Chapter(1:(Step,by,Step(Characters

Once(you(have(an(idea(of(the(character(you(want( to(play,(follow(these(steps(in(order(to(create(your character.(

( Throughout(this(chapter,(we(use(the(term( “character(sheet”(to(mean(whatever(you(use(to( track(your(character,(whether(it’s(a(formal( character(sheet((like(the(one(in(the(*Dungeons(&( DRAGONS(Starter(Set*),(some(form(of(digital(record, or(a(piece(of(notebook(paper.(An(official(D&D( character(sheet(is(a(fine(place(to(start(until(you( know(what(information(you(need(and(how(you( use(it(during(the(game.(

1. Choose a Race

Every(character(belongs(to(a(race,(a(species(in( the(fantasy(world.(The(most(common(player( character(races(are(dwarves,(elves,(halflings,(and( humans.(Chapter(2(provides(more(information( about(these(races,(as(well(as(the(less(widespread( races(of(dragonborn,(gnomes,(half,elves,(half, orcs,(and(tieflings.(

( The(race(you(choose(contributes(to(your( character’s(identity(in(an(important(way,(by( establishing(general(appearance(and(natural( talents(gained(from(culture(and(ancestry.(Your( character’s(race(grants(particular(racial(traits,( such(as(special(senses,(proficiency(with(certain( weapons(or(tools,(proficiency(in(a(skill,(or(the( ability(to(use(minor(spells.(These(traits( sometimes(dovetail(with(the(capabilities(of( certain(classes((see(step(2).(For(example,(the( racial(traits(of(lightfoot(halflings(make(them( exceptional(rogues,(and(high(elves(tend(to(be( powerful(wizards.(Your(race(also(applies( adjustments(to(your(ability(scores,(which(you( will(determine(in(step(3.(Note(these(adjustments( and(remember(to(apply(them(later.(

( Record(the(traits(granted(by(your(race(on(your( character(sheet.(

Building Bruenor, Step 1

Bob is sitting down to create his character. He decides that a gruff mountain dwarf fits the character he wants to play. He notes all the racial traits of dwarves on his character sheet.

1. Choose a Class

Every adventurer is a member of a class. Class broadly describes a character’s vocation, what special talents he or she possesses, and the tactics he or she is most likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation. The character classes are detailed in chapter 3.

Your character receives a number of benefits from your choice of class. Many of these benefits are class features—capabilities that set your character apart from members of other classes. You also gain a number of proficiencies: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie.

Record all the starting character information and class features granted by your class on your character sheet.

Building Bruenor, Step 2

In Bob’s head, he imagines Bruenor charging into battle with an axe, one horn on his helmet broken off. He makes Bruenor a fighter and notes the fighter’s 1stBlevel class features on his character sheet.

1. Determine Ability Scores

Much of what your character does in the game depends on his or her abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet.

To begin, you generate ability scores randomly. Roll four 6,sided dice and record the total of the highest three rolls on a piece of scratch paper. Do this five more times, so that you have six numbers.

If you want to save time or don’t like the idea of randomly determining ability scores, you can assign a standard set of scores to your character’s abilities: 15, 14, 13, 12, 10, 8.

Optional: Customizing Ability Scores The method described here allows you to build a character with a set of ability scores you choose individually. Start with an 8 in all six ability scores, then spend 27 points to improve them. The cost of raising a score from 8 to a higher number is shown below.

|  |  |
| --- | --- |
| **Score** | **Cost from 8** |
| 9 | 1 |
| 10 | 2 |
| 11 | 3 |
| 12 | 4 |
| 13 | 5 |
| 14 | 7 |
| 15 | 9 |

This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any combination between those extremes.

( The(six(abilities(and(their(use(in(the(game(are( described(in(chapter(7.(The(“Ability(Score( Summary”(section(below(provides(a(quick( reference(for(what(qualities(are(measured(by( each(ability,(what(races(give(adjustments(to( which(abilities,(and(what(classes(consider(each( ability(particularly(important.(

( Now(take(the(six(numbers(you(came(up(with( and(write(each(number(beside(one(of(your( character’s(six(abilities(to(assign(scores(to( Strength,(Dexterity,(Constitution,(Intelligence,( Wisdom,(and(Charisma.(Afterward,(make(any( changes(to(your(ability(scores(as(a(result(of(your( race(choice.(

( After(assigning(your(ability(scores,(determine( your(ability(modifiers.(Chapter(7(provides(a(table( showing(the(modifier(for(each(ability(score.(To( determine(an(ability(modifier(without(consulting( the(table,(subtract(10(from(the(ability(score(and( then(divide(the(result(by(2((round(down).(Write( down(the(modifier(beside(each(of(your(scores.(

Building Bruenor, Step 3

Bob decides to use the standard set of scores for Bruenor’s abilities. Since he’s a fighter, he puts his highest score, a 15, in Strength. His nextBhighest, a 14, goes in Constitution. Bruenor might be a brash fighter, but Bob decides he wants the dwarf to be older, wiser, and a good leader, so he puts decent scores in Wisdom and Charisma. After applying his racial adjustments (increasing Bruenor’s Constitution by 2 and his Strength by 1), Bruenor’s ability scores and modifiers look like this: Strength 16 (+3), Dexterity 10 (+0), Constitution 16 (+3), Intelligence 8 (-1), Wisdom 13 (+1), Charisma 12 (+1).

Ability!Score!Summary!

**Strength!**

*Measures:* Athletic training, bodily power, exerting physical force

*Racial,Adjustments:* Mountain dwarf (+2), dragonborn (+2), halfBorc (+2), human (+1)

*Important,For:* Barbarian, fighter, paladin

**Dexterity!**

*Measures:,*Physical agility, reflexes, balance, poise *Racial,Adjustments:* Elf (+2), halfling (+2), forest gnome (+1), human (+1)

*Important,For:* Monk, ranger, rogue

**Constitution!**

*Measures:* Health, stamina, vital force *Racial,Adjustments:* Dwarf (+2), stout halfling (+1), rock gnome (+1), halfBorc (+1), human (+1)

*Important,For:* Everyone

**Intelligence!**

*Measures:* Mental acuity, information recall, reasoning ability

*Racial,Adjustments:* High elf (+1), gnome (+2), tiefling (+1), human (+1)

*Important,For:* Wizard

**Wisdom!**

*Measures:* Awareness, intuition, insight *Racial,Adjustments:* Hill dwarf (+1), wood elf (+1), human (+1)

*Important,For:* Cleric, druid,

**Charisma!**

*Measures:,*Confidence, eloquence, leadership *Racial,adjustments:* HalfBelf (+2), drow (+1), lightfoot halfling (+1), dragonborn (+1), tiefling (+2), human (+1)

*Important,For:* Bard, sorcerer, warlock

Quick Build

Each class description includes a sidebar offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a background suitable to the class, and starting equipment.

1. Describe Your Character

Once(you(know(the(basic(game(aspects(of(your( character,(it’s(time(to(flesh(him(or(her(out(as(a( person.(Your(character(needs(a(name.(Spend(a( few(minutes(thinking(about(what(he(or(she(looks( like(and(how(he(or(she(behaves(in(general(terms.( ( Chapter(4(helps(you(flesh(out(your(character’s( history(and(behavior,(what(matters(to(him(or(her, and(the(moral(compass(that(guides(his(or(her( decisions.(Using(the(information(in(that(chapter,( you’ll(choose(a(background,(physical(details,( personality(traits,(alignment,(languages,(and( similar(characteristics.(

( Your(character’s(background(describes(where( he(or(she(came(from,(his(or(her(original( occupation,(and(the(character’s(place(in(the(D&D( world.(Your(DM(might(offer(additional( backgrounds(beyond(the(ones(included(in( chapter(4,(and(might(be(willing(to(work(with(you( to(craft(a(different(background(that’s(a(more( precise(fit(for(your(character(concept.(

( A(background(gives(your(character(a( background(trait((a(general(benefit)(and( proficiency(in(two(skills,(and(it(might(also(give( you(proficiency(with(certain(kinds(of(tools(or( additional(languages.(Record(this(information,( along(with(the(personality(information(you( develop,(on(your(character(sheet.(

Your(Character’s(Abilities(

Take(your(character’s(ability(scores(and(race(into( account(as(you(flesh(out(his(or(her(appearance( and(personality.(A(very(strong(character(with( low(Intelligence(might(think(and(behave(very( differently(from(a(very(smart(character(with(low( Strength.((

( For(example,(high(Strength(usually( corresponds(with(an(athletic(body,(while(a( character(with(low(Strength(might(be(either( skinny(or(fat.(

( A(character(with(high(Dexterity(is(probably( lithe(and(slim,(while(a(character(with(low( Dexterity(might(be(either(gangly(and(awkward( or(heavy(and(thick,fingered.(

( A(character(with(high(Constitution(looks( healthy,(with(plenty(of(color,(bright(eyes,(and( abundant(energy.(A(character(with(low( Constitution(is(sickly(or(frail.(

( A(character(with(high(Intelligence(might(be( highly(inquisitive(and(studious,(while(a(character with(low(Intelligence(speaks(simply(and(forgets( important(details.(

( A(character(with(high(Wisdom(has(good( judgment,(empathy,(and(a(general(awareness(of( what’s(going(on.(A(character(with(low(Wisdom( might(be(absent,minded,(distracted,(or(oblivious. ( A(character(with(high(Charisma(is(a(natural( leader(and(exudes(confidence(and(grace.(A( character(with(a(low(Charisma(comes(across(as( dull(and(possibly(uneasy.(

Building Bruenor, Step 4

First, Bob fills in some of Bruenor’s basic details: his name, his sex (male), his height and weight (4’ 6” tall, 175 pounds), and his alignment (lawful good). His high Strength and Constitution suggest a healthy, athletic body, and his low Intelligence suggests a degree of forgetfulness.

Bob decides that Bruenor comes from a noble line, but his clan was expelled from its homeland when Bruenor was very young. He grew up working for a living as a smith in the remote villages of Icewind Dale. But Bruenor has a heroic destiny—to reclaim his homeland—so Bob chooses the folk hero background for his dwarf. He notes the proficiencies and special feature this background gives him.

Bob has a pretty clear picture of Bruenor’s personality in mind, so he skips the personality traits suggested in the folk hero background, noting instead that Bruenor is a caring, sensitive dwarf who genuinely loves his friends and allies (a positive trait), but he hides this soft heart behind a gruff, snarling demeanor (a negative trait). He chooses the ideal of fairness from the list in his background, noting that Bruenor believes that no one is above the law.

Given his history, Bruenor’s bond is obvious: he aspires to someday reclaim Mithral Hall, his homeland, from the shadow dragon that drove the dwarves out. His flaw is tied to his caring, sensitive nature—he has a soft spot for orphans and wayward souls, leading him to show mercy even where it might not be warranted.

1. Choose Equipment

Your background and class both suggest packages of starting equipment, including weapons, armor, and other adventuring gear.

You(can(choose(these(packages(to(get(started( quickly.(The(various(items(available(to( characters(are(detailed(in(chapter(5.(

( Alternatively,(you(can(purchase(your(starting( equipment.(You(have(a(number(of(gold(pieces( (gp)(to(spend(based(on(your(class,(as(shown(in( chapter(5.(Extensive(lists(of(equipment,(with( prices,(also(appear(in(that(chapter.(If(you(wish,( you(can(also(have(one(trinket(at(no(cost;(see(the( trinket(table(at(the(end(of(chapter(5.(

( Once(you(have(decided(on(your(character’s( starting(equipment,(record(these(items(on(your( character(sheet.(

( Your(Strength(score(limits(the(amount(of(gear( you(can(carry.(Try(not(to(purchase(equipment( with(a(total(weight(exceeding(your(Strength( score(times(15((in(pounds).(Chapter(7(has(more( information(on(carrying(capacity.(

Building Bruenor, Step 5

For convenience, Bob writes down the suggested starting equipment from the fighter class and the folk hero background, but he spends some of his leftover gold on a battleaxe—he is a dwarf, after all !

