

Mod Save

Int 5 -3 -3

Wis 13 +1 +1

Cha 8 -1 -1

Skills Stealth +5

Immunities Acid; Prone

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

Pseudopod. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the [Grappled](#) condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Bonus Actions

Shape-Shift. The mimic [shape-shifts](#) to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

Minotaur of Baphomet

Berserker of the Demon Lord of Beasts

Habitat: Underdark; **Treasure:** [Armaments](#)

Baphomet, Demon Lord of Beasts, claims to have created minotaurs and demands their worship. While most minotaurs live free of the demon lord's bonds, those that serve him become minotaurs of Baphomet. These brutes resemble the hulking, horned demon lord more than others of their kind, and they wreak havoc in that foul immortal's name. Rarely, non-minotaurs cursed by magic-users or spiteful deities might transform into these monsters.

Minotaurs of Baphomet often dwell in mazes, leading their allies to hidden destinations and stalking trespassers. Roll on or choose a result from the Minotaur Mazes table to inspire the shape of a minotaur's dwelling.

Minotaur Mazes

1d4 The Minotaur of Baphomet Lurks In...

- 1 A multilevel mine or sewer.
- 2 Multiple mazes connected by magic portals.
- 3 A poisonous swamp with labyrinthine paths.
- 4 The ruins of a buried palace or temple.

[Minotaur of Baphomet](#)

Large Monstrosity, Chaotic Evil

AC 14 **Initiative** +0 (10)

HP 85 (10d10 + 30)

Speed 40 ft.

Mod Save

	Str	Dex	Con	Int	S	Mod
1	18	+4	+4			+4
2	11	+0	+0			+0
3	16	+3	+3			+3

Mod Save

Int 6 -2 -2
Wis 16 +3 +3
Cha 9 -1 -1
Skills Perception +7, Survival +7

Senses Darkvision 60 ft.; Passive Perception 17

Languages Abyssal

CR 3 (XP 700; PB +2)

Actions

Abyssal Glaive. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5–6). *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.

Monsters (N)

Noble

Royals and Rich Folk

Habitat: Any; **Treasure:** Individual

Nobles encompass a variety of people with social influence. They might be rulers, wealthy merchants, callous bureaucrats, or the idle elite.

A noble's social advantages typically grant the noble access to greater education and training than most common folk, while nobles' experience with business or politics makes many adept negotiators.

Noble

Medium or Small Humanoid, Neutral

AC 15 **Initiative** +1 (11)

HP 9 (2d8)

Speed 30 ft.

Mod Save

Str 11 +0 +0
Dex 12 +1 +1
Con 11 +0 +0

Mod Save

Int 12 +1 +1
Wis 14 +2 +2
Cha 16 +3 +3
Skills [Deception](#) +5, [Insight](#) +4, [Persuasion](#) +5

Gear [Breastplate](#), [Rapier](#)

Senses Passive Perception 12

Languages Common plus two other languages

CR 1/8 (XP 25; PB +2)

Actions

Rapier. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The noble is hit by a melee attack roll while holding a weapon. *Response:* The noble adds 2 to its AC against that attack, possibly causing it to miss.

Nothic

Witness to the Weird

Habitat: Underdark; **Treasure:** [Arcana](#)

Consumed by their thirst for forbidden knowledge, nothics are cursed lore seekers transformed by secrets never meant to be known. The bodies of these former scholars are warped into otherworldly shapes, each with a head dominated by a gigantic, unblinking eye. Nothics remember nothing of their past lives and care only for their endless pursuit of hidden mysteries and uncanny truths. They seek revelations amid the rubble of forgotten ruins, and they use their supernatural sight to pierce magical deceptions, rot the flesh of enemies, and steal the secrets of those who interrupt their investigations.

Some nothics seek to end the curse that warped them into their bizarre forms, but many are unaware of—or uninterested in—their transformation.

Nothic

Medium Aberration, Neutral Evil

AC 15 **Initiative** +3 (13)

HP 45 (6d8 + 18)

Speed 30 ft.

Mod Save		
Str	14	+2
Dex	16	+3
Con	16	+3
Mod Save		
Int	13	+1
Wis	10	+0
Cha	8	-1
Skills Arcana +3, Insight +4, Perception +4, Stealth +5		

Senses [Truesight](#) 120 ft.; Passive Perception 14

Languages Undercommon

CR 2 (XP 450; PB +2)

Actions

Multiattack. The nothic makes two Claw attacks.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Rotting Gaze. *Constitution Saving Throw:* DC 13, one creature the nothic can see within 120 feet. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage.

Bonus Actions

Weird Insight (Recharge 6). *Wisdom Saving Throw:* DC 14, one creature the nothic can see within 120 feet. *Failure:* The nothic magically learns one fact or secret about the target.

Monsters (O)

Ogre

Raging Hulks and Hoarders

Habitat: Arctic, Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark; **Treasure:** [Armaments](#)

Ogres are selfish raiders and hulking gluttons spawned of hateful supernatural forces. From dismal ruins and bleak hinterlands, they raid vulnerable communities and ambush travelers. Ogres covet food and treasure, and they spitefully destroy art, books, clockwork devices, and other delicate or lovingly made things. Occasionally they kidnap victims to eat later or, more rarely, performers who catch their interest.

Ogres trace their origins to wrathful deities such as Erythnul, Takhisis, and Vaprak. They magically emerge from the earth of lands corrupted by evil gods, sinister magic, or ancient curses. Some bear evidence of the places that spawned them, sporting rocky calluses, mossy growths, or frozen scars.

Ogres are 10-foot-tall brutes that overwhelm their foes and take what spoils they please. Ogre raiders ally with other evil forces in return for food, riches, and promises of battle.

Ogre

Large Giant, Chaotic Evil

AC 11 Initiative -1 (9)

HP 68 (8d10 + 24)

Speed 40 ft.

Mod Save

Str 19 +4 +4

Dex 8 -1 -1

Con 16 +3 +3

Mod Save

Int 5 -3 -3

Wis 7 -2 -2

Cha 7 -2 -2

Gear [Greatclub](#), [Javelins](#) (3)

Senses [Darkvision](#) 60 ft.; Passive Perception 8

Languages Common, Giant

CR 2 (XP 450; PB +2)

Actions

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Owlbear

Magically Perfected Predators

Habitat: Forest; **Treasure:** None

Created long ago by misguided mages, owlbears combine keen avian eyes, thick feathers, and a tearing beak with a mighty bearlike frame. Despite their magical origins, owlbears have propagated and spread to wildernesses across the multiverse.

Owlbears dwell in distinctive dens. Roll on or choose a result from the Owlbear Den Features table to inspire an owlbear den's noteworthy traits.

Owlbear Den Features

1d4

An Owlbear Den Contains...

- 1 Evidence of previous occupants, like bandits, wolves, or dragons.
- 2 Heaps of regurgitated pellets studded with coins or other treasure.
- 3 A nest with 1d6 owlbear eggs.
- 4 Passages through the earth or hollow trees.

Owlbears are tenacious hunters that might track prey over miles and rarely give up their hunts.

Owlbear

Large Monstrosity, Unaligned

AC 13 Initiative +1 (11)

HP 59 (7d10 + 21)

Speed 40 ft., Climb 40 ft.

Mod Save

Str 20 +5 +5

Dex 12 +1 +1

Con 17 +3 +3

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 7 -2 -2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The owlbear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage.

Monsters (P)

Pirates

Freebooters and Fortune Hunters

Habitat: Any; **Treasure:** Individual, Implements

The term “pirate” encompasses a broad range of seafarers, including vicious sea rovers, dogged privateers, cursed treasure hunters, and others who seek riches and fame on the seas.

Pirates might be allies, foes, wild cards, or some combination thereof. While they are the bane of merchants and coastal communities, they know secrets of the sea and how to avoid aquatic threats. More unusual pirates set their sights beyond the waves, using airships, spelljamming vessels, plane-shifting craft, or stranger vehicles to explore and raid incredible realms.

Pirate Flags

To terrify opponents and spread their reputations, pirate crews fly distinctive flags. Roll twice on or choose results from the Pirate Flags table to inspire what flag a pirate crew sails under.

Pirate Flags

1d8 The Flag Shows A...

- 1 Buccaneer
- 2 Dragon
- 3 Fiend
- 4 Goat
- 5 Kraken
- 6 Merfolk
- 7 Skull
- 8 Whale

1d8 With...

- 1 A captain’s hat
- 2 Crossbones
- 3 Crossed blades
- 4 An eye patch
- 5 Lightning bolts
- 6 A mug of ale
- 7 A tattoo
- 8 A treasure chest

Pirate

Along with being competent warriors, pirates are accomplished seafarers who know how to sail and maintain a ship. While some loyally follow their captains’ orders, others place greed, superstition, or self-preservation over duty.

Pirate

Medium or Small Humanoid, Neutral

AC 14 Initiative +5 (15)

HP 33 (6d8 + 6)

Speed 30 ft.

Mod Save

Str 10 +0 +0

Dex 16 +3 +5

Con 12 +1 +1

Mod Save

Int 8 -1 -1

Wis 12 +1 +1

Cha 14 +2 +4

Gear [Daggers](#) (6), [Leather Armor](#)

Senses Passive Perception 11

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Multiattack. The pirate makes two Dagger attacks. It can replace one attack with a use of Enthralling Panache.