1. Fill in the Numbers

It’s(a(fact(of(the(adventuring(life(that(characters( look(for(trouble.(They(fight(with(monsters(and( other(hostile(beings,(they(deal(with(traps(and( hazards(that(threaten(to(waylay(them,(and(they( endure(brutal(environmental(conditions.(Several important(numbers(determine(how(well(your( character(succeeds(in(combat(and(other(perilous situations:(hit(points((hp),(Hit(Dice((HD),(Armor( Class((AC),(and(attack(bonuses.(You(can(find( more(information(about(these(numbers(in( chapter(9.(

Level(

Typically,(a(character(starts(at(1st(level(and( advances(in(level(by(adventuring(and(gaining( experience(points((XP).(A(1st,level(character(is( green(and(inexperienced(in(the(adventuring( world,(although(he(or(she(might(have(been(a( soldier(or(a(pirate(and(done(dangerous(things( before.(Starting(off(at(1st(level(marks(your( character’s(entry(into(the(adventuring(life.(If( you’re(already(familiar(with(the(game,(your(DM( might(decide(to(have(you(begin(at(a(higher(level,( assuming(that(your(character(has(already(had( some(adventures.(

( Record(your(level(on(your(character(sheet,( according(to(your(DM’s(instructions.(If(you’re( starting(at(a(higher(level,(make(sure(to(record(the( additional(elements(your(class(gives(you(for(your( levels(past(1st.(Also(record(your(experience( points.(A(1st,level(character(has(0(XP;(a(higher, level(character(typically(begins(with(the( minimum(amount(of(XP(required(to(reach(that( level,(as(shown(on(the(Character(Advancement( table(under(“Beyond(1st(Level,”(below.(

Hit(Points(and(Hit(Dice(

Your(character’s(hit(points(define(how(tough( your(character(is(in(combat(and(other(dangerous( situations.(Your(hit(points(are(determined(by( your(Hit(Dice((short(for(Hit(Point(Dice).(

( At(1st(level,(your(character(has(1(Hit(Die,(and( the(die(type(is(determined(by(your(class.(You( start(with(hit(points(equal(to(the(highest(roll(of( that(die,(plus(your(Constitution(modifier,(as( indicated(in(your(class(description.(This(is(also( your(hit(point(maximum.(As(you(increase(in(level, you(gain(1(additional(Hit(Die(per(level.(You(roll( that(Hit(Die,(add(your(Constitution(modifier( again,(and(add(the(total(to(your(hit(point( maximum.(

( Follow(the(instructions(for(your(class(and( record(your(character’s(hit(points(on(your( character(sheet.(Also(record(the(type(of(Hit(Die( your(character(uses(and(the(number(of(Hit(Dice( you(have.(After(you(rest,(you(can(spend(Hit(Dice( to(regain(hit(points((see(“Resting”(in(chapter(8).(

**Starting!Hit!Dice:!**1 Hit Die, determined by your class **Starting!hit!points** = the highest possible roll of your Hit

Die + your Constitution modifier

Speed(

Your(character’s(speed(is(determined(by(your( race.(Certain(kinds(of(armor(reduce(your(speed(if( your(Strength(doesn’t(meet(a(certain(minimum( requirement.(

Armor(Class(

Your(character’s(Dexterity(modifier(and(armor( (including(a(shield,(if(any)(contribute(to(your( Armor(Class((AC),(which(represents(how( skillfully(your(character(avoids(being(hit(in(battle.

If(you(aren’t(wearing(armor,(your(AC(equals(10(+( your(Dexterity(modifier.(Otherwise,(calculate( your(AC(using(the(numbers(given(for(your(armor( or(shield(in(chapter(5,(and(record(the(total.(

**Unarmored!AC!**=!10!+!Dexterity!modifier! **Armored!AC!**=!by!armor!type!

You(need(to(be(proficient(with(armor(to(wear(it( effectively.(Your(class(determines(your(armor( proficiencies.(If(you(put(on(armor(that(you( cannot(use,(you(have(disadvantage((as(described( in(the(Introduction)(on(checks,(saving(throws,( and(attack(rolls(that(involve(Strength(or( Dexterity.(

Proficiency(Bonus(

The(table(that(appears(in(your(class(description( shows(your(proficiency(bonus,(which(is(+2(for(a( 1st,level(character.(Your(proficiency(bonus( applies(to(many(of(the(numbers(you’ll(be( recording(on(your(character(sheet:(

• Attack(rolls(using(weapons(you’re(proficient( with(

* Attack(rolls(with(spells(you(cast(
* Ability(checks(using(skills(you’re(proficient(in(
* Ability(checks(using(tools(you’re(proficient( with(
* Saving(throws(you’re(proficient(in(
* Saving(throw(DCs(for(spells(you(cast( (explained(in(each(spellcasting(class)(

( Your(class(determines(your(weapon( proficiencies,(your(saving(throws(proficiencies,( and(some(of(your(skill(and(tool(proficiencies.( Your(background(gives(you(additional(skill(and( tool(proficiencies,(and(some(races(give(you( additional(proficiencies.(Be(sure(to(note(all(of( these(proficiencies,(as(well(as(your(proficiency( bonus,(on(your(character(sheet.(

( Your(proficiency(bonus(can(never(be(added(to( a(single(die(roll(or(other(number(more(than(once. Occasionally,(your(proficiency(bonus(might(be( modified((doubled(or(halved,(for(example)( before(you(apply(it,(but(if(some(circumstance( suggests(that(your(proficiency(bonus(applies( more(than(once(to(the(same(roll,(you(add(it(only( once(and(double(it(only(once.(

Attacks(

If(your(character(uses(weapons,(calculate(the( modifiers(you(use(when(you(attack(with(them( and(the(damage(you(deal(when(you(hit.(Write( down(each(weapon(you(use(and(the(appropriate( attack(modifier.(Chapter(5(tells(you(each( weapon’s(base(damage,(so(write(that(down,( adding(the(appropriate(ability(modifier.(

**Attack!roll!**=!d20!roll!+!specified!ability!modifier!+! proficiency!bonus!(if!you’re!proficient!with!the! weapon)!

**Melee!weapons:**!For!attacks!with!melee!weapons,!use! your!Strength!modifier!for!attack!and!damage!rolls.!

**Ranged!weapons:**!For!attacks!with!ranged!weapons,!use your!Dexterity!modifier!for!attack!and!damage!rolls.!

**Damage!**=!weapon!damage!+!ability!modifier!

( If(you(attack(with(a(weapon(you’re(not( proficient(with,(you(have(disadvantage(on(the( attack(roll((and(you(don’t(add(your(proficiency( bonus).(

Ability(Check(Modifiers(

When(you(make(an(ability(check,(you(roll(a(d20( and(add(one(of(your(ability(modifiers.(If(you(have a(skill(or(tool(proficiency(that(applies(to(the( check,(you(add(your(proficiency(bonus(as(well.(

**Ability!check!**=!d20!roll!+!specified!ability!modifier,!plus! your!proficiency!bonus!if!a!skill!or!tool!proficiency! applies!to!the!check!

Saving(Throw(Modifiers( You(make(a(saving(throw(to(resist(or(avoid( certain(kinds(of(danger,(from(magical(attacks(to( deadly(traps.(It(works(a(lot(like(an(ability(check:( you(roll(a(d20(and(add(one(of(your(ability( modifiers.(For(example,(if(you(need(to(make(a( saving(throw(against(an(enemy(wizard’s(*fireball*( spell,(it’s(a(Dexterity(saving(throw(and(you(use( your(Dexterity(modifier.(Your(class(gives(you( proficiency(in(one(or(more(saving(throws,(so(you( add(your(proficiency(bonus(to(those(saving( throw(rolls.(

**Saving!throw!**=!d20!roll!+!specified!ability!modifier,!plus! your!!proficiency!bonus!if!your!class!gives!you! proficiency!in!that!saving!throw!

Building Bruenor, Step 6

Bruenor is a IstBlevel fighter, so Bob notes that on his character sheet. As a fighter, he has 1d10 Hit Dice and starts with hit points equal to 10 + his Constitution modifier, so Bruenor has 13 hit points.

As a dwarf, Bruenor’s base speed is 25 feet. His starting equipment includes chain mail and a shield. Chapter 6 tells Bob that this armor reduces a character’s speed by 5 feet, but dwarves are an exception to that rule: armor doesn't reduce a dwarf’s speed. Bob writes down 25 feet for Bruenor’s speed. His armor and shield also give Bruenor an Armor Class of 18, which Bob records on his character sheet.

Bruenor’s proficiency bonus is +2, so Bob notes that this bonus applies to his attacks with all weapons (since his fighter class gives him proficiency with all weapons) and with the skills and tools he’s already written down.

Finally, Bob notes Bruenor’s attacks. With his battleaxe, his attack bonus is his Strength modifier (+3) plus his proficiency bonus (+2), for a total of +5. On a hit, he deals 1d8 + 3 slashing damage, including his Strength modifier. When throwing a javelin, Bruenor has the same attack bonus, and he deals 1d6 + 3 piercing damage.

7. Come Together

Most(D&D(characters(don’t(work(alone.(Each( character(plays(a(role(within(a(party,(a(group(of( adventurers(working(together(for(a(common( purpose.(Teamwork(and(cooperation(greatly( improve(your(party’s(chances(to(survive(the( many(dangers(you(face(in(the(worlds(of( Dungeons(&(Dragons.(Talk(to(your(fellow(players( and(your(DM(to(decide(whether(your(characters( know(one(another,(how(they(met,(and(what(sorts( of(quests(the(group(might(undertake.(

Beyond(1st(Level( As(your(character(adventures(and(overcomes( challenges,(he(or(she(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.( ( When(your(character(gains(a(level,(his(or(her( class(often(grants(additional(features,(as(detailed( in(the(class(description.(These(features(include( the(opportunity(to(increase(your(ability(scores,( either(increasing(two(scores(by(1(each(or( increasing(one(score(by(2((to(a(maximum(of(20).( In(addition,(every(character’s(proficiency(bonus( increases(at(certain(levels.(

( When(your(Constitution(modifier(increases(by( 1,(your(hit(point(maximum(increases(by(1(for( each(level(you(have(attained.(For(example,(when( Bruenor(reaches(8th(level(as(a(fighter,(he( increases(his(Constitution(score(from(17(to(18,( thus(increasing(his(Constitution(modifier(from( +3(to(+4.(His(hit(point(maximum(then(increases( by(8.(

( The(Character(Advancement(table(summarizes the(XP(you(need(to(advance(in(levels(from(level(1 through(level(20,(and(the(proficiency(bonus(for(a( character(of(that(level.(Consult(the(information( on(your(character’s(class(to(see(what(other( improvements(you(gain(at(each(level.(

Character!Advancement!

|  |  |  |
| --- | --- | --- |
| **Experience!Points!** | **Level!** | **Proficiency!Bonus!** |
| 0 | 1 | +2 |
| 300 | 2 | +2 |
| 700 | 3 | +2 |
| 2,000 | 4 | +2 |
| 4,500 | 5 | +3 |
| 8,000 | 6 | +3 |
| 13,000 | 7 | +3 |
| 18,000 | 8 | +3 |
| 24,000 | 9 | +4 |
| 31,000 | 10 | +4 |
| 40,000 | 11 | +4 |
| 45,000 | 12 | +4 |
| 50,000 | 13 | +5 |
| 55,000 | 14 | +5 |
| 65,000 | 15 | +5 |
| 75,000 | 16 | +5 |
| 85,000 | 17 | +6 |
| 95,000 | 18 | +6 |
| 105,000 | 19 | +6 |
| 120,000 | 20 | +6 |

Tiers of Play

The(shading(on(the(Character(Advancement( table(indicates(the(four(tiers(of(play.(The(tiers( don’t(have(any(rules(associated(with(them;( they’re(a(general(description(of(how(the(play( experience(changes(as(characters(advance(in( level.(

In the **Apprentice** tier (levels 1-4), characters are effectively apprentice adventurers. They are

slowly(learning(the(full(range(of(class(features( that(define(them(as(a(member(of(a(particular( class,(including(the(major(choices(that(flavor( their(class(features(as(they(advance((such(as(a( wizard’s(Arcane(Tradition(or(a(fighter’s(Martial( Archetype).(The(threats(they(face(are(relatively( minor,(usually(posing(a(danger(to(the(local( farmsteads(or(villages.(

In the **Expert** tier (levels 5-10), characters come into their own. Characters of primary spellcasting classes, such as clerics and wizards, gain access to 3rd,level spells at the start of this tier, and the spells they use in these levels are some of the most iconic spells in the game. These characters have become important, facing dangers that threaten cities and kingdoms.

In the **Paragon** tier levels 11-16), characters have reached a level of power that sets them high above the ordinary populace, and special even among adventurers. At 11th level, primary spellcasters gain access to 6th,level spells, which start fundamentally changing or breaking) the rules of the game. These mighty heroes are often confronted by threats to whole regions and continents.

At the **Epic** tier levels 17-20), characters achieve the pinnacle of their class features, becoming heroic archetypes in their own right. The fate of the world or even the fundamental order of the multiverse might hang in the balance of their adventures.

Chapter(2:(Races

Although(humans(are(the(most(common(people( in(the(worlds(of(D&D,(they(live(and(work( alongside(dwarves,(elves,(halflings,(and(countless other(fantastic(species.(Your(character(belongs(to one(of(these(peoples.(

( Not(every(intelligent(race(of(the(multiverse(is( appropriate(for(a(playerCcontrolled(adventurer.( Dwarves,(elves,(halflings,(and(humans(are(the( most(common(races(to(produce(the(sort(of( adventurers(who(make(up(most(parties.( Dragonborn,(gnomes,(halfCelves,(halfCorcs,(and( tieflings(are(less(common(as(adventurers.(

( Your(choice(of(race(affects(many(different( aspects(of(your(character.(It(establishes( fundamental(qualities(that(exist(throughout(your( character’s(adventuring(career.(When(making( this(decision,(keep(in(mind(the(kind(of(character( you(want(to(play.(For(example,(a(halfling(could( be(a(good(choice(for(a(sneaky(rogue,(a(dwarf( makes(a(tough(warrior,(and(an(elf(can(be(a( master(of(arcane(magic.(

( Your(character(race(not(only(affects(your( ability(scores(and(traits(but(also(provides(the( first(cues(for(building(your(character’s(story.( Each(race’s(description(below(includes( information(to(help(you(roleplay(a(character(of( that(race,(including(personality,(physical( appearance,(features(of(society,(and(racial( alignment(tendencies.(These(details(are(only( suggestions(to(help(you(think(about(your( character;(adventurers(can(deviate(widely(from( the(norm(for(their(race.(It’s(worthwhile(to( consider(why(your(character(is(different,(as(a( helpful(way(to(think(about(your(character’s( background(and(personality.(

Size

Characters of most races are Medium, a size category that covers creatures that are roughly huma^sized (anywhere from 4 to 8 feet tall). Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. A rule that applies differently to different creatures based on size says so. The most important of these is that Small characters have trouble wielding heavy weapons (see chapter 6).

Dwarf(

Kingdoms(rich(in(ancient(grandeur,(halls(carved( into(the(roots(of(mountains,(the(echoing(of(picks( and(hammers(in(deep(mines(and(blazing(forges,( a(commitment(to(clan(and(tradition,(and(a( burning(hatred(of(goblins(and(orcs—these( common(threads(unite(dwarves(across(the( multiverse,(the(heritage(of(every(dwarf(character.

Dwarf Traits

Your(dwarf(character(has(an(assortment(of( inborn(abilities,(part(and(parcel(of(your(dwarf( nature.(

( ***Ability'Score'Increase.'***your(constitution( score(increases(by(2.(

( ***Age.*** Dwarves(mature(at(the(same(rate(as( humans,(but(they’re(still(considered(young(until( they(reach(the(age(of(50.(On(average,(they(live( about(350(years.(

( ***Alignment.'***Most(dwarves(are(lawful,(believing( firmly(in(the(benefits(of(a(wellCordered(society.( They(tend(toward(good(as(well,(with(a(strong( sense(of(fair(play(and(a(belief(that(everyone( deserves(to(share(in(the(benefits(of(a(just(order.( ( ***Size.'***Dwarves(stand(between(4(and(5(feet(tall( and(average(about(150(pounds.(Your(size(is( Medium.(

( ***Speed.'***your(base(land(speed(is(25(feet.(your( speed(is(not(reduced(by(wearing(heavy(armor.( ( ***Darkvision.'***Accustomed(to(life(underground,( you(can(see(in(darkness(within(60(feet(of(you(as( if(it(were(dim(light.(You(can’t(discern(color(in(this( darkness,(only(shades(of(gray.(

( ***Dwarven'Resilience.'***You(have(advantage(on( saving(throws(against(poison,(and(you(have( resistance(against(poison(damage((explained(in( chapter(9).(

( ***Dwarven'Combat'Training.'***You(have( proficiency(with(the(battleaxe,(handaxe,( throwing(hammer,(and(warhammer,(as(well(as( with(light(and(medium(armor.(

( ***Tool'Proficiency.***(You(gain(proficiency(with( the(artisan’s(tools(of(your(choice:(smith’s(tools,( brewer’s(supplies,(or(mason’s(tools.

( ***Stonecunning.'***Whenever(you(make(an( Intelligence((History)(check(related(to(the(origin( of(stonework,(you(can(add(twice(your( proficiency(bonus,(instead(of(any(proficiency( bonus(you(normally(apply.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Dwarvish.(Dwarvish(is(full(of(hard( consonants(and(guttural(sounds,(and(those( characteristics(spill(over(into(whatever(other( language(a(dwarf(might(speak.(

( ***Subrace.'***Two(main(subraces(of(dwarves( populate(the(worlds(of(D&D:(hill(dwarves(and( mountain(dwarves.(Choose(one(of(these(subraces.

Hill(Dwarf(

As(a(hill(dwarf,(you(have(keen(senses,(deep( intuition,(and(remarkable(resilience.(The(gold( dwarves of Faerun in their mighty southern kingdom are hill dwarves, as are the exiled Neidar and the debased Klar of Ansalon.

***' Ability'Score'Increase.'***Your Wisdom score increases by 1.

***' Dwarven'Toughness.'***Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountain Dwarf

As a mountain dwarf, you’re strong and hardy, accustomed to a difficult life in rugged terrain. You’re probably on the tall side for a dwarf), and tend toward lighter coloration. The shield dwarves of northern Faerun, as well as the ruling Hylar clan and the noble Daewar clan of Ansalon, are mountain dwarves.

***Ability'Score'Increase.'***Your Strength score increases by 2.

Elf

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world.

Elf Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

***Ability'Score'Increase.'***Your Dexterity score increases by 2.

***Age.'***Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

***Alignment.'***Elves love freedom, variety, and selfCexpression, so they lean strongly toward the gentler aspects of chaos. They value and protect others’ freedom as well as their own, and they are more often good than not.

***Size.'***Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

***Speed.'***Your base land speed is 30 feet.

***Darkvision.'***Accustomed to twilit forests and the night sky, you can see in darkness within 60 feet of you as if it were dim light. However, you can’t discern color in darkness, only shades of gray.

***Keen'Senses.'***You have proficiency in the Perception skill.

***Fey'Ancestry.'***You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

***Trance.'***Elves do not need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

***Languages.'***You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elves’ literature is rich and varied, and their songs and poems are famous among other people. Many bards learn their language so they can add Elvish ballads to their repertoires.

( ***Subrace.'***Ancient(divides(among(the(elven( people(resulted(in(three(main(subraces:(high( elves,(wood(elves,(and(dark(elves,(who(are( commonly(called(drow.(Choose(one(of(these( subraces.(In(some(worlds,(these(subraces(are( divided(still(further((such(as(the(sun(elves(and( moon(elves(of(the(Forgotten(Realms),(so(if(you( wish,(you(can(choose(a(narrower(subrace.(

High(Elf(

As(a(high(elf,(you(have(a(keen(mind(and(a( mastery(of(at(least(the(basics(of(magic.(In(many( of(the(worlds(of(D&D,(there(are(two(kinds(of(high( elves.(One(type((which(includes(the(gray(elves( and(valley(elves(of(Greyhawk,(the(Silvanesti(of( Dragonlance,(and(the(sun(elves(of(the(Forgotten( Realms)(is(haughty(and(reclusive,(believing( themselves(to(be(superior(to(nonCelves(and(even( other(elves.(The(other(type((including(the(high( elves(of(Greyhawk,(the(Qualinesti(of(Dragonlance, and(the(moon(elves(of(the(Forgotten(Realms)(are( more(common(and(more(friendly,(and(often( encountered(among(humans(and(other(races.(

The sun elves of Faerun (also called gold elves or sunrise elves) have bronze skin and hair of copper, black, or golden blond. Their eyes are golden, silver, or black. Moon elves also called silver elves or gray elves) are much paler, with faces of bleached white, sometimes tinged with blue. They often have hair of silverCwhite, black, or blue, but various shades of blond, brown, and red are not uncommon. Their eyes are blue or green and flecked with gold.

***Ability'Score'Increase.'***Your Intelligence score increases by 1.

***Elf'Weapon'Training.'***You have proficiency with the longsword, shortsword, shortbow, and longbow.

***Cantrip.'***You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

***Extra'Language.'***You can speak, read, and write one extra language of your choice.

Wood Elf

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. This category includes the wild elves grugach) of

Greyhawk and the Kagonesti of Dragonlance, as well as the races called wood elves in Greyhawk and the Forgotten Realms. In Faerun, wood elves also called wild elves, green elves, or forest elves) are reclusive and distrusting of nonCelves.

Wood elves’ skin tends to be copperish in hue, sometimes with tinctures of green. Their hair tends toward browns and blacks, occasionally brown or copperCcolored. Their eyes are green, brown, or hazel.

***Ability'Score'Increase.'***Your Wisdom score increases by 1.

***Elf'Weapon'Training.'***You have proficiency with the longsword, shortsword, shortbow, and longbow.

***Fleet'of'Foot.'***Your base land speed increases to 35 feet.

***Mask'of'the'Wild.'***You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Dark Elf Drow)

Descended from an earlier subrace of darkC skinned elves, the drow were banished from the surface world for following the goddess Lolth down the path to evil and corruption. Now they have built their own civilization in the depths of the Underdark, patterned after the Way of Lolth. Also called dark elves, the drow have black skin that resembles polished obsidian and stark white or pale yellow hair. They commonly have very pale eyes so pale as to be mistaken for white) in shades of pale lilac, silver, pink, and blue. They tend to be smaller and thinner than most elves.

**! *ability'score'increase.'***Your Charisma score increases by 1.

***Superior'Darkvision.'***Your darkvision extends to a range of 120 feet.

**! *sunlight'sensitivity.'***While in sunlight, you have disadvantage on attack rolls and on Wisdom Perception) and Intelligence Investigation) checks that rely on sight.

***LolthITouched'Magic.'***You know the *dancing' lights'*cantrip. When you reach 3rd level, you can cast the *faerie'fire'*spell once per day. When you reach 5th level, you can also cast the *darkness'* spell once per day. Charisma is your spellcasting ability for these spells.

Halfling(

The(comforts(of(home(are(the(goals(of(most( halflings’(lives:(a(place(to(settle(in(peace(and( quiet,(far(from(marauding(monsters(and(clashing( armies;(a(blazing(fire(and(a(generous(meal;(fine( drink(and(fine(conversation.(Though(some( halflings(live(out(their(days(in(remote( agricultural(communities,(others(form(nomadic( bands(that(travel(constantly,(lured(by(the(open( road(and(the(wide(horizon(to(discover(the( wonders(of(new(lands(and(peoples.(But(even( these(wanderers(love(peace,(food,(hearth,(and( home,(though(home(might(be(a(wagon(jostling( along(an(old(dirt(road.(

Halfling Traits

Your(halfling(character(has(a(number(of(traits(in( common(with(all(other(halflings.(

( ***Ability'Score'Increase.'***your(dexterity(score( increases(by(2.(

( ***Age.'***A(halfling(reaches(adulthood(at(the(age(of( twenty(and(generally(lives(into(the(middle(of(his( or(her(second(century.(

( ***Alignment.'***most(halflings(are(lawful(good.(as( a(rule,(they(are(goodChearted(and(kind,(hate(to( see(others(in(pain,(and(have(no(tolerance(for( oppression.(They(are(also(very(orderly(and( traditional,(leaning(heavily(on(the(support(of( their(community(and(the(comfort(of(their(old( ways.(

( ***Size.'***Halflings(average(about(3(feet(tall(and( weigh(about(40(pounds.(You(are(Small.(

( ***Speed.'***Your(base(land(speed(is(25(feet.(

( ***Lucky.'***When(you(roll(a(natural(1(on(an(attack( roll,(ability(check,(or(saving(throw,(you(can(reroll( the(die(and(must(use(the(new(roll.(

( ***Brave.'***You(have(advantage(on(saving(throws( against(being(frightened.(

( ***Halfling'Nimbleness.'***You(can(move(through( the(space(of(any(creature(that(is(of(a(size(larger( than(yours.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Halfling.(The(Halfling(language( isn’t(secret,(but(halflings(are(loath(to(share(it( with(others.(They(write(very(little,(so(they(don’t( have(a(rich(body(of(literature.(Their(oral( tradition,(however,(is(very(strong.(Almost(all( halflings(speak(Common(to(converse(with(the( people(in(whose(lands(they(dwell(or(through( which(they(are(traveling.(

( ***Subrace.'***The(two(main(kinds(of(halfling,( lightfoot(and(stout,(are(more(like(closely(related( families(than(true(subraces.(Choose(one(of(these( varieties.(

Lightfoot(

As(a(lightfoot(halfling,(you(can(easily(hide(from( notice,(even(using(other(people(as(cover.(You’re( inclined(to(be(affable(and(get(along(well(with( others.(In(the(Forgotten(Realms,(lightfoot( halflings(have(spread(the(farthest(and(thus(are( the(most(common(variety.(

( Lightfoots(are(more(prone(to(wanderlust(than( other(halflings,(and(often(dwell(alongside(other( races(or(take(up(a(nomadic(life.(In(the(world(of( Greyhawk,(these(halflings(are(called(hairfeet(or( tallfellows.(

( ***Ability'Score'Increase.'***your(charisma(score( increases(by(1.(

( ***Naturally'Stealthy.'***You(can(attempt(to(hide( even(when(you(are(obscured(only(by(a(creature( that(is(one(size(larger(than(you.(

Stout(

As(a(stout(halfling,(you’re(hardier(than(average( and(have(some(resistance(to(poison.(Some(say( that(stouts(have(dwarven(blood.(In(the(Forgotten Realms,(these(halflings(are(called(stronghearts,( and(they’re(most(common(in(the(south.( ( ***Ability'Score'Increase.'***your(constitution( score(increases(by(1.(

( ***Stout'Resilience.'***You(have(advantage(on( saving(throws(against(poison,(and(you(have( resistance(against(poison(damage.(

Human(

In(the(reckonings(of(most(worlds,(humans(are( the(youngest(of(the(common(races,(late(to(arrive( on(the(world(scene(and(shortClived(in( comparison(to(dwarves,(elves,(and(dragons.( Perhaps(it(is(because(of(their(shorter(lives(that( they(strive(to(achieve(as(much(as(they(can(in(the( years(they(are(given.(Perhaps(they(feel(they(have( something(to(prove(to(the(elder(races,(and(that’s( why(they(build(their(mighty(empires(on(the( foundation(of(conquest(and(trade.(Whatever( drives(them,(humans(are(the(innovators,(the( achievers,(and(the(pioneers(of(the(worlds.(

Human Traits

It’s(hard(to(make(generalizations(about(humans,( but(your(human(character(has(these(traits.(

( ***Ability'Score'Increase.'***Your(ability(scores( each(increase(by(1.(

( ***Age.'***Humans(reach(adulthood(in(their(late( teens(and(live(less(than(a(century.(

( ***Alignment.'***Humans(tend(toward(no(particular alignment.(The(best(and(the(worst(are(found( among(them.(

( ***Size.'***Humans(vary(widely(in(height(and(build,( from(barely(5(feet(to(well(over(6(feet(tall.( Regardless(of(your(position(in(that(range,(your( size(is(Medium.(

( ***Speed.'***30(feet.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(one(extra(language(of(your(choice.( Humans(typically(learn(the(languages(of(other( peoples(they(deal(with,(including(obscure( dialects.(They(are(fond(of(sprinkling(their(speech( with(words(borrowed(from(other(tongues:(Orc( curses,(Elvish(musical(expressions,(Dwarvish( military(phrases,(and(so(on.(

Variant Human

If your campaign uses the optional feat rules (see

chapter 5), your Dungeon Master might allow these

variant traits, which replace the human’s Ability Score Increase trait.