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 12, one creature the pirate can see within 30 feet. *Failure:* The target has the [Charmed](#) condition until the start of the pirate's next turn.

Pirate Captain

Pirate captains command crews of pirates, dictating their destinations and targets. Captains cultivate fearsome and theatrical reputations, painting themselves as larger-than-life characters to terrorize their foes, ensure the obedience of their crews, and attract followers to their banner. Many have colorful nicknames inspired by signature traits and deeds.

[Pirate Captain](#)

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +7 (17)

HP 84 (13d8 + 26)

Speed 30 ft.

Mod Save

Str 10 +0 +3

Mod Save

Dex 18 +4 +7

Con 14 +2 +2

Mod Save

Int 10 +0 +0

Wis 14 +2 +5

Cha 17 +3 +6

Skills [Acrobatics](#) +7, [Perception](#) +5

Gear [Pistol](#), [Rapier](#)

Senses Passive Perception 15

Languages Common plus one other language

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the [Charmed](#) condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Pseudodragon

Fickle, Pint-Sized Dragon

Habitat: Coastal, Desert, Forest, Hill, Mountain, Urban; **Treasure:** [Arcana](#)

Pseudodragons dwell in scenic wildernesses, preferably where life is easy and prey is small and slow. There they behave like contented wyrms, creating tiny lairs amid ancient trees and rugged cliffs. They fill these lairs with shiny rocks, colorful shells, and unattended treasures that catch their attention, and they guard these hoards fiercely.

Pseudodragons grow to the size of large house cats, and most have red-brown scales. Some have scales with other hues or patterns—markings distinct from those of their larger draconic cousins.

Many magic-users attempt to befriend pseudodragons, hoping to enlist them as familiars. The creatures' intellect and resistance to magic make them excellent companions, and they're considered status symbols in some spellcasting circles.

Many pseudodragons prefer the finer things in life. These diminutive dragons might be inclined to aid those who ply them with treats. Contrariwise, mages who don't properly pamper their pseudodragon familiars might be abandoned without warning. Roll on or choose an option from the Pseudodragon Treats table to inspire a pseudodragon's taste in gifts.

Pseudodragon Treats

1d10 The Pseudodragon Wants...

- 1 Flamboyant accessories it can wear.
- 2 Mementos from a lost friend or master.
- 3 Outlandish delicacies—like axe beak-egg omelets or mammoth-milk cheese.
- 4 The possessions of a sibling, rival, or master.
- 5 Shiny gifts, from gems to abalone shells.
- 6 Soft bedding and stuffed toys.
- 7 A specific cook's signature dessert.
- 8 Time-consuming beauty treatments.
- 9 To hear a bedtime story or favorite song.
- 10 Trophies and important-sounding titles.

Pseudodragon

Tiny Dragon, Neutral Good

AC 14 Initiative +2 (12)

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

Mod Save

Str 6 -2 -2

Dex 15 +2 +2

Con 13 +1 +1

Mod Save

Int 10 +0 +0

Wis 12 +1 +1

Cha 10 +0 +0

Skills Perception +5, Stealth +4

Senses [Blindsight](#) 10 ft., [Darkvision](#) 60 ft.; Passive Perception 15

Languages Understands Common and Draconic but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pseudodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the [Poisoned](#) condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the [Unconscious](#) condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Monsters (Q)

Quasit

Demon of Discord and Disorder

Habitat: Planar (Abyss); **Treasure:** None

Tirelessly destructive, quasits sow discord through nasty pranks, sabotage, and ambushes. These tiny demons use chaos and violence to terrorize others. By shape-shifting into harmless but ill-omened creatures or by turning invisible, quasits sneak into places where they spy for villainous masters or set vicious traps. Quasits delight in hiding in dark places and—when least expected—bursting forth to slash foes with their poisoned claws.

Quasits are usually overlooked and underestimated by other demons. This drives them to prove themselves through cruel acts or by seeking paths to the Material Plane. Among mortals, quasits sow senseless chaos, and they might find kindred evil spirits among violent cultists and magic-users.

Quasit

Tiny Fiend (Demon), Chaotic Evil

AC 13 **Initiative** +3 (13)

HP 25 (10d4)

Speed 40 ft.

Mod Save

Str 5 -3 -3

Dex 17 +3 +3

Con 10 +0 +0

Mod Save

Int 7 -2 -2

Wis 10 +0 +0

Cha 10 +0 +0

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft.; Passive Perception 10

Languages Abyssal, Common

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts Invisibility on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Monsters (R)

Red Dragons

Dragons of Greed and Devastation

Habitat: Hill, Mountain; **Treasure:** Any

Red dragons take whatever they desire and burn to ash anything that stands in their way. These chromatic dragons endlessly desire more—more magic, territory, treasure, or whatever else inflames their cruel ambitions.

Red dragons make their lairs amid perilous cliffs and volcanoes. Within, they amass and fiercely protect hoards of treasure, and many have perfect recall of the hoards' contents and the locations of all they've collected. Should anything go missing, red dragons fly into rages. They don't rest until their treasures are returned and the thieves have burned.

Red dragons believe themselves to be the greatest of all dragons and, by extension, the greatest of all creatures. To them, pillaging and conquering are their right—treasures can find no more honored place than in their hoards, and other creatures are privileged to serve them.

Red Dragon Wyrmling

Red dragon wyrmlings are born destroyers. From a young age, they delight in igniting objects and creatures alike. They sometimes restrain themselves from scorching creatures to instead bully others into following their orders and bringing them gifts.

Red Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 Initiative +2 (12)

HP 75 (10d8 + 30)

Speed 30 ft., Climb 30 ft., Fly 60 ft.

Mod Save

Str 19 +4 +4

Dex 10 +0 +2

Con 17 +3 +3

Mod Save

Int 12 +1 +1

Wis 11 +0 +2

Cha 15 +2 +2

Skills [Perception](#) +4, [Stealth](#) +2

Immunities Fire

Senses [Blindsight](#) 10 ft., [Darkvision](#) 60 ft.; Passive Perception 14

Languages Draconic

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Attack Roll: +6, reach 5 ft. Hit: 9 (1d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 13, each creature in a 15-foot Cone. Failure: 24 (7d6) Fire damage. Success: Half damage.

Monsters (S)

Scout

Watchers and Wanderers

Habitat: Any; **Treasure:** Implements, Individual

Scouts are warriors of the wilderness, trained in hunting and tracking. They might be explorers or trappers, or they could perform more martial roles as archers, bounty hunters, or outriders.

Scouts are keen archers and acutely aware of their surroundings. They often know several regions particularly well and are familiar with local creatures, landmarks, and perils.

Scout

Medium or Small Humanoid, Neutral

AC 13 Initiative +2 (12)

HP 16 (3d8 + 3)

Speed 30 ft.

Mod Save

Str 11 +0 +0

Dex 14 +2 +2

Con 12 +1 +1

Mod Save

Int 11 +0 +0

Wis 13 +1 +1

Cha 11 +0 +0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Gear Leather Armor, Longbow, Shortsword

Senses Passive Perception 15

Languages Common plus one other language

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The scout makes two attacks, using Shortsword and Longbow in any combination.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Shadow

Disembodied, Life-Drinking Shade

Habitat: Planar (Shadowfell), Underdark, Urban; **Treasure:** None

Shadows are incorporeal Undead that feed on life. They resent the living for possessing the potential and vitality lost to them.

Shadows lurk in dark, lonely places, typically sites that were meaningful to them in life or cursed places with ties to death, sinister magic, or the Shadowfell. Their victims rise as new shadows and prey on the living.

Shadows might resemble the silhouettes of who they were in life or take on more menacing forms. Roll on or choose a result from the Shadow Shapes table to inspire a shadow's form and haunting.

Shadow Shapes

1d6 The Shadow Appears As...

- 1 A distorted stalker that lurks in the woods.
- 2 A fiend that dwells near a wicked ritual site.
- 3 Grasping hands that haunt a miser's home.
- 4 A grim storybook character that follows those who speak its name.
- 5 Its target, acting in eerie pantomime.
- 6 An ominous priest that haunts a defiled site.

Shadow

Medium Undead, Chaotic Evil

AC 12 Initiative +2 (12)

HP 27 (5d8 + 5)

Speed 40 ft.

Mod Save

Str 6 -2 -2

Dex 14 +2 +2

Con 13 +1 +1

Mod Save

Int 6 -2 -2

Mod Save

Wis 10 +0 +0

Cha 8 -1 -1

Skills Stealth +6

Vulnerabilities Radiant

Resistances Acid, Cold, Fire, Lightning, Thunder

Immunities Necrotic,

Poison; Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on D20 Tests.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the shadow takes the Hide action.

Silver Dragons

Dragons of Courage and Fairness

Habitat: Mountain, Urban; **Treasure:** Arcana

Silver dragons work to preserve peace and encourage greatness. They try to live as examples of decency while remaining watchful against evil.