***Ability Score Increase.*** Two ability scores of your

choice increase by 1.

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

***Feat.*** You gain one feat of your choice.

Uncommon(Races( The(rest(of(the(races(in(this(chapter(are( uncommon.(They(don’t(exist(in(all(of(the(worlds( of(D&D,(and(even(where(they(are(found(they(are( far(less(widespread(than(dwarves,(elves,( halflings,(and(humans.(Even(the(numerous(races( (such(as(gnomes)(produce(far(fewer(adventurers( than(the(common(races.(

Dragonborn(

Born(of(dragons,(as(their(name(proclaims,(the( dragonborn(walk(proudly(through(a(world(that( greets(them(with(fearful(incomprehension.( Blessed(by(Io,(the(Father(of(All(Dragonkind,( dragonborn(originally(hatched(from(dragon(eggs( as(a(unique(race,(combining(the(best(attributes(of( dragons(and(humanoids.(Some(dragonborn(are( faithful(servants(to(true(dragons,(others(form(the( ranks(of(soldiers(in(great(wars,(and(still(others( find(themselves(adrift,(with(no(clear(calling(in( life.(

Dragonborn Traits

As(a(dragonborn,(you(share(these(racial(traits( with(others(of(your(kind.(

( ***Ability'Score'Increase.'***your(strength(score( increases(by(2,(and(your(Charisma(score( increases(by(1.(

( ***Age.'***young(dragonborn(grow(quickly.(they( walk(hours(after(hatching,(attain(the(size(and( development(of(a(10CyearCold(human(child(by( the(age(of(3,(and(reach(adulthood(by(15.(They( live(to(be(around(80.(

( ***Alignment.'***Dragonborn(tend(to(extremes,( making(a(conscious(choice(for(one(side(or(the( other(in(the(cosmic(war(between(good(and(evil( (represented(by(Bahamut(and(Tiamat,( respectively).(Most(dragonborn(are(good,(but( those(who(side(with(Tiamat(can(be(terrible( villains.(

( ***Size.'***Dragonborn(are(taller(and(heavier(than( humans,(standing(well(over(6(feet(tall(and( averaging(almost(250(pounds.(Your(size(is( Medium.(

( ***Speed.'***Your(base(land(speed(is(30(feet.(

( ***Draconic'Ancestry.'***You(have(draconic( ancestry.(Choose(one(type(of(dragon(from(the( Draconic(Ancestry(table.(Your(scales(match(the( color(of(your(dragon(forebears,(and(your(breath( weapon(and(damage(resistance(are(determined( by(the(dragon(type,(as(shown(in(the(table.( ( ***Breath'Weapon.'***You(can(use(your(action(to( exhale(destructive(energy.(Your(draconic( ancestry(determines(the(size,(shape,(and(damage( type(of(the(exhalation.(

( When(you(use(your(breath(weapon,(each( creature(in(the(area(of(the(exhalation(must(make( a(saving(throw,(the(type(of(which(is(determined( by(your(draconic(ancestry.(The(DC(for(this(saving throw(equals(8(+(your(Constitution(modifier(+( your(proficiency(bonus.(A(creature(takes(2d6( damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(The(damage( increases(to(3d6(at(6th(level,(4d6(at(11th(level,( and(5d6(at(16th(level.(

( After(you(use(your(breath(weapon,(you(cannot( use(it(again(until(you(complete(a(short(rest(or(a( long(rest.(

Draconic(Ancestry(

|  |  |  |
| --- | --- | --- |
| **Dragon(** | **Damage(Type(** | **Breath(Weapon(** |
| Black! | Acid! | 5 x 30 ft. line (Dex. save) |
| Blue! | Lightning! | 5 x 30 ft. line (Dex. save) |
| Brass! | Fire! | 5 x 30 ft. line (Dex. save) |
| Bronze! | Lightning! | 5 x 30 ft. line (Dex. save) |
| Copper! | Acid! | 5 x 30 ft. line (Dex. save) |
| Gold! | Fire! | 15 ft. cone (Dex. save) |
| Green! | Poison! | 15 ft. cone (Con. save) |
| Red! | Fire! | 15 ft. cone (Dex. save) |
| Silver! | Cold! | 15 ft. cone (Con. save) |
| White! | Cold! | 15 ft. cone (Con. save) |

( ***Damage'Resistance.'***You(have(resistance(to( the(damage(type(associated(with(your(draconic( ancestry.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Draconic.(Draconic(is(thought(to(be( one(of(the(oldest(languages(and(is(often(used(in( the(study(of(magic.(The(language(sounds(harsh(to most(other(creatures(and(includes(numerous( hard(consonants(and(sibilants.(

Gnome(

A(constant(hum(of(busy(activity(pervades(the( warrens(and(neighborhoods(where(gnomes(form( their(closeCknit(communities.(Louder(sounds( punctuate(the(hum:(a(crunch(of(grinding(gears( here,(a(minor(explosion(there,(a(yelp(of(surprise( or(triumph,(and(especially(bursts(of(laughter.( Gnomes(take(delight(in(life,(enjoying(every( moment(of(invention,(exploration,(investigation,( creation,(and(play.(

Gnome Traits

Your(gnome(character(has(certain(characteristics( in(common(with(all(other(gnomes.(

( ***Ability'Score'Increase.'***your(intelligence(score( increases(by(2.(

( ***Age.'***Gnomes(mature(at(the(same(rate(humans( do,(and(most(are(expected(to(settle(down(into(an( adult(life(by(around(age(40.(They(can(live(350(to( almost(500(years.(

( ***Alignment.'***Gnomes(are(most(often(good.( Those(who(tend(toward(law(are(sages,(engineers, researchers,(scholars,(investigators,(or(inventors. Those(who(tend(toward(chaos(are(minstrels,( tricksters,(wanderers,(or(fanciful(jewelers.( Gnomes(are(goodChearted,(and(even(the( tricksters(among(them(are(more(playful(than( vicious.(

**! *Size.'***Gnomes(are(around(3(or(4(feet(tall(and( average(about(40(pounds.(Your(size(is(Small.( ( ***Speed.'***Your(base(land(speed(is(25(feet.( ( ***Darkvision.'***Accustomed(to(life(underground,( you(can(see(in(darkness(within(60(feet(of(you(as( if(it(were(dim(light.(However,(you(can’t(discern( color(in(darkness,(only(shades(of(gray.(

( ***Gnome'Cunning.'***You(have(advantage(on(all( Intelligence,(Wisdom,(and(Charisma(saving( throws(against(magic.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Gnomish.(The(Gnomish(language,( which(uses(the(Dwarvish(script,(is(renowned(for( its(technical(treatises(and(its(catalogs(of( knowledge(about(the(natural(world.(

( ***Subrace.'***Two(subraces(of(gnomes(are(found( among(the(worlds(of(D&D:(forest(gnomes(and( rock(gnomes.(Choose(one(of(these(subraces.(

Forest(Gnome(

As(a(forest(gnome,(you(have(a(natural(knack(for( illusion(and(inherent(quickness(and(stealth.(In( the(worlds(of(D&D,(forest(gnomes(are(rare(and( secretive.(They(gather(in(hidden(communities(in( sylvan(forests,(using(illusions(and(trickery(to( conceal(themselves(from(threats(or(to(mask(their escape(should(they(be(detected.(Forest(gnomes( tend(to(be(friendly(with(other(goodCspirited( woodland(folk,(and(they(regard(elves(and(good( fey(as(their(most(important(allies.(These(gnomes( also(befriend(small(forest(animals(and(rely(on( them(for(information(about(threats(that(might( prowl(their(lands.(

( ***Ability'Score'Increase.'***your(dexterity(score( increases(by(1.(

( ***Natural'Illusionist.'***You(know(the(*minor' illusion*(cantrip.(Intelligence(is(your(spellcasting( ability(for(it.(

( ***Speak'with'Small'Beasts.'***Through(sounds(and gestures,(you(can(communicate(simple(ideas( with(Small(or(smaller(beasts.(Forest(gnomes(love( animals(and(keep(any(animal(they(can(find(as(a( beloved(pet—squirrels,(badgers,(rabbits,(moles,( woodpeckers,(and(so(on.(

Rock(Gnome(

As(a(rock(gnome,(you(have(a(natural( inventiveness(and(hardiness(beyond(that(of( other(gnomes.(Most(gnomes(in(the(worlds(of( D&D(are(rock(gnomes,(including(the(tinker( gnomes(of(the(Dragonlance(setting.(

( ***Ability'Score'Increase.'***your(constitution( score(increases(by(1.(

( ***Artificer’s'Lore.***(Whenever(you(make(an( Intelligence((History)(check(related(to(magic( items,(alchemical(objects,(or(technological( devices,(you(can(add(twice(your(proficiency( bonus,(instead(of(any(proficiency(bonus(you( normally(apply.(

( ***Tinker.'***You(have(proficiency(with(artisan’s( tools((tinker’s(tools).(Using(those(tools,(you(can( spend(1(hour(and(10(gp(worth(of(materials(to( construct(a(Tiny(clockwork(device((AC(5,(1(hp).( The(device(ceases(to(function(after(24(hours,(or( when(you(use(your(action(to(dismantle(it;(at(that( time,(you(can(reclaim(the(materials(used(to( create(it.(You(can(have(up(to(three(such(devices( active(at(a(time.(

( When(you(create(a(device,(choose(one(of(the( following(options.(

( *Clockwork'Toy.*(This(toy(is(a(clockwork(animal( or(person,(such(as(a(frog,(mouse,(bird,(or(soldier.( When(placed(on(the(ground,(the(toy(moves(5(feet( across(the(ground(on(each(of(your(turns(in(a( random(direction.(It(makes(noises(as( appropriate(to(the(creature(it(represents.(

( *Fire'Starter.'*The(device(produces(a(miniature( flame,(which(you(can(use(to(light(a(candle,(torch,( or(campfire.(Using(the(device(requires(your( action.(

( *Music'Box.*(When(opened,(this(music(box(plays( a(single(song(at(a(moderate(volume.(The(box( stops(playing(when(it(reaches(the(song’s(end(or( when(it(is(closed.(

HalfCElf(

Walking(in(two(worlds(but(truly(belonging(to( neither,(halfCelves(combine(what(some(say(are( the(best(qualities(of(their(elf(and(human(parents:( human(curiosity,(inventiveness,(and(ambition( tempered(by(the(refined(senses,(love(of(nature,( and(artistic(tastes(of(the(elves.(Some(halfCelves( live(among(humans,(set(apart(by(their(emotional( and(physical(differences,(watching(friends(and( loved(ones(age(while(time(barely(touches(them.( Others(live(with(the(elves,(growing(to(adulthood( while(their(peers(continue(to(live(as(children,( growing(restless(in(the(timeless(elven(realms.( Many(halfCelves,(unable(to(fit(into(either(society,( choose(lives(of(solitary(wandering(or(join(with( other(misfits(and(outcasts(in(the(adventuring(life.(

HalfcElf Traits

Your(halfCelf(character(has(some(qualities(in( common(with(elves(and(some(that(are(unique(to( halfCelves.(

( ***Ability'Score'Increase.'***your(charisma(score( increases(by(2.(Choose(one(other(ability(score.( That(score(also(increases(by(1.(

( ***Age.'***halfcelves(mature(at(the(same(rate( humans(do(and(reach(adulthood(around(the(age( of(20.(They(live(much(longer(than(humans,( however,(often(exceeding(180(years.(