Silver dragons typically dwell amid snow-capped mountains, though aspirations and congeniality drive some to instead live among cosmopolitan societies. Disguised as humanoids, they ally with artists, historians, knights, and humble leaders who learn from the past to create better futures.

Silver dragons take inspiration from legendary heroes and have grand ambitions. Many collect treasures that reflect these interests, such as histories, ancient art, and the gear of famous champions.

Silver Dragon Wyrmling

Silver dragon wyrmlings typically live with one or more parents or mentors, learning much about the world and its past before living on their own.

Silver Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 Initiative +2 (12)

HP 45 (6d8 + 18)

Speed 30 ft., Fly 60 ft.

Mod Save

Str 19 +4 +4

Dex 10 +0 +2

Con 17 +3 +3

Mod Save

Int 12 +1 +1

Wis 11 +0 +2

Cha 15 +2 +2

Skills Perception +4, Stealth +2

Immunities Cold

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 2 (450 XP; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Skeleton

Ossified Evil

Habitat: Planar (Shadowfell), Underdark, Urban; **Treasure:** None

Skeletons rise at the summons of necromancers and foul spirits. Whether they're the remains of the ancient dead or fresh bones bound to morbid ambitions, they commit deathless work for whatever forces reanimated them, often serving as guardians, soldiers, or laborers. In rare cases, skeletons are reanimated but given no particular direction. Roll on or choose a result from the Skeleton Pantomimes table to inspire how undirected skeletons behave.

Skeleton Pantomimes

1d6

Left to Its Own Devices, the Skeleton...

- 1 Delivers meal salvers or ages-old correspondence to the crypt of its dead master.
- 2 Endlessly trains in battle with other skeletons, despite being hacked to animate splinters.
- 3 Mimics ways it entertained itself in life, such as acting, dancing, or reading.
- 4 Performs a familiar task, such as cleaning, cooking, mining, or praying.
- 5 Repeats its final moments of life.
- 6 Stands guard at the post it protected in life.

Skeletons are reanimated Humanoid bones bearing the equipment they had in life. They have rudimentary faculties and greater agility than zombies and similar shambling corpses. While they aren't capable of creating plans of their own, they avoid obvious barriers and self-destructive situations.

Skeleton

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

Mod Save

Str 10 +0 +0

Dex 16 +3 +3

Con 15 +2 +2

Mod Save

Int 6 -2 -2

Wis 8 -1 -1

Cha 5 -3 -3

Vulnerabilities Bludgeoning

Immunities Poison; [Exhaustion](#), [Poisoned](#)

Gear [Shortbow](#), [Shortsword](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 9

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Slaadi

Chaos-Spawned Hordes of Limbo

Habitat: Planar (Limbo); **Treasure:** Any

Unpredictable slaadi devour and multiply across the Ever-Changing Chaos of Limbo. These toad-like, extraplanar beings embody the endless potentiality of their home plane of existence. While slaadi aren't inherently evil, their impulses are wild and often destructive. Many are driven to propagate through supernatural processes. Unfortunately, these processes typically are fatal for other creatures.

Slaadi have no formal society. Rather, strong slaadi dominate weaker ones. Blue and red slaadi rampage across Limbo and spill into other worlds at the direction of green slaadi. More powerful slaadi have connections to the Spawning Stone, a source of chaotic magic from which the first slaadi originated. The Spawning Stone is hidden deep within Limbo, and legends tie its origins to the modron overlord Primus or the ruinous slaad lords, such as Ssendam, the golden amoeboid terror, and Ygorl, the winged skeleton. These slaad lords and others plot to spread slaadi across the multiverse.

Slaad Tadpole

Slaad tadpoles are ravenous, newborn slaadi. They hatch from eggs implanted into living hosts by red slaadi, but they also appear in great numbers in Limbo and other chaotic realms. Under most conditions, a slaad tadpole transforms into a blue slaad—or a green slaad if its host was able to cast spells of level 3 or higher—within 2d12 hours of hatching.

Slaad Tadpole

Tiny Aberration, Chaotic Neutral

AC 12 **Initiative** +2 (12)

HP 7 (3d4)

Speed 30 ft., Burrow 10 ft.

Mod Save

Str 7 -2 -2

Dex 15 +2 +2

Con 10 +0 +0

Mod Save

Int 3 -4 -4

Wis 5 -3 -3

Cha 3 -4 -4

Skills Stealth +4

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60 ft.; Passive Perception 7

Languages Understands Slaad but can't speak

CR 1/8 (XP 25; PB +2)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Sphinxes

Collectors and Keepers of Secrets

Habitat: Desert, Planar (Upper Planes); **Treasure:** Arcana

Sphinxes protect the secrets of the multiverse. Formed from the spirits of sages and explorers, sphinxes know the power of truth and the importance of preserving it. They share their wisdom only with those who prove themselves wise or overcome tests of worthiness, such as riddles or battles with dangerous beasts. Through their existences, sphinxes might change form as they gain more nuanced understanding of cosmic enigmas.

Sphinx of Wonder

A sphinx of wonder is brightly feathered and the size of a lion cub. One comes into being every time a unique idea is conceived on the Material Plane. Each sphinx of wonder is fascinated by a particular type of story or field of study, and it learns all it can about that topic. It bears a unique sigil on its forehead that suggests the type of knowledge that fascinates it. Sometimes, a sphinx of wonder forms a bond with a mortal scholar and aids them in their research.

Sphinx of Wonder

Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)

HP 24 (7d4 + 7)

Speed 20 ft., Fly 40 ft.

Mod Save

Str 6 -2 -2

Dex 17 +3 +3

Con 13 +1 +1

Mod Save

Int 15 +2 +2

Wis 12 +1 +1

Cha 11 +0 +0

Skills [Arcana](#) +4, [Religion](#) +4, [Stealth](#) +5

Resistances Necrotic, Psychic, Radiant

Senses [Darkvision](#) 60 ft.; Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

Sprite

Elusive Defender of Fey Realms

Habitat: Forest, Planar (Feywild); **Treasure:** [Armaments](#)

Sprites dwell in mystical forests touched by the magic of the Feywild, living peacefully with most other Fey and friends of nature. These foot-tall spirits of nature resemble elves with exaggerated, whimsical features and gossamer wings.

Sprites can sense the innate goodness or wickedness of other creatures. Those that enter their realms with good intentions might be treated to tiny feasts and celebrations. The wicked face nasty tricks and bold ambushes at the hands of invisible sprite defenders. These woodland guardians enchant the arrows of their tiny bows with charming magic that can pierce the heart of the fiercest foe.

Sprites oppose any creatures that seek to harm places of natural magic and beauty. This can put them into conflict with would-be settlers, monsters like ettercaps, and despoilers such as goblinoids and hags. They frequently aid other good creatures of the forest, including treants and unicorns, in defending their homes.

Sprite

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)

HP 10 (4d4)

Speed 10 ft., Fly 40 ft.

Mod Save

Str 3 -4 -4

Dex 18 +4 +4

Con 10 +0 +0

Mod Save

Int 14 +2 +2

Wis 13 +1 +1

Cha 11 +0 +0

Skills [Perception](#) +3, [Stealth](#) +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

CR 1/4 (XP 50; PB +2)

Actions

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the [Charmed](#) condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts [Invisibility](#) on itself, requiring no spell components and using Charisma as the spellcasting ability.

Stirge

Notorious, Clinging Bloodsuckers

Habitat: Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** None

Stirges are bat-size vermin with dagger-length proboscises that attach to other creatures and drain life from them. Stirges are most active at night and hide in shadowy places during the day. If disturbed, they take flight and defend themselves. Roll on or choose a result from the Stirge Roosts table to inspire where stirges might lurk.

Stirge Roosts

1d4 Between Hunts, the Stirge Lurks In...

- 1 The attic or furniture of a ruined building.
- 2 A cave or narrow crevice.
- 3 A hollow tree or thicket.
- 4 The remains of a gigantic, dead creature.

A single stirge is usually little more than an annoyance, but several can be deadly if they attack faster than a victim can remove them.

Stirge

Tiny Monstrosity, Unaligned

AC 13 **Initiative** +3 (13)

HP 5 (2d4)

Speed 10 ft., Fly 40 ft.

Mod Save

Str 4 -3 -3

Dex 16 +3 +3

Con 11 +0 +0

Mod Save

Int 2 -4 -4

Wis 8 -1 -1

Cha 6 -2 -2

Senses [Darkvision](#) 60 ft.; Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.

The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.

Stone Golem

Guardian of the Storied and Sacred

Habitat: Any; **Treasure:** None

Stone golems take varied forms, such as weathered carvings of ancient deities, lifelike sculptures of heroes, or any other shape their makers imagine. No matter their design or the rock from which they're crafted, these golems are strengthened by the magic that animates them, allowing them to follow their creators' orders for centuries.

Stone golems are typically created to protect places of significance to a group, such as a monument to an important event, a leader's tomb, or a faith's sanctuary. Roll on or choose a result from the Stone Golem Orders table to inspire the commands a stone golem follows.

Stone Golem Orders

1d6

The Stone Golem Follows Orders To...