( ***Alignment.'***halfcelves(share(the(chaotic(bent(of( their(elven(heritage.(They(value(both(personal( freedom(and(creative(expression,(demonstrating( neither(love(of(leaders(nor(desire(for(followers.( They(chafe(at(rules,(resent(others’(demands,(and( sometimes(prove(unreliable,(or(at(least( unpredictable.(

( ***Size.'***halfcelves(are(about(the(same(size(as( humans,(making(your(size(Medium.(

( ***Speed.'***Your(base(land(speed(is(30(feet.(

( ***Darkvision.'***You(can(see(in(darkness(within(60( feet(of(you(as(if(it(were(dim(light.(However,(you( can’t(discern(color(in(darkness,(only(shades(of( gray.(

( ***Fey'Ancestry.'***You(have(advantage(on(saving( throws(against(being(charmed,(and(magic(cannot( put(you(to(sleep.(

( ***Keen'Senses.'***You(have(proficiency(in(the( Perception(skill.(

( ***Skill'Versatility.***(You(gain(proficiency(in(one( skill(of(your(choice.(

( ***Multitalented.'***You(can(multiclass(into(a(class( without(meeting(its(ability(score(requirements.( ( ***Languages.'***You(can(speak,(read,(and(write( Common,(Elvish,(and(one(extra(language(of(your( choice.(

HalfCOrc(

Some(halfCorcs(are(proud(chiefs(of(orc(tribes,( whose(human(blood(gives(them(an(edge(over( their(fullCblooded(orc(rivals.(Some(are(children(of( the(frontiers,(in(places(where(orcs(and(human( barbarians(live(in(uneasy(balance,(fighting(in( some(seasons(and(trading(in(others.(Some(are( desperate(outcasts(doing(whatever(it(takes(to(get( by(in(a(world(that(shuns(them,(making(a(living(by( strength(and(violence.(And(some(halfCorcs(are( adventurers,(finding(a(home(and(a(family(like( none(they’ve(ever(known(among(people(who( don’t(care(about(their(ancestry,(only(about(their( valor(and(loyalty.(

HalfcOrc Traits

Your(halfCorc(character(has(certain(traits( deriving(from(your(orc(ancestry.(

( ***Ability'Score'Increase.'***your(strength(score( increases(by(2,(and(your(Constitution(score( increases(by(1.(

( ***Age.'***halfcorcs(mature(a(little(faster(than( humans,(reaching(adulthood(around(age(14.( They(age(noticeably(faster(and(rarely(live(longer( than(75(years.(

( ***Alignment.'***halfcorcs(inherit(a(tendency( toward(chaos(from(their(orc(parents(and(are(not( strongly(inclined(toward(good.(HalfCorcs(raised( among(orcs(and(willing(to(live(out(their(lives( among(them(are(usually(evil.(

**! *Size.'***HalfCorcs(are(somewhat(larger(and( bulkier(than(humans.(Your(size(is(Medium.(

( ***Speed.'***Your(base(land(speed(is(30(feet.(

( ***Darkvision.'***Thanks(to(your(orc(blood,(you(can( see(in(darkness(within(60(feet(of(you(as(if(it(were( dim(light.(However,(you(can’t(discern(color(in( darkness,(only(shades(of(gray.(

( ***Menacing.'***You(gain(proficiency(in(the( Intimidation(skill.(

( ***Relentless'Endurance.***(When(you(are(reduced( to(0(hit(points(but(not(killed(outright,(you(can( drop(to(1(hit(point(instead.(You(can’t(use(this( feature(again(until(you(finish(a(short(or(long(rest.( ( ***Savage'Attacks.***(When(you(score(a(critical(hit( with(a(melee(weapon(attack,(you(can(roll(one(of( the(damage(dice(twice(when(you(roll(extra( damage(for(the(critical(hit.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Orcish.(Orcish(is(a(harsh,(grating( languages(with(hard(consonants.(It(has(no(script( of(its(own(but(is(written(in(the(Dwarvish(script( when(someone(wants(to(write(something(in( Orcish.(

Tiefling(

To(be(greeted(with(stares(and(whispers,(to(suffer( violence(and(insult(on(the(street,(to(see(mistrust( and(fear(in(every(eye:(this(is(the(lot(of(the(tiefling. And(to(twist(the(knife,(tieflings(know(that(this(is( because(a(pact(struck(generations(ago(infused( the(essence(of(Asmodeus—overlord(of(the(Nine( Hells—into(their(bloodline.(Their(appearance( and(their(nature(are(not(their(fault(but(the(result( of(an(ancient(sin,(for(which(they(and(their( children(and(their(children’s(children(will(always( be(held(accountable.(

Tiefling Traits

Tieflings(share(certain(racial(traits(as(a(result(of( their(infernal(descent.(

( ***Ability'Score'Increase.'***your(intelligence(score( increases(by(1,(and(your(Charisma(score( increases(by(2.(

( ***Size.'***Tieflings(are(about(the(same(size(and( build(as(humans.(Your(size(is(Medium.(

( ***Speed.'***Your(base(land(speed(is(30(feet.(

( ***Darkvision.'***You(can(see(in(darkness(within(60( feet(of(you(as(if(it(were(dim(light.(However,(you( can’t(discern(color(in(darkness,(only(shades(of( gray.(

**! *hellish'resistance.'***You(have(resistance(to(fire( damage.(

( ***Infernal'Legacy.'***You(know(the(*thaumaturgy'* cantrip.(After(you(reach(3rd(level,(you(can(cast( the(*hellish'rebuke'*spell(once(per(day.(After(you( reach(5th(level,(you(can(also(cast(the(*darkness'*

spell(once(per(day.(Charisma(is(your(spellcasting( ability(for(these(spells.(

( ***Languages.'***You(can(speak,(read,(and(write( Common(and(Infernal.(

Chapter(3:(Classes

Adventurers!in!the!worlds!of!DUNGEONS!&! DRAGONS!are!extraordinary!people,!driven!by!a! thirst!for!excitement!into!a!life!that!most!people! would!never!dare!lead.!They!are!heroes,! compelled!to!explore!the!dark!places!of!the! world!and!take!on!the!challenges!that!lesser! women!and!men!cannot!stand!against.!

! Class!is!the!primary!definition!of!what!your! character!can!do!in!the!worlds!of!D&D.!It’s!more! than!a!profession:!it’s!your!character’s!calling.! Class!shapes!the!way!you!think!about!the!world! and!interact!with!it,!how!you!understand!your! place!in!the!world,!and!your!relationship!with! other!people!and!powers!in!the!multiverse.!A! fighter,!for!example,!might!view!the!world!in! pragmatic!terms!of!strategy!and!maneuvering,! see!herself!as!a!pawn!in!a!larger!game,!and!have! contacts!in!a!mercenary!company!or!army.!A! cleric,!by!contrast,!might!see!everything!in!terms! of!a!god’s!unfolding!plan!or!the!conflict!among! various!deities,!see!himself!not!as!a!pawn!but!as! a!willing!servant,!and!know!a!number!of!priests,! paladins,!and!devotees!of!the!same!god.!

! Your!class!gives!you!a!variety!of!special! features,!from!a!fighter’s!mastery!of!weapons! and!armor!to!a!wizard’s!spells.!As!a!beginning! character,!your!class!gives!you!only!two!or!three! features,!but!as!you!advance!in!level!you!gain! more!and!your!existing!features!often!improve.! Each!class!entry!in!this!chapter!includes!a!table! summarizing!the!benefits!you!gain!at!every!level, and!a!detailed!explanation!of!each!one.!

! Adventurers!sometimes!also!advance!in!more! than!one!class.!A!rogue!might!switch!direction!in! life!and!swear!the!oath!of!a!paladin.!A!barbarian! might!have!latent!magical!ability!and!dabble!in! the!sorcerer!class!while!continuing!to!advance!as a!barbarian.!Elves!are!known!to!combine!martial! mastery!with!magical!training!and!advance!as! fighters!and!wizards!simultaneously.!

! Twelve!classes!are!found!in!almost!every!D&D! world!and!define!the!spectrum!of!typical!

adventurers:!

**Barbarian:(**A!fierce!warrior!of!primitive!background!who! can!enter!a!battle!rage!

**Bard:(**An!inspiring!magician!whose!power!echoes!the! music!of!the!spheres!and!the!words!of!creation!

**Cleric:(**The!priestly!champion!of!a!god!or!gods,!wielding! divine!magic!in!service!of!a!higher!power!

**Druid:(**A!priest!of!the!Old!Faith,!wielding!the!powers!of! nature—moonlight!and!plant!growth,!fire!and! lightning—and!adopting!animal!forms!for!travel!or! combat!

**Fighter:(**A!master!of!martial!combat,!skilled!with!a! variety!of!weapons!and!armor!

**Monk:(**An!ascetic!and!contemplative!master!of!martial! arts,!harnessing!the!power!of!the!human!body!in! pursuit!of!physical!and!spiritual!perfection!

**Paladin:(**A!holy!warrior!devoted!to!the!ideals!of!valor! and!chivalry!and!bound!to!a!sacred!oath!

**Ranger:(**A!warrior!of!the!borderlands,!who!uses!martial! prowess!and!nature!magic!to!combat!the!monsters! that!threaten!the!edges!of!civilization!

**Rogue:(**A!scoundrel!who!uses!stealth!and!trickery!to! overcome!obstacles!and!enemies!

**Sorcerer:(**A!spellcaster!who!draws!on!inherent!magic! from!a!gift!or!bloodline!

**Warlock:(**A!shaper!of!magic!derived!from!a!bargain! made!with!a!powerful!extraplanar!entity!

**Wizard:(**A!scholarly!wielder!of!versatile!and!powerful! magic!spells,!capable!of!tapping!into!and!manipulating the!underlying!structures!of!reality!

Barbarian

A'tall'human'tribesman'strides'through'a'blizzard, draped'in'fur'and'hefting'his'axe.'He'laughs'as'he' charges'toward'the'frost'giant'who'dared'poach' his'people’s'elk'herd.'

' A'half>orc'snarls'at'the'latest'challenger'to'her' authority'over'their'savage'tribe,'ready'to'break' his'neck'with'her'bare'hands'as'she'did'to'the'last' six'rivals.'

' Frothing'at'the'mouth,'a'dwarf'slams'his'helmet' into'the'face'of'his'drow'foe,'then'turns'to'drive' his'armored'elbow'into'the'gut'of'another.'

' These'barbarians,'different'as'they'might'be,'are defined'by'their'rage:'unbridled,'unquenchable,' and'unthinking'fury.'More'than'a'mere'emotion,' their'anger'is'the'ferocity'of'a'cornered'predator,' the'unrelenting'assault'of'a'storm,'the'churning' turmoil'of'the'sea.'

' For'some,'the'source'of'their'rage'springs'from'a' communion'with'fierce'animal'spirits.'Others' draw'from'a'roiling'reservoir'of'anger'at'a'world' full'of'pain.'For'every'barbarian,'rage'is'a'power' that'fuels'not'just'a'berserk'battle>frenzy'but'also' uncanny'reflexes,'resilience,'and'feats'of'strength.'

Quick Build

You can make a barbarian quickly by following these suggestions.

***Ability Scores.*** Put your highest score in Strength, followed by Constitution.

***Background.*** Choose the outlander background.

***Equipment.*** You start with the following equipment:

* (*a*) a greataxe or (*b*) any martial melee weapon
* (*a*) two handaxes or (*b*) any simple weapon
* An explorer’s pack and four javelins

The!Barbarian

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Proficiency! !** | | **! Rage!** | |
| **Level!** | **Bonus!** | **Class!Features!!** | **Rages!** | **Damage!** |
| 1st | +2 | Rage, Unarmored Defense | 2 | +2 |
| 2nd | +2 | Reckless Attack, Danger Sense | 2 | +2 |
| 3rd | +2 | Primal Path | 3 | +2 |
| 4th | +2 | Ability Score Improvement | 3 | +2 |
| 5th | +3 | Extra Attack, Fast Movement | 3 | +2 |
| 6th | +3 | Path feature | 4 | +2 |
| 7th | +3 | Feral Instinct | 4 | +2 |
| 8th | +3 | Ability Score Improvement | 4 | +2 |
| 9th | +4 | Brutal Critical (1 die) | 4 | +3 |
| 10th | +4 | Path feature | 4 | +3 |
| 11th | +4 | Relentless Rage | 4 | +3 |
| 12th | +4 | Ability Score Improvement | 5 | +3 |
| 13th | +5 | Brutal Critical (2 dice) | 5 | +3 |
| 14th | +5 | Path feature | 5 | +3 |
| 15th | +5 | Unending Rage | 5 | +3 |
| 16th | +5 | Ability Score Improvement | 5 | +4 |
| 17th | +6 | Brutal Critical (3 dice) | 6 | +4 |
| 18th | +6 | Indomitable Might | 6 | +4 |
| 19th | +6 | Ability Score Improvement | 6 | +4 |
| 20th | +6 | Primal Champion | Unlimited | +4 |

Class'Features'

As'a'barbarian,'you'gain'the'following'class features.'

Hit!Points!

**Hit!Dice:** 1d12 per barbarian level

**Hit!Points!at!1st!Level:** 12 + your Constitution modifier

**Hit!Points!at!Higher!Levels:** 1d12 (or 7) + your

Constitution modifier per barbarian level after 1st

Proficiencies!