- 1 Allow only those wearing ritual garb to pass.
- 2 Cast [Slow](#) on and aid in apprehending anyone who touches a city's prized relic.
- 3 Destroy a dam or bridge at the command of one bearing a ruler's medallion of office.
- 4 Obey whoever places a missing crest in its chest, then deactivate for a year.
- 5 Reveal a hidden passage to those who recite a leader's final words.
- 6 Watch for and do battle with the type of monster that slew the hero it resembles.

Stone Golem

Large Construct, Unaligned

AC 18 Initiative +3 (13)

HP 220 (21d10 + 105)

Speed 30 ft.

Mod Save

Str 22 +6 +6

Dex 9 -1 -1

Con 20 +5 +5

Mod Save

Int 3 -4 -4

Wis 11 +0 +0

Cha 1 -5 -5

Immunities Poison, Psychic; [Charmed](#), [Exhaustion](#), [Frightened](#), [Paralyzed](#), [Petrified](#), [Poisoned](#)

Senses [Darkvision](#) 120 ft.; Passive Perception 10

Languages Understands Common plus two other languages but can't speak

CR 10 (XP 5,900; PB +4)

Traits

Immutable Form. The golem can't [shape-shift](#).

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

Force Bolt. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 22 (4d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the [Slow](#) spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

Succubus

Life-Draining Seducer

Habitat: Planar (Lower Planes), Urban; **Treasure:** [Implements](#)

Succubi prey on mortals physically and exploit their waking desires. They relish corrupting virtuous souls and the pain an individual's downfall can cause. Once their targets are at their lowest, succubi slay their victims with their essence-draining kiss.

Through fiendish rites, succubi can transform into incubi to manipulate their prey in dreams as well as the waking world. They can also change shape to torment their victims. These tempters can dominate Humanoids, but they usually do so to reinforce their manipulations or defend themselves rather than controlling others outright. Roll on or choose a result from the Succubus Temptations table to inspire how a succubus toys with its victims.

Succubus Temptations

1d6 The Succubus Manipulates Its Target By...

- 1 Adopting the form of a lost loved one.
- 2 Charming someone close to its target.
- 3 Isolating them from their loved ones.
- 4 Manipulating events to bring surprise fortune.
- 5 Posing as a flattering underling.

1d6 The Succubus Manipulates Its Target By...

6 Taking the form of one in need of protection.

Succubus

Medium Fiend, Neutral Evil

AC 15 Initiative +3 (13)

HP 71 (13d8 + 13)

Speed 30 ft., Fly 60 ft.

Mod Save

Str 8 -1 -1

Dex 17 +3 +3

Con 13 +1 +1

Mod Save

Int 15 +2 +2

Wis 12 +1 +1

Cha 20 +5 +5

Skills [Deception](#) +9, [Insight](#) +5, [Perception](#) +5, [Persuasion](#) +9, [Stealth](#) +7

Resistances Cold, Fire, Poison, Psychic

Senses [Darkvision](#) 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

CR 4 (XP 1,100; PB +2)

Traits

Incubus Form. When the succubus finishes a Long Rest, it can [shape-shift](#) into an [Incubus](#), using that stat block instead of this one.

Actions

Multiattack. The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

Fiendish Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Psychic damage.

Charm. The succubus casts [Dominate Person](#) (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature [Charmed](#) by the succubus within 5 feet. *Failure:* 13 (3d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus [shape-shifts](#) into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

Monsters (T)

Toughs

Brawlers and Bullies

Habitat: Any; **Treasure:** [Armaments](#)

Bodyguards, belligerents, and laborers, toughs rely on their physical strength to intimidate foes. They might be brawny criminals, rowdy tavern goers, seasoned workers, or anyone who uses their muscle to get what they want.

Tough

Toughs might work in groups at the direction of a leader, or individual toughs might bully weaker folk into doing what they say.

Tough

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)

HP 32 (5d8 + 10)

Speed 30 ft.

Mod Save

Str 15 +2 +2

Dex 12 +1 +1

Con 14 +2 +2

Mod Save

Int 10 +0 +0

Wis 10 +0 +0

Cha 11 +0 +0

Gear [Heavy Crossbow](#), [Leather Armor](#), [Mace](#)

Senses Passive Perception 10

Languages Common

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the [Incapacitated](#) condition.

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Tough Boss

Tough bosses leverage their street smarts, brawling prowess, and reputation to compel others to follow their demands.

Tough Boss

Medium or Small Humanoid, Neutral

AC 16 Initiative +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

Mod Save

Str 17 +3 +5

Dex 14 +2 +2

Con 16 +3 +5

Mod Save

Int 11 +0 +0

Wis 10 +0 +0

Cha 11 +0 +2

Gear [Chain Mail](#), [Heavy Crossbow](#), [Warhammer](#)

Senses Passive Perception 10

Languages Common plus one other language

CR 4 (XP 1,100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the [Incapacitated](#) condition.

Actions

Multiattack. The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

Warhammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

Heavy Crossbow. Ranged Attack Roll: +4, range 100/400 ft. Hit: 13 (2d10 + 2) Piercing damage.

Monsters (V)

Vampires

Blood-Sucking Lords of the Night

Habitat: Underdark, Urban; **Treasure:** Any

Vampires disguise their accursed, immortal natures, passing as mortals to feed on the blood of the living. While the youngest vampires might be little more than bloodthirsty servants of their creators, the eldest possess incredible cunning and control over supernatural forces of the night.

Undead vampires lie dormant during the day, retreating to resting places hidden from foes and the sun's searing rays. Roll on or choose a result from the Vampire Resting Places table to inspire a vampire's grim sanctuary.

Vampire Resting Places

1d6 The Vampire's Resting Place Is...

- 1 Among the roots of a dead tree.
- 2 At the bottom of a stagnant pool.
- 3 A coffin filled with grave dirt.
- 4 A large pot full of blood or vinegar.
- 5 A space accessible only by shape-shifting.
- 6 Within a statue or suit of armor.

Vampire Familiar

Vampire familiars are living people who serve vampires, either willingly or due to coercion by their deathless masters. They channel deathly energy through their weapons, incapacitating unsuspecting targets and leaving their victims as helpless prey for their vampire masters.

Many vampire familiars aspire to eventually become vampires, while others are magically charmed or serve as part of some terrible bargain. In each case, these vampire servants show signs of their vampiric corruption, such as corpse-like complexions, uncanny reflexes, and evidence of their masters' repeated feedings. A vampire familiar loses its supernatural abilities and returns to its original Humanoid state if its vampire master is destroyed.

Vampire Familiar

Medium or Small Humanoid, Neutral Evil

AC 15 Initiative +5 (15)

HP 65 (10d8 + 20)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 17 +3 +3

Dex 16 +3 +5

Con 15 +2 +2

Mod Save

Int 10 +0 +0

Wis 10 +0 +2

Cha 14 +2 +2

Skills [Perception](#) +4, [Persuasion](#) +4, [Stealth](#) +7

Resistances Necrotic

Immunities [Charmed](#) (except from its vampire master)

Gear [Daggers](#) (10)

Senses [Darkvision](#) 60 ft.; Passive Perception 14

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes [Stable](#) but has the [Poisoned](#) condition for 1 hour. While it has the Poisoned condition, the target has the [Paralyzed](#) condition.

Bonus Actions

Deathless Agility. The familiar takes the [Dash](#) or [Disengage](#) action.

Monsters (W)

Warriors

Soldiers and Scrappers

Habitat: Any; **Treasure:** [Armaments](#)

Warriors are professionals who make a living through their prowess in battle. They might be skilled in using a variety of tactics or trained to take advantage of unusual battlefields. Warriors often work together, whether in armies or in teams with deliberate goals.

Roll on or choose a result from the Warrior Roles table to inspire the creation of different sorts of warriors.

Warrior Roles

1d10 The Warrior Is...

- 1 A bodyguard who protects a noble.
- 2 A cavalry officer with an unusual steed.
- 3 A crusader who fights for a divine cause.
- 4 A duelist who claims to be unbeatable.
- 5 A gate guard who asks nonsensical questions.
- 6 A grizzled veteran who trains new recruits.
- 7 A hunter skilled at slaying specific monsters.
- 8 A retired general who is weary of battle.
- 9 A volunteer with a homemade weapon.
- 10 A young mercenary trying to prove their skill.

Warrior Infantry

Warrior infantry might be trainees or rank-and-file troops. They are skilled at contending with commonplace, nonmagical threats.

[Warrior Infantry](#)

Medium or Small Humanoid, Neutral

AC 13 Initiative +0 (10)

HP 9 (2d8)

Speed 30 ft.

Mod Save

Str 13 +1 +1

Dex 11 +0 +0

Con 11 +0 +0

Mod Save

Int 8 -1 -1

Wis 11 +0 +0

Cha 8 -1 -1

Gear [Chain Shirt](#), [Spear](#)

Senses Passive Perception 10

Languages Common

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The warrior has Advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally doesn't have the [Incapacitated](#) condition.

Actions

Spear. Melee or Ranged Attack Roll: +3, reach 5 ft. or range 20/60 ft. **Hit:** 4 (1d6 + 1) Piercing damage.

Worg

Malicious Lupine Ravagers

Habitat: Forest, Grassland, Hill, Planar (Feywild); **Treasure:** None

Sometimes mistaken at first for giant wolves, worgs are vicious hunters. These sapient predators can speak and often taunt their prey, enjoying the taste of fear in their meals.

Packs of worgs roam harsh frontiers and cursed lands. They sometimes conspire with goblinoids and gnolls and might serve them as mounts.

Worg

Large Fey, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 26 (4d10 + 4)

Speed 50 ft.

Mod Save

Str 16 +3 +3

Dex 13 +1 +1

Con 13 +1 +1

Mod Save

Int 7 -2 -2

Wis 11 +0 +0

Cha 8 -1 -1

Skills [Perception](#) +4

Senses [Darkvision](#) 60 ft.; Passive Perception 14

Languages Goblin, Worg

CR 1/2 (XP 100; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg's next turn has Advantage.

Wraith

Essence of Evil

Habitat: Planar (Shadowfell), Underdark; **Treasure:** None

Wraiths are spectral evils, life-hungry embodiments of malice and terror. Arising from the souls of tyrants, moments of catastrophic pain, or magical blasphemies, wraiths spread suffering and the torment of undeath. Humanoids that die near a wraith might be entrapped by the foul spirit and rise as specters bound to the wraith's sinister will.

Wraiths lurk in forgotten dungeons, accursed ruins, or lands influenced by sinister planes of existence. Such haunted domains might bear hints of the tragedies or foul magic that brought the wraiths into being.

Wraiths might arise from a single powerfully evil soul or other baleful forces. Roll on or choose a result from the Wraith Manifestations table to inspire the wickedness a wraith embodies.

Wraith Manifestations

1d10

The Wraith Embodies...

- 1 The blasphemous magic of a cursed location.
- 2 The exorcised evil of a redeemed villain.
- 3 A legendary villain who returns once a century.
- 4 Locals' fear of a superstition or legend.
- 5 The memory of a tragedy.
- 6 A profane idea or foul piece of lore.
- 7 The torment of one or more suffering souls.
- 8 The viciousness of a profane Artifact.
- 9 The vile dreams of a slumbering god.
- 10 The voracity of a life-hungry realm, such as the Shadowfell or Negative Plane.

Wraith

Medium or Small Undead, Neutral Evil

AC 13 **Initiative** +3 (13)

HP 67 (9d8 + 27)

Speed 5 ft., Fly 60 ft. (hover)

Mod Save**Str** 6 -2 -2**Dex** 16 +3 +3**Con** 16 +3 +3**Mod Save****Int** 12 +1 +1**Wis** 14 +2 +2**Cha** 15 +2 +2**Resistances** Acid, Bludgeoning, Cold, Fire, Piercing, Slashing**Immunities** Necrotic,Poison; [Charmed](#), [Exhaustion](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Prone](#), [Restrained](#), [Unconscious](#)**Senses** [Darkvision](#) 60 ft.; Passive Perception 12**Languages** Common plus two other languages**CR** 5 (XP 1,800; PB +3)

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were [Difficult Terrain](#). It takes 5 (1d10) Force damage if it ends its turn inside an object.**Sunlight Sensitivity.** While in sunlight, the wraith has Disadvantage on ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.**Create Specter.** The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. The target's spirit rises as a [Specter](#) in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at a time.

Monsters (Z)

Zombies

Relentless Reanimated Corpses

Habitat: Planar (Shadowfell), Underdark, Urban; **Treasure:** None

Zombies are unthinking, reanimated corpses, often gruesomely marred by decay and lethal traumas. They serve whatever supernatural force animates them—typically evil necromancers or fiendish spirits.

Zombies are relentless, merciless, and resilient, and their dead flesh can carry on even after suffering grievous wounds. While they can follow simple orders, they rely on primal drives rather than thought. They fulfill commands by working tirelessly or battering through foes, but they are easily stymied by barriers or unexpected circumstances.

Zombies are usually created from Humanoid corpses, but the remains of other creatures can also become zombies. Such monstrous zombies might possess the strength they had in life or a measure of their supernatural abilities, but they employ such abilities haphazardly at best.

Zombie

Humanoid zombies usually serve as guardians, servants, or soldiers for evil magic-users. In rare cases, foul magic might result in widespread reanimation of the dead, unleashing hordes of zombies to terrorize the living.

Zombie

Medium Undead, Neutral Evil

AC 8 Initiative -2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

Mod Save

Str 13 +1 +1

Dex 6 -2 -2

Con 16 +3 +3

Mod Save

Int 3 -4 -4

Wis 6 -2 +0

Cha 5 -3 -3

Immunities Poison; [Exhaustion](#), [Poisoned](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 8

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.

Ogre Zombie

Ogre zombies serve as tireless labor and undying weapons of war. These massive zombies possess the size and strength to break through barriers that repel smaller zombies.

Ogre Zombie

Large Undead, Neutral Evil

AC 8 Initiative -2 (8)

HP 85 (9d10 + 36)

Speed 30 ft.

Mod Save

Str 19 +4 +4

Dex 6 -2 -2

Con 18 +4 +4

Mod Save

Int 3 -4 -4

Wis 6 -2 +0

Cha 5 -3 -3

Immunities Poison; [Exhaustion](#), [Poisoned](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 8

Languages Understands Common and Giant but can't speak

CR 2 (XP 450; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage.



Animals (A-Z)

This appendix provides stat blocks for animals of the Beast type—along with many of their gigantic or mythologized kin—in alphabetical order. Most represent versions of animals that exist (or existed) in the real world. You can find descriptions of these creatures in dictionaries or other educational sources, or you might create new roles for them in your D&D worlds.

Use these stat blocks to represent the creatures they’re named for or other similar creatures. For example, the [Panther](#) stat block can also represent a mountain lion, while the [Giant Goat](#) stat block might represent a buffalo. Any of these stat blocks might also serve as fantastical animals with distinctive names and cosmetic details unique to your D&D adventures.

[Allosaurus](#)

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +1 (11)

HP 51 (6d10 + 18)

Speed 60 ft.

Mod Save

Str 19 +4 +4

Dex 13 +1 +1

Con 17 +3 +3

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Skills [Perception](#) +5

Senses Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the allosaurus moved 30+ feet straight toward it immediately before the hit, the target has the [Prone](#) condition, and the allosaurus can make one Bite attack against it.

Ankylosaurus

Huge Beast (Dinosaur), Unaligned

AC 15 Initiative +0 (10)

HP 68 (8d12 + 16)

Speed 30 ft.

Mod Save

Str 19 +4 +6

Dex 11 +0 +0

Con 15 +2 +2

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Senses Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The ankylosaurus makes two Tail attacks.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Huge or smaller creature, it has the [Prone](#) condition.

Ape

Medium Beast, Unaligned

AC 12 Initiative +2 (12)

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 16 +3 +3

Dex 14 +2 +2

Con 14 +2 +2

Mod Save

Int 6 -2 -2

Mod Save

Wis 12 +1 +1

Cha 7 -2 -2

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Archelon

Huge Beast (Dinosaur), Unaligned

AC 17 **Initiative** +3 (13)

HP 90 (12d12 + 12)

Speed 20 ft., Swim 80 ft.

Mod Save

Str 18 +4 +4

Dex 16 +3 +3

Con 13 +1 +1

Mod Save

Int 4 -3 -3

Wis 14 +2 +2

Cha 6 -2 -2

Skills Stealth +5

Senses Passive Perception 12

Languages None

CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The archelon can breathe air and water.

Actions

Multiattack. The archelon makes two Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Baboon

Small Beast, Unaligned

AC 12 Initiative +2 (12)

HP 3 (1d6)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 8 -1 -1

Dex 14 +2 +2

Con 11 +0 +0

Mod Save

Int 4 -3 -3

Wis 12 +1 +1

Cha 6 -2 -2

Senses Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The baboon has Advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 - 1) Piercing damage.

Badger

Tiny Beast, Unaligned

AC 11 Initiative +0 (10)

HP 5 (1d4 + 3)

Speed 20 ft., Burrow 5 ft.

Mod Save

Str 10 +0 +0

Dex 11 +0 +0

Con 16 +3 +3

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Skills Perception +3

Resistances Poison

Senses Darkvision 30 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Bat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 - 1)

Speed 5 ft., Fly 30 ft.

Mod Save

Str 2 -4 -4

Dex 15 +2 +2

Con 8 -1 -1

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 4 -3 -3

Senses Blindsight 60 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Black Bear

Medium Beast, Unaligned

AC 11 Initiative +1 (11)

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft., Swim 30 ft.

Mod Save

Str 15 +2 +2

Dex 12 +1 +1

Con 14 +2 +2

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 7 -2 -2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Blood Hawk

Small Beast, Unaligned

AC 12 Initiative +2 (12)

HP 7 (2d6)

Speed 10 ft., Fly 60 ft.

Mod Save**Str** 6 -2 -2**Dex** 14 +2 +2**Con** 10 +0 +0**Mod Save****Int** 3 -4 -4**Wis** 14 +2 +2**Cha** 5 -3 -3**Skills** Perception +6**Senses** Passive Perception 16**Languages** None**CR** 1/8 (XP 25; PB +2)**Traits**

Pack Tactics. The hawk has Advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bleeding.