**Armor:**!Light!armor,!medium!armor,!shields!

**Weapons:**!Simple!weapons,!martial!weapons! **Tools:**!None!

!

**Saving!Throws:**!Strength,!Constitution!

**Skills:**!Choose!two!from!Animal!Handling,!Athletics,! Intimidation,!Nature,!Perception,!and!Survival!

Rage

In'battle,'you'fight'with'primal'ferocity.'On'your' turn,'you'can'enter'a'rage'as'a'bonus'action.' ' While'raging,'you'gain'the'following'benefits'if' you'aren’t'wearing'heavy'armor:'

• You'have'advantage'on'Strength'checks'and' Strength'saving'throws.'

• When'you'make'a'melee'weapon'attack'using' Strength,'you'gain'a'bonus'to'the'damage'roll' that'increases'as'you'gain'levels'as'a'barbarian, as'shown'in'the'Rage'Damage'column'of'the' Barbarian'table.'

• You'have'resistance'to'bludgeoning,'piercing,' and'slashing'damage.'

If'you'are'able'to'cast'spells,'you'can’t'cast'them' while'raging.'

' Your'rage'lasts'for'1'minute.'It'ends'early'if' you'are'knocked'unconscious'or'if'your'turn' ends'and'you'have'neither'attacked'a'hostile' creature'since'your'last'turn'nor'taken'damage' since'then.'You'can'also'end'your'rage'on'your' turn'(no'action'required).'

'Once'you'have'raged'the'number'of'times' shown'for'your'barbarian'level'in'the'Rages' column'of'the'Barbarian'table,'you'must'finish'a' long'rest'before'you'can'rage'again.'

Unarmored Defense

While'you'are'not'wearing'any'armor,'your'

Armor'Class'equals'10'+'your'Dexterity'modifier' +'your'Constitution'modifier.'You'can'use'a' shield'and'still'gain'this'benefit.'

Reckless Attack

Starting'at'2nd'level,'you'can'draw'on'your' reserve'of'rage'to'throw'aside'all'concern'for' defense'and'attack'with'fierce'desperation.' When'you'do'so,'you'have'advantage'on'melee' weapon'attack'rolls'using'Strength'during'your' turn,'but'attack'rolls'against'you'have'advantage' until'your'next'turn.'

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren’t as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that originate within 30 feet of you, such as a trap or a spellcaster within that range. To gain this benefit, you cannot be blinded, deafened, or incapacitated.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and then again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren’t wearing heavy armor.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

' Additionally,'if'you'are'surprised'at'the' beginning'of'combat'and'aren’t'incapacitated,' you'can'act'normally'on'your'first'turn,'but'only' if'you'enter'your'rage'on'that'turn.'

Brutal Critical

Beginning'at'9th'level,'you'can'roll'one' additional'weapon'damage'die'when' determining'the'extra'damage'for'a'critical'hit' with'a'melee'attack.'

' This'increases'to'two'additional'dice'at'13th' level'and'three'additional'dice'at'17th'level.'

Relentless Rage

Starting'at'11th'level,**!**your'rage'can'keep'you' fighting'despite'grievous'wounds.'If'you'drop'to' 0'hit'points'while'you’re'raging'and'don’t'die' outright,'you'can'make'a'DC'10'Constitution' saving'throw.'If'you'succeed,'you'drop'to'1'hit' point'instead.'

' 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.'

Unending Rage

Beginning'at'15th'level,'your'rage'is'so'fierce' that'it'ends'early'only'if'you'fall'unconscious'or'if' you'choose'to'end'it.'

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Primal Paths

Rage burns in every barbarian’s heart, a furnace that drives him or her toward greatness.

Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

Path of the Berserker

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker’s rage, you thrill in the chaos of battle, heedless of your own health or well>being.

Frenzy

Starting when you choose this path at 3rd level, when you rage you can choose to go into a frenzy. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action each turn. When your rage ends, you suffer one level of exhaustion (as described in the conditions appendix).

Mindless Rage

Beginning at 6th level, you cannot be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to roar frighteningly at someone. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends it turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can’t use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can'use'your'reaction'to'make'a'melee'weapon' attack'against'that'creature.'

Path of the Totem Warrior

The'Path'of'the'Totem'Warrior'is'a'spiritual' journey,'as'the'barbarian'accepts'a'spirit'animal' as'guide,'protector,'and'inspiration.'In'battle,' your'totem'spirit'fills'you'with'supernatural' might,'adding'magical'fuel'to'your'barbarian' rage.'

' Most'barbarian'tribes'consider'a'totem'animal' to'be'kin'to'a'particular'clan.'In'such'cases,'it'is' unusual'for'an'individual'to'have'more'than'one' totem'animal'spirit,'though'exceptions'exist.'

Spirit'Seeker'

Yours'is'a'path'that'seeks'attunement'with'the' natural'world,'giving'you'a'kinship'with'beasts.' At'3rd'level'when'you'adopt'this'path,'you'gain' the'ability'to'cast'the'*beast&sense*'and'*speak&with& animals*'spells,'but'only'as'rituals,'as'described'in chapter'10.'To'cast'a'spell'as'a'ritual,'you'must' add'10'minutes'to'the'spell’s'casting'time.'

Totem'Spirit'

At'3rd'level,'when'you'adopt'this'path,'you' choose'a'totem'spirit'and'gain'its'feature.'You' must'make'or'acquire'a'physical'totem'object— an'amulet'or'similar'adornment—that' incorporates'fur'or'feathers,'claws,'teeth,'or' bones'of'the'totem'animal.'At'your'option,'you' also'gain'minor'physical'attributes'that'are' reminiscent'of'your'totem'spirit.'For'example,'if' you'have'a'bear'totem'spirit,'you'might'be' unusually'hairy'and'thick>skinned,'or'if'your' totem'is'the'eagle,'your'eyes'turn'bright'yellow.' ' Your'totem'animal'might'be'an'animal'related' to'those'listed'here'but'more'appropriate'to' your'homeland.'For'example,'you'could'choose'a' hawk'or'vulture'in'place'of'an'eagle.'

' ***Bear.&***While'raging,'you'have'resistance'to'all' damage'except'psychic'damage.'The'spirit'of'the' bear'makes'you'tough'enough'to'stand'up'to'any' punishment.'

' ***Eagle.&***While'you’re'raging'and'aren’t'wearing' heavy'armor,'other'creatures'have'disadvantage' on'opportunity'attack'rolls'against'you,'and'you' can'the'Dash'action'as'a'bonus'action'on'your' turn.'The'spirit'of'the'eagle'makes'you'into'a' predator'who'can'weave'through'the'fray'with' ease.'

*&* ***Wolf.&***While'you’re'raging,'your'friends'have' advantage'on'melee'attack'rolls'against'any' hostile'creature'within'5'feet'of'you.'The'spirit'of' the'wolf'makes'you'a'leader'of'hunters.'

Aspect'of'the'Beast'

At'6th'level,'you'gain'a'magical'benefit'based'on' the'totem'animal'of'your'choice.'You'can'choose' the'same'animal'you'selected'at'3rd'level'or'a' different'one.'

' ***Bear.&***You'gain'the'might'of'a'bear.'Your' carrying'capacity'(including'maximum'load'and' maximum'lift)'is'doubled,'and'you'have' advantage'on'Strength'checks'made'to'push,'pull, lift,'or'break'objects.'

' ***Eagle.&***You'gain'the'eyesight'of'an'eagle.'You' can'see'up'to'1'mile'away'with'no'difficulty,'able' to'discern'even'fine'details'as'though'looking'at' something'no'more'than'100'feet'away'from'you. Additionally,'dim'light'doesn’t'impose' disadvantage'on'your'Wisdom'(Perception)' checks.'

' ***Wolf.&***You'gain'the'hunting'sensibilities'of'a' wolf.'You'can'track'other'creatures'while' traveling'at'a'fast'pace,'and'you'can'move' stealthily'while'traveling'at'a'normal'pace'(see' chapter'8'for'rules'on'travel'pace).'

Spirit'Walker'

At'10th'level,'you'can'cast'the'*commune&with& nature*'spell,'but'only'as'a'ritual.'When'you'do'so,' a'spiritual'version'of'one'of'the'animals'you' chose'for'Totem'Spirit'or'Aspect'of'the'Beast' appears'to'you'to'convey'the'information'you' seek.'

Totemic'Attunement'

At'14th'level,'you'gain'a'magical'benefit'based' on'a'totem'animal'of'your'choice.'You'can'choose' the'same'animal'you'selected'at'3rd'level'or'a' different'one.'

' ***Bear.&***While'you’re'raging,'any'creature'within' 5'feet'of'you'that’s'hostile'to'you'has' disadvantage'on'attack'rolls'against'targets' other'than'you.'An'enemy'is'immune'to'this'

effect'if'it'can’t'see'or'hear'you'or'if'it'can’t'be' frightened.'

' ***Eagle.&***While'raging,'you'have'a'fly'speed'equal to'your'current'speed.'This'benefit'works'only'in short'bursts;'you'fall'if'you'end'your'turn'in'the' air'and'nothing'else'is'holding'you'aloft.'

*&* ***Wolf.&***While'you’re'raging,'you'can'use'a'bonus' action'on'your'turn'to'knock'a'Large'or'smaller' creature'prone'when'you'hit'it'with'melee' weapon'attack.'

Bard

The!Bard

| **! Proficiency! !** | | | **Spells!!!** | | | **! —Spell!Slots!per!Spell!Level—!** | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Lvl.!** | **Bonus!** | **Features!** | **Known!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** | **6th!** | **7th!** | **8th!** | **9th!** |
| 1st | +2 | Bardic Inspiration (d6), Spellcasting | 2 | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Jack of All Trades, Song of Rest (d6) | 3 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | Bard College, Expertise | 4 | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Ability Score Improvement, cantrip | 5 | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | Bardic Inspiration (d8), Fount of  Inspiration (1) | 6 | 4 | 3 | 2 | **—** | **—** | **—** | **—** | **—** | **—** |
| 6th | +3 | Bard College feature, Countercharm | 7 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 8 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Ability Score Improvement | 9 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | Song of Rest (d8) | 10 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Bardic Inspiration (d10), Expertise, | 12 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
|  |  | Magical Secrets, Fount of Inspiration (2), | |  |  |  |  |  |  |  |  |  |
|  |  | cantrip |  |  |  |  |  |  |  |  |  |  |
| 11th | +4 | — | 13 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Ability Score Improvement | 13 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | Song of Rest (d10) | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Bard College feature, Magical Secrets | 16 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | Bardic Inspiration (d12), Fount of  Inspiration (3) | 17 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Ability Score Improvement, cantrip | 17 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | Song of Rest (d12) | 18 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Magical Secrets | 20 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 20 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Superior Inspiration | 20 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |
| Class%Features% | | |  | **Hit!Points!**  **Hit!Dice:** 1d6 per | | | bard level | |  |  |  |  |
| As%a%bard,%you%gain%the%following%class%features.% | | |  | **Hit!points!at!1st!level:** 6 | | | | + your Constitution modifier | | | | |

Humming%as%she%traces%her%fingers%over%an% ancient%monument%in%a%long5forgotten%ruin,%a% half5elf%woman%in%rugged%leathers%finds% knowledge%springing%into%her%mind,%conjured% forth%by%the%magic%of%her%song—knowledge%of% the%people%who%constructed%the%monument%and% the%mythic%saga%it%depicts.%

% A%stern%human%warrior%bangs%his%sword% rhythmically%against%his%scale%mail,%setting%the% tempo%for%his%war%chant%and%exhorting%his% companions%to%bravery%and%heroism.%The%magic of%his%song%fortifies%and%emboldens%them.% % Laughing%as%she%tunes%her%cittern,%a%gnome% weaves%her%subtle%magic%over%the%assembled% nobles,%ensuring%that%her%companions’%words% will%be%well%received.%

% Whether%scholar,%skald,%or%scoundrel,%a%bard% weaves%magic%through%words%and%music%to% inspire%allies,%demoralize%foes,%manipulate%minds, create%illusions,%and%even%heal%wounds.%

Quick Build

You can make a bard quickly by following these suggestions.

***Ability Scores.*** Charisma should be your highest ability score, followed by Dexterity.

***Background.*** Choose the entertainer background.

***Equipment.*** You start with the following equipment:

* (*a*) a rapier, (*b*) a longsword, or (*c*) any simple weapon
* (*a*) a diplomat’s pack or (*b*) an entertainer’s pack
* (*a*) a lute or (*b*) any other musical instrument
* Leather armor and a dagger

**Hit!points!at!higher!levels:**!1d6!+!your!Constitution! modifier!per!bard!level!after!1st!

!

Proficiencies!

**Armor:**!Light!armor!

**Weapons:**!Simple!weapons,!hand!crossbows,! longswords,!rapiers,!shortswords!

**Tools:**!Three!musical!instruments!of!your!choice!

!