Boar

Medium Beast, Unaligned

AC 11 **Initiative** +0 (10)**HP** 13 (2d8 + 4)**Speed** 40 ft.**Mod Save****Str** 13 +1 +1**Dex** 11 +0 +0**Con** 14 +2 +2**Mod Save****Int** 2 -4 -4**Wis** 9 -1 -1**Cha** 5 -3 -3**Senses** Passive Perception 9

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

Brown Bear

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

Mod Save

Str 17 +3 +3

Dex 12 +1 +1

Con 15 +2 +2

Mod Save

Int 2 -4 -4

Wis 13 +1 +1

Cha 7 -2 -2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Camel

Large Beast, Unaligned

AC 10 **Initiative** -1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

Mod Save

Str 15 +2 +2

Dex 8 -1 -1

Con 17 +3 +5

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 5 -3 -3

Senses [Darkvision](#) 60 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Cat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 2 (1d4)

Speed 40 ft., Climb 40 ft.

Mod Save

Str 3 -4 -4

Dex 15 +2 +4

Con 10 +0 +0

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 7 -2 -2

Skills [Perception](#) +3, [Stealth](#) +4

Senses [Darkvision](#) 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Actions

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

[**Constrictor Snake**](#)

Large Beast, Unaligned

AC 13 **Initiative** +2 (12)

HP 13 (2d10 + 2)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 15 +2 +2

Dex 14 +2 +2

Con 12 +1 +1

Mod Save

Int 1 -5 -5

Wis 10 +0 +0

Cha 3 -4 -4

Skills [Perception](#) +2, [Stealth](#) +4

Senses [Blindsight](#) 10 ft.; Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the [Grappled](#) condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 Initiative +0 (10)

HP 3 (1d4 + 1)

Speed 20 ft., Swim 20 ft.

Mod Save

Str 6 -2 -2

Dex 11 +0 +0

Con 12 +1 +1

Mod Save

Int 1 -5 -5

Wis 8 -1 -1

Cha 2 -4 -4

Skills Stealth +2

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Crocodile

Large Beast, Unaligned

AC 12 Initiative +0 (10)

HP 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

Mod Save

Str 15 +2 +2

Dex 10 +0 +0

Con 13 +1 +3

Mod Save

Int 2 -4 -4

Wis 10 +0 +0

Cha 5 -3 -3

Skills Stealth +2

Senses Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

Deer

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 4 (1d8)

Speed 50 ft.

Mod Save

Str 11 +0 +0

Dex 16 +3 +3

Con 11 +0 +0

Mod Save

Int 2 -4 -4

Wis 14 +2 +2

Cha 5 -3 -3

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The deer doesn't provoke an [Opportunity Attack](#) when it moves out of an enemy's reach.

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Dire Wolf

Large Beast, Unaligned

AC 14 Initiative +2 (12)

HP 22 (3d10 + 6)

Speed 50 ft.

Mod Save

Str 17 +3 +3

Dex 15 +2 +2

Con 15 +2 +2

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 7 -2 -2

Skills [Perception](#) +5, [Stealth](#) +4

Senses [Darkvision](#) 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the [Incapacitated](#) condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the [Prone](#) condition.

Draft Horse

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 15 (2d10 + 4)

Speed 40 ft.

Mod Save

Str 18 +4 +4

Dex 10 +0 +0

Con 15 +2 +2

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 7 -2 -2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

Eagle

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 4 (1d6 + 1)

Speed 10 ft., Fly 60 ft.

Mod Save

Str 6 -2 -2

Dex 15 +2 +2

Con 12 +1 +1

Mod Save

Int 2 -4 -4

Wis 14 +2 +2

Cha 7 -2 -2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +4, reach 5 feet. *Hit:* 4 (1d4 + 2) Slashing damage.

Elephant

Huge Beast, Unaligned

AC 12 Initiative -1 (9)

HP 76 (8d12 + 24)

Speed 40 ft.

Mod Save

Str 22 +6 +6

Dex 9 -1 -1

Con 17 +3 +3

Mod Save

Int 3 -4 -4

Wis 11 +0 +0

Cha 6 -2 -2

Senses Passive Perception 10

Languages None

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the [Prone](#) condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the [Prone](#) condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Elk

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d10)

Speed 50 ft.

Mod Save

Str 16 +3 +3

Dex 10 +0 +0

Con 11 +0 +0

Mod Save

Int 2 -4 -4

Wis 10 +0 +0

Cha 6 -2 -2

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

Flying Snake

Tiny Monstrosity, Unaligned

AC 14 **Initiative** +2 (12)

HP 5 (2d4)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

Mod Save

Str 4 -3 -3

Dex 15 +2 +2

Con 11 +0 +0

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Senses Blindsight 10 ft.; Passive Perception 11

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Flyby. The snake doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 5 (2d4) Poison damage.

Frog

Tiny Beast, Unaligned

AC 11 Initiative +1 (11)

HP 1 (1d4 – 1)

Speed 20 ft., Swim 20 ft.

Mod Save

Str 1 –5 –5

Dex 13 +1 +1

Con 8 –1 –1

Mod Save

Int 1 –5 –5

Wis 8 –1 –1

Cha 3 –4 –4

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

Giant Badger

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 15 (2d8 + 6)

Speed 30 ft., Burrow 10 ft.

Mod Save

Str 13 +1 +1

Dex 10 +0 +0

Con 17 +3 +3

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

Giant Centipede

Small Beast, Unaligned

AC 14 **Initiative** +2 (12)

HP 9 (2d6 + 2)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 5 -3 -3

Dex 14 +2 +2

Con 12 +1 +1

Mod Save**Int** 1 -5 -5**Wis** 7 -2 -2**Cha** 3 -4 -4**Senses** Blindsight 30 ft.; Passive Perception 8**Languages** None**CR** 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target has the Poisoned condition until the start of the centipede's next turn.

Giant Crab

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)**HP** 13 (3d8)**Speed** 30 ft., Swim 30 ft.**Mod Save****Str** 13 +1 +1**Dex** 13 +1 +1**Con** 11 +0 +0**Mod Save****Int** 1 -5 -5**Wis** 9 -1 -1**Cha** 3 -4 -4**Skills** Stealth +3**Senses** Blindsight 30 ft.; Passive Perception 9**Languages** None**CR** 1/8 (25 XP; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the [Grappled](#) condition (escape DC 11) from one of two claws.

Giant Fire Beetle

Small Beast, Unaligned

AC 13 Initiative +0 (10)

HP 4 (1d6 + 1)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 8 -1 -1

Dex 10 +0 +0

Con 12 +1 +1

Mod Save

Int 1 -5 -5

Wis 7 -2 -2

Cha 3 -4 -4

Resistances Fire

Senses [Blindsight](#) 30 ft.; Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Illumination. The beetle sheds [Bright Light](#) in a 10-foot radius and [Dim Light](#) for an additional 10 feet.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Fire damage.

Giant Goat

Large Beast, Unaligned

AC 11 Initiative +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., Climb 30 ft.

Mod Save**Str** 17 +3 +5**Dex** 13 +1 +1**Con** 12 +1 +1**Mod Save****Int** 3 -4 -4**Wis** 12 +1 +1**Cha** 6 -2 -2**Skills** Perception +3**Senses** Darkvision 60 ft.; Passive Perception 13**Languages** None**CR** 1/2 (XP 100; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Seahorse

Large Beast, Unaligned

AC 14 **Initiative** +1 (11)**HP** 16 (3d10)**Speed** 5 ft., Swim 40 ft.**Mod Save****Str** 15 +2 +2**Dex** 12 +1 +1**Con** 11 +0 +0**Mod Save****Int** 2 -4 -4**Wis** 12 +1 +1**Cha** 5 -3 -3**Senses** Passive Perception 11**Languages** None**CR** 1/2 (XP 100; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking [Opportunity Attacks](#).

Giant Spider

Large Beast, Unaligned

AC 14 Initiative +3 (13)

HP 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 14 +2 +2

Dex 16 +3 +3

Con 12 +1 +1

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 4 -3 -3

Skills [Perception](#) +4, [Stealth](#) +7

Senses [Darkvision](#) 60 ft.; Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). Dexterity Saving Throw: DC 13, one creature the spider can see within 60 feet. Failure: The target has the [Restrained](#) condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Giant Weasel

Medium Beast, Unaligned

AC 13 Initiative +3 (13)

HP 9 (2d8)

Speed 40 ft., Climb 30 ft.

Mod Save

Str 11 +0 +0

Dex 17 +3 +3

Con 10 +0 +0

Mod Save

Int 4 -3 -3

Wis 12 +1 +1

Cha 5 -3 -3

Skills [Acrobatics](#) +5, [Perception](#) +3, [Stealth](#) +5

Senses [Darkvision](#) 60 ft.; Passive Perception 13

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage.

Goat

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 40 ft., Climb 30 ft.

Mod Save

Str 11 +0 +2

Dex 10 +0 +0

Con 11 +0 +0

Mod Save

Int 2 -4 -4

Wis 10 +0 +0

Cha 5 -3 -3

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

Hawk

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 - 1)

Speed 10 ft., Fly 60 ft.

Mod Save

Str 5 -3 -3

Dex 16 +3 +3

Con 8 -1 -1

Mod Save

Int 2 -4 -4

Wis 14 +2 +2

Cha 6 -2 -2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

Hippopotamus

Large Beast, Unaligned

AC 14 Initiative -2 (8)

HP 82 (11d10 + 22)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 21 +5 +7

Dex 7 -2 -2

Con 15 +2 +2

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 4 -3 -3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 4 (XP 1,100; PB +2)

Traits

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

Actions

Multiattack. The hippopotamus makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Piercing damage.

Hunter Shark

Large Beast, Unaligned

AC 12 Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 5 ft., Swim 40 ft.

Mod Save

Str 18 +4 +4

Dex 14 +2 +2

Con 15 +2 +2

Mod Save

Int 1 -5 -5

Wis 10 +0 +0

Cha 4 -3 -3

Skills Perception +2

Senses Blindsight 60 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Hyena

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 5 (1d8 + 1)

Speed 50 ft.

Mod Save

Str 11 +0 +0

Dex 13 +1 +1

Con 12 +1 +1

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Cha 5 -3 -3

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The hyena has Advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 3 (1d6) Piercing damage.

Jackal

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 40 ft.

Mod Save

Str 8 -1 -1

Dex 15 +2 +2

Con 11 +0 +0

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 6 -2 -2

Skills Perception +5, Stealth +4

Senses Darkvision 90 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 - 1) Piercing damage.

Killer Whale

Huge Beast, Unaligned

AC 12 Initiative +2 (12)

HP 90 (12d12 + 12)

Speed 5 ft., Swim 60 ft.

Mod Save

Str 19 +4 +4

Dex 14 +2 +2

Con 13 +1 +1

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 7 -2 -2

Skills Perception +3, Stealth +4

Senses Blindsight 120 ft.; Passive Perception 13

Languages None

CR 3 (XP 700; PB +2)

Traits

Hold Breath. The whale can hold its breath for 30 minutes.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (5d6 + 4) Piercing damage.

Lion

Large Beast, Unaligned

AC 12 Initiative +2 (12)

HP 22 (4d10)

Speed 50 ft.

Mod Save

Str 17 +3 +3

Dex 15 +2 +2

Con 11 +0 +0

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 8 -1 -1

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Actions

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.

Lizard

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

Mod Save

Str 2 -4 -4

Dex 11 +0 +0

Con 10 +0 +0

Mod Save

Int 1 -5 -5

Wis 8 -1 -1

Cha 3 -4 -4

Senses Darkvision 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Mammoth

Huge Beast, Unaligned

AC 13 Initiative +2 (12)

HP 126 (11d12 + 55)

Speed 50 ft.

Mod Save

Str 24 +7 +10

Dex 9 -1 -1

Con 21 +5 +8

Mod Save

Int 3 -4 -4

Wis 11 +0 +0

Cha 6 -2 -2

Senses Passive Perception 10

Languages None

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the [Prone](#) condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the [Prone](#) condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.

Mastiff

Medium Beast, Unaligned

AC 12 Initiative +2 (12)

HP 5 (1d8 + 1)

Speed 40 ft.

Mod Save

Str 13 +1 +1

Dex 14 +2 +2

Con 12 +1 +1

Mod Save

Int 3 -4 -4

Wis 12 +1 +3

Cha 7 -2 -2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Mule

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

Mod Save

Str 14 +2 +4

Dex 10 +0 +0

Con 13 +1 +1

Mod Save

Int 2 -4 -4

Wis 10 +0 +0

Cha 5 -3 -3

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Octopus

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 5 ft., Swim 30 ft.

Mod Save

Str 4 -3 -3

Dex 15 +2 +2

Con 11 +0 +0

Mod Save

Int 3 -4 -4

Wis 10 +0 +0

Cha 4 -3 -3

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Compression. The octopus can move through a space as narrow as 1 inch without expending extra movement to do so.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot [Cube](#) centered on itself, and the octopus moves up to its Swim Speed. The Cube is [Heavily Obscured](#) for 1 minute or until a strong current or similar effect disperses the ink.

Owl

Tiny Beast, Unaligned

AC 11 Initiative +1 (11)

HP 1 (1d4 – 1)

Speed 5 ft., Fly 60 ft.

Mod Save

Str 3 –4 –4

Dex 13 +1 +1

Con 8 –1 –1

Mod Save

Int 2 –4 –4

Wis 12 +1 +1

Cha 7 –2 –2

Skills [Perception](#) +5, [Stealth](#) +5

Senses [Darkvision](#) 120 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke an [Opportunity Attack](#) when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

Panther

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 13 (3d8)

Speed 50 ft., Climb 40 ft.

Mod Save

Str 14 +2 +2

Dex 16 +3 +3

Con 10 +0 +0

Mod Save

Int 3 -4 -4

Wis 14 +2 +2

Cha 7 -2 -2

Skills [Perception](#) +4, [Stealth](#) +7

Senses [Darkvision](#) 60 ft.; Passive Perception 14

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Bonus Actions

Nimble Escape. The panther takes the [Disengage](#) or [Hide](#) action.

Piranha

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 - 1)

Speed 5 ft., Swim 40 ft.

Mod Save

Str 2 -4 -4

Dex 16 +3 +3

Mod Save**Con** 9 -1 -1**Mod Save****Int** 1 -5 -5**Wis** 7 -2 -2**Cha** 2 -4 -4**Senses** Darkvision 60 ft.; Passive Perception 8**Languages** None**CR** 0 (XP 10; PB +2)

Traits

Water Breathing. The piranha can breathe only underwater.

Actions

Bite. Melee Attack Roll: +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. **Hit:** 1 Piercing damage.**Plesiosaurus**

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)**HP** 68 (8d10 + 24)**Speed** 20 ft., Swim 40 ft.**Mod Save****Str** 18 +4 +4**Dex** 15 +2 +2**Con** 16 +3 +3**Mod Save****Int** 2 -4 -4**Wis** 12 +1 +1**Cha** 5 -3 -3**Skills** Perception +3, Stealth +4**Senses** Passive Perception 13**Languages** None**CR** 2 (XP 450; PB +2)

Traits

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Polar Bear

Large Beast, Unaligned

AC 12 Initiative +2 (12)

HP 42 (5d10 + 15)

Speed 40 ft., Swim 40 ft.

Mod Save

Str 20 +5 +5

Dex 14 +2 +2

Con 16 +3 +3

Mod Save

Int 2 -4 -4

Wis 13 +1 +1

Cha 7 -2 -2

Skills Perception +5, Stealth +4

Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage.

Pony

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

Mod Save

Str 15 +2 +4

Dex 10 +0 +0

Con 13 +1 +1

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 7 -2 -2

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Pteranodon

Medium Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)

HP 13 (3d8)

Speed 10 ft., Fly 60 ft.

Mod Save

Str 12 +1 +1

Dex 15 +2 +2

Con 10 +0 +0

Mod Save

Int 2 -4 -4

Wis 9 -1 -1

Cha 5 -3 -3

Skills Perception +1

Senses Passive Perception 11

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Flyby. The pteranodon doesn't provoke an [Opportunity Attack](#) when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Rat

Tiny Beast, Unaligned

AC 10 Initiative +0 (10)

HP 1 (1d4 – 1)

Speed 20 ft., Climb 20 ft.

Mod Save

Str 2 –4 –4

Dex 11 +0 +0

Con 9 –1 –1

Mod Save

Int 2 –4 –4

Wis 10 +0 +0

Cha 4 –3 –3

Skills Perception +2

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The rat doesn't provoke an [Opportunity Attack](#) when it moves out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Raven

Tiny Beast, Unaligned

AC 12 Initiative +2 (12)

HP 2 (1d4)

Speed 10 ft., Fly 50 ft.

Mod Save

Str 2 -4 -4

Dex 14 +2 +2

Con 10 +0 +0

Mod Save

Int 5 -3 -3

Wis 13 +1 +1

Cha 6 -2 -2

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reef Shark

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 22 (4d8 + 4)

Speed 5 ft., Swim 30 ft.

Mod Save

Str 14 +2 +2

Dex 15 +2 +2

Con 13 +1 +1

Mod Save

Int 1 -5 -5

Wis 10 +0 +0

Mod Save**Cha** 4 -3 -3**Skills** Perception +2**Senses** Blindsight 30 ft.; Passive Perception 12**Languages** None**CR** 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The shark has Advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Rhinoceros

Large Beast, Unaligned

AC 13 **Initiative** -1 (9)**HP** 45 (6d10 + 12)**Speed** 40 ft.**Mod Save****Str** 21 +5 +5**Dex** 8 -1 -1**Con** 15 +2 +2**Mod Save****Int** 2 -4 -4**Wis** 12 +1 +1**Cha** 6 -2 -2**Senses** Passive Perception 11**Languages** None**CR** 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the [Prone](#) condition.

Riding Horse

Large Beast, Unaligned

AC 11 Initiative +1 (11)

HP 13 (2d10 + 2)

Speed 60 ft.