**Saving!Throws:**!Dexterity,!Charisma! **Skills:**!Choose!any!three!

Spellcasting

You%have%learned%to%untangle%and%reshape%the% fabric%of%reality%in%harmony%with%your%wishes% and%music.%Your%spells%are%part%of%your%vast% repertoire,%magic%that%you%can%tune%to%different% situations.%See%chapter%10%for%the%general%rules%of% spellcasting%and%chapter%11%for%the%bard%spell%list.

Cantrips%

You%know%two%cantrips%of%your%choice%from%the% bard%spell%list.%You%can%cast%your%cantrips%at%will.% % You%learn%one%additional%bard%cantrip%of%your% choice%at%4th,%10th,%and%16th%level.%

Spells%Known%of%1st%Level%and% Higher%

At%1st%level,%you%know%two%1st5level%spells%from% the%bard%spell%list.%

Spell%Slots%

The%Bard%table%shows%how%many%spell%slots%you% have%to%cast%your%spells%of%1st%level%and%higher.% To%cast%one%of%these%spells,%you%must%expend%a% slot%of%the%spell’s%level%or%higher.%You%must%finish% a%long%rest%to%regain%any%expended%spell%slots.% % For%example,%if%you%know%the%1st5level%spell% *cure%wounds*%and%have%a%1st5level%and%a%2nd5level% spell%slot%available,%you%can%cast%*cure%wounds*% using%either%slot.%

Spellcasting%Ability%

Charisma%is%your%spellcasting%ability%for%your% bard%spells,%since%the%power%of%your%magic%comes% from%the%heart%and%soul%you%pour%into%the% performance%of%your%music%or%oration.%You%use% your%Charisma%whenever%a%spell%refers%to%your% spellcasting%ability.%In%addition,%you%use%your% Charisma%modifier%when%setting%the%saving% throw%DC%for%a%bard%spell%you%cast%and%when% making%an%attack%roll%with%one.%%

**Spell!Save!DC**!=!8!+!your!Charisma!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Charisma!modifier!+!your! proficiency!bonus!

Ritual%Casting%

You%can%cast%any%bard%spell%you%know%as%a%ritual% if%that%spell%has%the%ritual%tag.%To%cast%a%spell%as%a% ritual,%you%must%add%10%minutes%to%the%spell’s% casting%time,%as%normal.%

Spellcasting%Focus%

You%can%use%a%musical%instrument%as%the%material% component%for%a%bard%spell,%as%described%in% chapter%10.%

Learning%Spells%of%1st%Level%and% Higher%

The%Spells%Known%column%of%the%Bard%table% shows%when%you%learn%more%bard%spells%of%your% choice.%Each%of%these%spells%must%be%of%a%level%for% which%you%have%spell%slots,%as%shown%on%the%table. For%instance,%when%you%reach%3rd%level%in%this% class,%you%can%learn%one%new%spell%of%1st%or%2nd% level.%

% Additionally,%when%you%gain%a%level%in%this%class,% you%can%choose%one%of%the%spells%you%know%and% replace%it%with%another%spell%from%the%bard%spell% list,%which%must%be%of%a%level%for%which%you%have% spell%slots,%as%shown%on%the%table.%

Bardic Inspiration

You%can%inspire%others%through%stirring%words%or% music.%To%do%so,%you%use%a%bonus%action%on%your% turn%to%choose%one%creature%other%than%yourself% within%60%feet%of%you%who%can%hear%you.%That% creature%gains%one%Bardic%Inspiration%die,%a%d6.% % Once%within%the%next%minute,%the%creature%can% roll%the%die%and%add%the%number%rolled%to%one% ability%check,%attack%roll,%or%saving%throw%that%it% just%made.%The%creature%can%wait%until%after%it% rolls%the%die%for%the%ability%check,%attack%roll,%or% saving%throw,%but%before%the%DM%says%whether%or% not%it%succeeds%or%fails%before%deciding%to%use%the% Bardic%Inspiration%die.%Once%the%Bardic% Inspiration%die%is%rolled,%it%is%lost.%A%creature%can% have%only%one%Bardic%Inspiration%die%at%a%time.% % You%can%use%this%feature%a%number%of%times% equal%to%your%Charisma%modifier%(a%minimum%of% once).%You%regain%any%expended%uses%when%you% finish%a%long%rest.%

% Your%Bardic%Inspiration%die%changes%when%you% reach%certain%levels%in%this%class.%The%die% becomes%a%d8%at%5th%level,%a%d10%at%10th%level,% and%a%d12%at%15th%level.%

Jack ofAll Trades

Starting%at%2nd%level,%you%can%add%half%your% proficiency%bonus,%rounded%down,%to%any%ability% check%you%make%that%doesn’t%already%include%that% bonus.%

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creature who can hear your performance regains any hit points during the short rest, that creature regains 1d6 extra hit points at the end of the rest.

The extra hit points increase when you reach certain levels in this class: 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level, and then again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that involves one of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Fount of Inspiration

Beginning when you reach 5th level, you regain one of your expended uses of Bardic Inspiration when you finish a short rest.

At 10th level, you regain two expended uses when you finish a short rest, and at 15th level you regain three.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind5 influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creature within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or you voluntarily end it (no action required).

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the Spells Known column of the Bard table.

You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration

At%20th%level,%when%you%inspire%another%creature% using%your%Bardic%Inspiration%class%feature,%the% creature%gains%two%dice%instead%of%one.%

Bard%Colleges%

The%way%of%a%bard%is%inherently%gregarious.%Bards% seek%each%other%out%to%swap%songs%and%stories,% boast%of%their%accomplishments,%and%share%their% knowledge.%Bards%form%loose%associations,%which% they%call%colleges,%to%facilitate%their%gatherings% and%preserve%their%particular%traditions.%

College of Lore

Bards%of%the%College%of%Lore%know%something% about%everything,%collecting%bits%of%knowledge% from%sources%as%diverse%as%ancient%tomes%and% peasant%tales.%Whether%singing%folk%ballads%in% taverns%or%elaborate%compositions%in%royal% courts,%these%bards%use%their%gifts%to%hold% audiences%spellbound.%When%the%applause%dies% down,%the%audience%members%might%find% themselves%questioning%everything%they%held%to% be%true,%from%their%faith%in%the%priesthood%of%the% local%temple%to%their%loyalty%to%the%king.% % The%loyalty%of%these%bards%lies%in%the%pursuit%of% beauty%and%truth,%not%in%fealty%to%a%monarch%or% following%the%tenets%of%a%deity.%A%noble%who% keeps%such%a%bard%as%a%herald%or%advisor%knows% that%the%bard%would%rather%be%honest%than%politic. % The%college’s%members%gather%in%libraries%and% sometimes%in%actual%colleges,%complete%with% classrooms%and%dormitories,%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%self5 important%figures%of%authority.%

Bonus%Proficiencies%

When%you%join%the%College%of%Lore%at%3rd%level,% you%gain%proficiency%with%three%skills%of%your% choice.%

Cutting%Words%

When%you%join%the%College%of%Lore%at%3rd%level,% you%learn%how%to%use%your%wit%to%distract,% confuse,%and%otherwise%sap%the%confidence%and% competence%of%others.%When%a%creature%that%you% can%see%within%60%feet%of%you%makes%an%attack%roll, an%ability%check,%or%a%damage%roll,%you%can%use% your%reaction%to%expend%one%of%your%uses%of% Bardic%Inspiration,%rolling%a%Bardic%Inspiration% die%and%subtracting%the%number%rolled%from%the% creature’s%roll.%You%can%choose%to%use%this%feature% after%the%creature%makes%its%roll,%but%before%the% DM%determines%whether%the%attack%roll%or%ability% check%succeeds%or%fails,%or%before%the%creature% deals%its%damage.%The%creature%is%immune%if%it% can’t%hear%you%or%if%it’s%immune%to%being%charmed.

Additional%Magical%Secrets% At%6th%level,%you%learn%two%spells%of%your%choice% from%any%class.%A%spell%you%choose%must%be%of%a% level%you%can%cast,%as%shown%on%the%Bard%table,%or% a%cantrip.%The%chosen%spells%count%as%bard%spells% for%you%and%don’t%count%against%the%number%of% bard%spells%you%know.%

Peerless%Skill%

Starting%at%14th%level,%when%you%make%an%ability% check,%you%can%expend%one%use%of%Bardic% Inspiration.%Roll%a%Bardic%Inspiration%die%and%add% the%number%rolled%to%your%ability%check.%You%can% choose%to%do%so%after%your%roll%the%die%for%the% ability%check,%but%before%the%DM%tells%you% whether%you%succeed%or%fail.%

College of Valor

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn’t pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Bonus Proficiencies

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat%Inspiration%

When%you%join%the%College%of%Valor%at%3rd%level,% you%learn%to%use%your%inspiring%presence%to%lead% others%in%battle.%Creatures%that%have%Bardic% Inspiration%dice%that%you%gave%them%can%roll%that% die%and%add%the%number%rolled%to%a%weapon% damage%roll%it%just%made.%

% Alternatively,%when%the%creature%is%attacked,%it% can%use%its%reaction%to%roll%the%Bardic%Inspiration% die%and%add%the%number%rolled%to%its%AC%against% that%attack.%

Extra%Attack%

Starting%at%6th%level,%you%can%attack%one%extra% time%whenever%you%take%the%Attack%action%on% your%turn.%

Battle%Magic%

At%14th%level,%you%have%mastered%the%art%of% weaving%spellcasting%and%weapon%use%into%a% single%harmonious%act.%When%you%use%your%action to%cast%a%bard%spell,%you%can%make%one%weapon% attack%as%a%bonus%action.%

Cleric

Arms'and'eyes'upraised'toward'the'sun'and'a' prayer'on'his'lips,'an'elf'begins'to'glow'with'an' inner'light'that'spills'out'to'heal'his'battle9worn' companions.'

' Chanting'a'song'of'glory,'a'dwarf'swings'his' axe'in'wide'swathes'to'cut'through'the'ranks'of' orcs'arrayed'against'him,'shouting'praise'to'the' gods'with'every'foe’s'fall.'

' Calling'down'a'curse'upon'the'forces'of' undeath,'a'human'lifts'her'holy'symbol'as'light' pours'from'it'to'drive'back'the'zombies' crowding'in'on'her'companions.'

' Clerics'are'intermediaries'between'the'mortal world'and'the'distant'planes'of'the'gods.'As' varied'as'the'gods'they'serve,'clerics'strive'to' embody'the'handiwork'of'their'deities.'No' ordinary'priest'or'temple'servant,'a'cleric'is' imbued'with'divine'magic.'

Quick Build

You can make a cleric quickly by following these suggestions.

***Ability Scores.*** Wisdom should be your highest ability score, followed by Strength or Constitution.

***Background.*** Choose the acolyte background.

***Equipment.*** You start with the following equipment:

* (*a*) a mace or (*b*) a warhammer (if proficient)
* (*a*) scale mail, (*b*) leather armor, or (*c*) chain mail (if proficient)
* (*a*) a light crossbow and 20 bolts or (*b*) any simple

weapon

* (*a*) a priest’s pack or (*b*) an explorer’s pack
* A shield and a holy symbol

The!Cleric

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **! Proficiency!** | |  |  |  | **—Spell!Slots!per!Spell!Level—!** | | | | |  |  |
| **Lvl.!** | **Bonus!** | **Features!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** | **6th!** | **7th!** | **8th!** | **9th!** |
| 1st | +2 | Spellcasting, Divine Domain | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Channel Divinity (1/rest), Domain feature | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | — | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Ability Score Improvement, cantrip | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | Destroy Undead (CR 1) | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Channel Divinity (2/rest), Domain feature | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Ability Score Improvement, Destroy Undead (CR 2), Domain feature | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | — | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Divine Intervention, cantrip | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | Destroy Undead (CR 3) | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Ability Score Improvement | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Destroy Undead (CR 4) | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Ability Score Improvement, cantrip | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | Destroy Undead (CR 5), Domain feature | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Channel Divinity (3/rest) | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Divine Intervention improvement | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

Class'Features'

As'a'cleric,'you'gain'the'following'class'features.

Hit!Points!

**Hit!Dice:** 1d8 per cleric level

**Hit!Points!at!1st!Level:** 8 + your Constitution modifier

**Hit!Points!at!Higher!Levels:**!1d8!(or!5)!+!your!

Constitution!modifier!per!cleric!level!after!1st!

Proficiencies!

**Armor:**!Light!armor,!medium!armor,!shields! **Weapons:**!All!simple!weapons!

**Tools:**!None!

!

**Saving!Throws:**!Wisdom,!Charisma!

**Skills:**!Choose!two!from!History,!Insight,!Medicine,!

Persuasion,!and!Religion!

Spellcasting

As'a'conduit'of'divine'magic,'you'can'cast'spells' to'channel'your'deity’s'power.'See'chapter'10'for' the'general'rules'of'spellcasting'and'chapter'11' for'the'cleric'spell'list.'

Cantrips'

At'1st'level,'you'know'three'cantrips'of'your' choice'from'the'cleric'spell'list.'You'can'cast'your' cantrips'at'will.'

' You'learn'one'additional'cleric'cantrip'of'your' choice'at'4th,'10th,'and'16th'level.'