Mod Save

Str 16 +3 +3

Dex 13 +1 +1

Con 12 +1 +1

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 7 -2 -2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Saber-Toothed Tiger

Large Beast, Unaligned

AC 13 Initiative +3 (13)

HP 52 (7d10 + 14)

Speed 40 ft.

Mod Save

Str 18 +4 +6

Dex 17 +3 +5

Mod Save

Con 15 +2 +2

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 8 -1 -1

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

Running Leap. With a 10-foot running start, the tiger can Long Jump up to 25 feet.

Actions

Multiattack. The tiger makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Scorpion

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 1 (1d4 - 1)

Speed 10 ft.

Mod Save

Str 2 -4 -4

Dex 11 +0 +0

Con 8 -1 -1

Mod Save

Int 1 -5 -5

Wis 8 -1 -1

Cha 2 -4 -4

Senses Blindsight 10 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

ACTIONS

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Seahorse

Tiny Beast, Unaligned

AC 12 Initiative +1 (11)

HP 1 (1d4 – 1)

Speed 5 ft., Swim 20 ft.

Mod Save

Str 1 –5 –5

Dex 12 +1 +1

Con 8 –1 –1

Mod Save

Int 1 –5 –5

Wis 10 +0 +0

Cha 2 –4 –4

Skills Perception +2, Stealth +5

Senses Passive Perception 12

Languages None

CR 0 (XP 0; PB +2)

ACTIONS

Water Breathing. The seahorse can breathe only underwater.

ACTIONS

Bubble Dash. While underwater, the seahorse moves up to its Swim Speed without provoking Opportunity Attacks.

Spider

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 – 1)

Speed 20 ft., Climb 20 ft.

Mod Save

Str 2 –4 –4

Dex 14 +2 +2

Con 8 –1 –1

Mod Save

Int 1 –5 –5

Wis 10 +0 +0

Cha 2 –4 –4

Skills Stealth +4

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.

Swarm of Bats

Large Swarm of Tiny Beasts, Unaligned

AC 12 **Initiative** +2 (12)

HP 11 (2d10)

Speed 5 ft., Fly 30 ft.

Mod Save

Str 5 –3 –3

Dex 15 +2 +2

Con 10 +0 +0

Mod Save**Int** 2 -4 -4**Wis** 12 +1 +1**Cha** 4 -3 -3**Resistances** Bludgeoning, Piercing, Slashing**Immunities** [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)**Senses** [Blindsight](#) 60 ft.; Passive Perception 11**Languages** None**CR** 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is [Bloodied](#).

Swarm of Insects

Medium Swarm of Tiny Beasts, Unaligned

AC 11 **Initiative** +1 (11)**HP** 19 (3d8 + 6)**Speed** 20 ft., Climb or Fly 20 ft. (DM's choice)**Mod Save****Str** 3 -4 -4**Dex** 13 +1 +1**Con** 14 +2 +2**Mod Save****Int** 1 -5 -5**Wis** 7 -2 -2**Cha** 1 -5 -5**Resistances** Bludgeoning, Piercing, Slashing**Immunities** [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Blindsight](#) 30 ft.; Passive Perception 8

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is [Bloodied](#).

Swarm of Piranhas

Medium Swarm of Tiny Beasts, Unaligned

AC 13 **Initiative** +3 (13)

HP 28 (8d8 – 8)

Speed 5 ft., Swim 40 ft.

Mod Save

Str 13 +1 +1

Dex 16 +3 +3

Con 9 -1 -1

Mod Save

Int 1 -5 -5

Wis 7 -2 -2

Cha 2 -4 -4

Resistances Bludgeoning, Piercing, Slashing

Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Darkvision](#) 60 ft.; Passive Perception 8

Languages None

CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage, or 5 (1d4 + 3) Piercing damage if the swarm is [Bloodied](#).

Swarm of Rats

Medium Swarm of Tiny Beasts, Unaligned

AC 10 Initiative +0 (10)

HP 14 (4d8 – 4)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 9 –1 –1

Dex 11 +0 +2

Con 9 –1 –1

Mod Save

Int 2 –4 –4

Wis 10 +0 +0

Cha 3 –4 –4

Resistances Bludgeoning, Piercing, Slashing

Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Darkvision](#) 30 ft.; Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Bites. Melee Attack Roll: +2, reach 5 ft. Hit: 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is [Bloodied](#).

Swarm of Ravens

Medium Swarm of Tiny Beasts, Unaligned

AC 12 Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 10 ft., Fly 50 ft.

Mod Save

Str 6 -2 -2

Dex 14 +2 +2

Con 12 +1 +1

Mod Save

Int 5 -3 -3

Wis 12 +1 +1

Cha 6 -2 -2

Skills [Perception](#) +5

Resistances Bludgeoning, Piercing, Slashing

Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Beaks. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage, or 2 (1d4) Piercing damage if the swarm is [Bloodied](#).

Cacophony (Recharge 6). Wisdom Saving Throw: DC 10, one creature in the swarm's space. Failure: The target has the [Deafened](#) condition until the start of the swarm's next turn. While Deafened, the target also has Disadvantage on ability checks and attack rolls.

Swarm of Venomous Snakes

Medium Swarm of Tiny Beasts, Unaligned

AC 14 Initiative +4 (14)

HP 36 (8d8)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 8 -1 -1

Dex 18 +4 +4

Con 11 +0 +0

Mod Save

Int 1 -5 -5

Wis 10 +0 +0

Cha 3 -4 -4

Resistances Bludgeoning, Piercing, Slashing

Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Blindsight](#) 10 ft.; Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain [Temporary Hit Points](#).

Actions

Bites. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage—or 6 (1d4 + 4) Piercing damage if the swarm is [Bloodied](#)—plus 10 (3d6) Poison damage.

Tiger

Large Beast, Unaligned

AC 13 Initiative +3 (13)

HP 30 (4d10 + 8)

Speed 40 ft.

Mod Save

Str 17 +3 +3

Dex 16 +3 +3

Con 14 +2 +2

Mod Save

Int 3 -4 -4

Wis 12 +1 +1

Cha 8 -1 -1

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Triceratops

Huge Beast (Dinosaur), Unaligned

AC 14 **Initiative** -1 (9)

HP 114 (12d12 + 36)

Speed 50 ft.

Mod Save

Str 22 +6 +6

Dex 9 -1 -1

Con 17 +3 +3

Mod Save

Int 2 -4 -4

Wis 11 +0 +0

Cha 5 -3 -3

Senses Passive Perception 10

Languages None

CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The triceratops makes two Gore attacks.

Gore. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (2d12 + 6) Piercing damage. If the target is Huge or smaller and the triceratops moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the [Prone](#) condition.

Tyrannosaurus Rex

Huge Beast (Dinosaur), Unaligned

AC 13 **Initiative** +3 (13)

HP 136 (13d12 + 52)

Speed 50 ft.

Mod Save

Str 25 +7 +10

Dex 10 +0 +0

Con 19 +4 +4

Mod Save

Int 2 -4 -4

Wis 12 +1 +4

Cha 9 -1 -1

Skills [Perception](#) +4

Senses Passive Perception 14

Languages None

CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller creature, it has the [Grappled](#) condition (escape DC 17). While Grappled, the target has the [Restrained](#) condition and can't be targeted by the tyrannosaurus's Tail.

Tail. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the [Prone](#) condition.

Venomous Snake

Tiny Beast, Unaligned

AC 12 Initiative +2 (12)

HP 5 (2d4)

Speed 30 ft., Swim 30 ft.

Mod Save

Str 2 -4 -4

Dex 15 +2 +2

Con 11 +0 +0

Mod Save

Int 1 -5 -5

Wis 10 +0 +0

Cha 3 -4 -4

Senses Blindsight 10 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Vulture

Medium Beast, Unaligned

AC 10 Initiative +0 (10)

HP 5 (1d8 + 1)

Speed 10 ft., Fly 50 ft.

Mod Save

Str 7 -2 -2

Dex 10 +0 +0

Con 13 +1 +1

Mod Save

Int 2 -4 -4

Wis 12 +1 +1

Mod Save

Cha 4 -3 -3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The vulture has Advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Warhorse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 60 ft.

Mod Save

Str 18 +4 +4

Dex 12 +1 +1

Con 13 +1 +1

Mod Save

Int 2 -4 -4

Wis 12 +1 +3

Cha 7 -2 -2

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Weasel

Tiny Beast, Unaligned

AC 13 Initiative +3 (13)

HP 1 (1d4 – 1)

Speed 30 ft., Climb 30 ft.

Mod Save

Str 3 –4 –4

Dex 16 +3 +3

Con 8 –1 –1

Mod Save

Int 2 –4 –4

Wis 12 +1 +1

Cha 3 –4 –4

Skills [Acrobatics](#) +5, [Perception](#) +3, [Stealth](#) +5

Senses [Darkvision](#) 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

Wolf

Medium Beast, Unaligned

AC 12 Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 40 ft.

Mod Save

Str 14 +2 +2

Dex 15 +2 +2

Con 12 +1 +1

Mod Save**Int** 3 -4 -4**Wis** 12 +1 +1**Cha** 6 -2 -2**Skills** Perception +5, Stealth +4**Senses** Darkvision 60 ft.; Passive Perception 15**Languages** None**CR** 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

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