Preparing'and'Casting'Spells'of'1st' Level'and'Higher'

The'Cleric'table'shows'how'many'spell'slots'you' have'to'cast'your'spells'of'1st'level'and'higher.'' To'cast'one'of'these'cleric'spells,'you'must' expend'a'slot'of'the'spell’s'level'or'higher.' ' You'prepare'the'list'of'cleric'spells'that'are' available'for'you'to'cast,'choosing'from'the'cleric' spell'list.'To'do'so,'choose'a'number'of'cleric' spells'equal'to'your'Wisdom'modifier'+'your' cleric'level'(minimum'of'1).'These'spells'must'be' of'a'level'for'which'you'have'spell'slots.'

' For'example,'if'you'are'a'3rd9level'cleric'with'a' Wisdom'of'16,'you'have'four'1st9level'and'two' 2nd9level'spell'slots.'Your'list'of'prepared'spells' can'include'six'spells'of'1st'or'2nd'level,'in'any' combination.'If'you'prepare'the'1st9level'spell' *cure%wounds,*'you'can'cast'it'using'a'1st9level'or'a' 2nd9level'slot.'Casting'the'spell'doesn’t'remove'it' from'your'list'of'prepared'spells.'

' You'must'finish'a'long'rest'to'regain'any' expended'spell'slots.'You'can'also'change'your' list'of'prepared'spells'when'you'finish'a'long'rest.

Preparing'a'new'list'of'cleric'spells'requires'time' spent'in'prayer'and'meditation:'at'least'1'minute' per'spell'level'for'each'spell'on'your'list.'

Spellcasting'Ability'

Wisdom'is'your'spellcasting'ability'for'your' cleric'spells,'since'the'power'of'your'spells' comes'from'your'faith'and'devotion'to'your'deity. You'use'your'Wisdom'whenever'a'spell'refers'to' your'spellcasting'ability.'In'addition,'you'use' your'Wisdom'modifier'when'setting'the'saving' throw'DC'for'a'cleric'spell'you'cast'and'when' making'an'attack'roll'with'one.'

**Spell!Save!DC**!=!8!+!your!Wisdom!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Wisdom!modifier!+!your! proficiency!bonus!

Ritual'Casting'

You'can'cast'a'cleric'spell'as'a'ritual'if'that'spell' has'the'ritual'tag'and'you'have'the'spell' prepared.'To'cast'a'spell'as'a'ritual,'you'must' add'10'minutes'to'the'spell’s'casting'time,'as' normal.'

Spellcasting'Focus'

You'can'use'a'holy'symbol'as'the'material' component'for'a'cleric'spell,'as'described'in' chapter'10.'

Divine Domain

Choose'one'domain'related'to'the'influence'of' your'deity:'Knowledge,'Life,'Light,'Nature,' Tempest,'Trickery,'or'War.'

' Each'domain'is'detailed'at'the'end'of'the'class,' and'each'one'provides'examples'of'gods' associated'with'it.'

' Your'choice'grants'you'domain'spells'and' other'features'when'you'choose'it'at'1st'level.'It' also'grants'you'additional'ways'to'use'Channel' Divinity'when'you'gain'that'feature'at'2nd'level,' and'additional'benefits'at'6th,'8th,'and'17th' levels.'

Domain'Spells'

Each'domain'has'a'list'of'spells—its'domain' spells—that'you'gain'at'certain'cleric'levels' noted'in'the'domain'description.'Once'you'gain'a' domain'spell,'you'always'have'it'prepared,'and'it' doesn’t'count'against'the'number'of'spells'you' can'prepare'each'day.'

' If'you'have'a'domain'spell'that'doesn’t'appear' on'the'cleric'spell'list,'the'spell'is'nonetheless'a' cleric'spell'for'you.'

Channel Divinity

At'2nd'level,'you'gain'the'ability'to'channel' divine'energy'directly'from'your'deity,'using'that' energy'to'fuel'magical'effects.'You'start'with'two' such'effects:'Turn'Undead'and'an'effect' determined'by'your'domain.'Some'domains' grant'you'additional'effects'as'you'advance'in' levels,'as'noted'in'the'domain'description.' ' When'you'use'your'Channel'Divinity,'you' choose'which'effect'to'create.'You'must'then' finish'a'short'or'long'rest'to'use'your'Channel' Divinity'again.'

' Some'Channel'Divinity'effects'require'saving' throws.'When'you'use'such'an'effect'from'this' class,'the'DC'equals'your'cleric'spell'save'DC.' ' Beginning'at'6th'level,'you'can'use'your' Channel'Divinity'twice'between'rests,'and' beginning'at'18th'level,'you'can'use'it'three' times'between'rests.'When'you'finish'a'short'or' long'rest,'you'regain'your'expended'uses.'

Channel'Divinity:'Turn'Undead' As'an'action,'you'present'your'holy'symbol'and' speak'a'prayer'censuring'the'undead.'Each' undead'that'can'see'or'hear'you'within'30'feet'of' you'must'make'a'Wisdom'saving'throw.'If'the' creature'fails'its'saving'throw,'it'is'turned'for'1' minute'or'until'it'takes'any'damage.'

' A'turned'creature'must'spend'its'turns'trying' to'move'as'far'away'from'you'as'it'can,'and'it' can’t'willingly'move'to'a'space'within'30'feet'of' you.'It'also'can’t'take'reactions.'For'its'action,'it' can'use'only'the'Dash'action'or'try'to'escape' from'an'effect'that'prevents'it'from'moving.'If' there’s'nowhere'to'move,'the'creature'can'use' the'Dodge'action.'

Ability Score Improvement

When'you'reach'4th'level,'and'again'at'8th,'12th,' 16th,'and'19th'level,'you'can'increase'one'ability' score'of'your'choice'by'2,'or'you'can'increase' two'ability'scores'of'your'choice'by'1.'As'normal, you'can’t'increase'an'ability'score'above'20' using'this'feature.'

Destroy'Undead'

Starting'at'5th'level,'when'an'undead'fails'its' saving'throw'against'your'Turn'Undead'feature,' the'creature'is'instantly'destroyed'if'its' Challenge'Rating'is'at'or'below'a'certain' threshold,'as'shown'in'the'Destroy'Undead'table.

|  |  |
| --- | --- |
| **Destroy!Undead!** | |
| **Cleric!Level!** | **Destroys!undead!of!CR!** |
| 5th! | 1!or!lower! |
| 8th! | 2!or!lower! |
| 11th! | 3!or!lower! |
| 14th! | 4!or!lower! |
| 17th! | 5!or!lower! |

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity’s aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can’t use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention automatically succeeds.

Divine Domains

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity’s domain. All the domains over which a deity has influence are called the deity’s portfolio. For example, the Olympian god Apollo’s portfolio includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity’s portfolio to emphasize, and you are granted powers related to that domain.

' Your'choice'might'correspond'to'a'particular' sect'dedicated'to'your'deity.'Apollo,'for'example, could'be'worshiped'in'one'region'as'Phoebus' (“radiant”)'Apollo,'emphasizing'his'influence' over'the'Light'domain,'and'in'a'different'place'as Apollo'Acesius'(“healing”),'emphasizing'his' association'with'the'Life'domain.'Alternatively,' your'choice'of'domain'could'simply'be'a'matter' of'personal'preference,'the'aspect'of'the'deity' that'appeals'to'you'most.'

' Each'domain’s'description'gives'examples'of' deities'who'have'influence'over'that'domain.' Gods'are'included'from'the'worlds'of'the' Forgotten'Realms,'Greyhawk,'Dragonlance,'and' Eberron'campaign'settings,'as'well'as'from'the' Olympian'(ancient'Greek),'Asgardian'(ancient' Norse),'and'Pharaonic'(ancient'Egyptian)' pantheons.'The'*Dungeon%Master’s%Guide*'has' more'extensive'lists'of'deities,'and'your'DM' determines'which'deities'are'worshiped'in'your' campaign.'

Knowledge

The'gods'of'knowledge—including'Oghma,' Boccob,'Gilean,'Aureon,'and'Thoth—value' learning'and'understanding'above'all.'Some' teach'that'knowledge'is'to'be'gathered'and' shared'in'libraries'and'universities,'or'promote' the'practical'knowledge'of'craft'and'invention.' Some'deities'hoard'knowledge'and'keep'its' secrets'to'themselves.'And'some'promise'their' followers'that'they'will'gain'tremendous'power' if'they'unlock'the'secrets'of'the'multiverse.' Followers'of'these'gods'study'esoteric'lore,' collect'ancient'tomes,'delve'into'the'secret' places'of'the'earth,'and'learn'all'they'can'about' everything.'

' Many'gods'of'knowledge'are'dispassionately' neutral,'often'leaning'toward'lawful'neutral.' Those'who'emphasize'the'sharing'of'knowledge' might'be'neutral'good,'while'those'who'hoard' secrets'are'often'neutral'evil.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *command,)identify*!

3rd! *augury,)suggestion*!

5th! *nondetection,)speak)with)dead*!

7th! *arcane)eye,)confusion*!

9th! *feeblemind,)scrying*!

Blessings'of'Knowledge'

At'1st'level,'you'learn'two'languages'of'your' choice.'You'also'become'proficient'in'your'choice' of'two'of'the'following'skills:'Arcana,'History,' Nature,'or'Religion.'

' Your'proficiency'bonus'is'doubled'for'any' ability'check'you'make'using'the'two'chosen' skills.'

Channel'Divinity:'Knowledge'of'the' Ages'

Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'tap'into'a'divine'well'of'knowledge.' As'an'action,'you'choose'one'skill'or'tool.'For'10' minutes,'you'have'proficiency'with'the'chosen' skill'or'tool.'

Channel'Divinity:'Read'Thoughts'

At'6th'level,'you'can'use'your'Channel'Divinity'to' read'a'creature’s'thoughts.'You'can'then'use' your'access'to'the'creature’s'mind'to'command'it. ' As'an'action,'choose'one'creature'that'you'can' see'within'60'feet'of'you.'That'creature'must' make'a'Wisdom'saving'throw.'If'the'creature' succeeds'on'the'saving'throw,'you'can’t'use'this' feature'on'it'again'until'you'finish'a'long'rest.' 'If'it'fails,'you'can'read'the'creature’s'surface' thoughts'(those'foremost'in'its'mind,'reflecting' its'current'emotions'and'what'it'is'actively' thinking'about)'for'1'minute'when'it'is'within'60' feet'of'you.'

' During'that'time,'you'can'use'your'action'to' end'this'effect'and'cast'the'*suggestion*'spell'on' the'creature'without'expending'a'spell'slot.'The' target'automatically'fails'its'saving'throw' against'the'spell.'

Potent'Spellcasting'

Starting'at'8th'level,'you'add'your'Wisdom' modifier'to'the'damage'you'deal'with'any'cleric' cantrip.'

Visions'of'the'Past'

Starting'at'17th'level,'you'can'call'up'visions'of' the'past'that'relate'to'an'object'you'hold'or'your' immediate'surroundings.'You'spend'at'least'1' minute'in'meditation'and'prayer,'then'receive' dreamlike,'shadowy'glimpses'of'past'events.'You' can'meditate'in'this'way'for'a'number'of'minutes' equal'to'your'Wisdom'score'and'must'maintain' concentration'during'that'time,'as'if'you'were' casting'a'spell.'

' Once'you'use'this'feature,'you'can’t'use'it'again' until'you'finish'a'short'or'long'rest.'

***! Object!Reading.***'Holding'an'object'as'you' meditate,'you'can'see'visions'of'the'object’s' previous'owners,'going'back'a'number'of'days' equal'to'your'Wisdom'score.'For'each'minute' you'meditate,'you'learn'about'one'previous' owner,'beginning'with'the'most'recent.'You' learn'how'the'owner'acquired'and'lost'the'object, as'well'as'the'most'recent'significant'event' involving'the'object'and'that'owner.'

' ***Area!Reading.***'As'you'meditate,'you'see' visions'of'past'events'in'your'immediate'vicinity' (a'room,'street,'tunnel,'clearing,'or'the'like,'up'to' a'509foot'cube),'going'back'a'number'of'days' equal'to'your'Wisdom'score.'For'each'minute' you'meditate,'you'learn'about'one'significant' event,'beginning'with'the'most'recent.'You'see' glimpses'of'events'that'involved'powerful' emotions,'such'as'battles'and'betrayals,' marriages'and'murders,'births'and'great'pain.'

Life

The'Life'domain'focuses'on'the'vibrant'positive' energy—one'of'the'fundamental'forces'of'the' universe—that'sustains'all'life.'The'gods'of'life' promote'vitality'and'health'through'healing'the' sick'and'wounded,'caring'for'those'in'need,'and' driving'away'the'forces'of'death'and'undeath.' Almost'any'non9evil'deity'can'claim'influence' over'this'domain,'particularly'agricultural' deities'(such'as'Chauntea,'Berei,'and'Demeter),' sun'gods'(such'as'Lathander,'Pelor,'and'Re9 Horakhty),'gods'of'healing'or'endurance'(such'as' Ilmater,'Mishakal,'and'Apollo),'and'gods'of'home' and'community'(such'as'Hestia,'Hathor,'and' Boldrei).'

' The'gods'of'this'domain'adhere'to'any'of'the' neutral'or'good'alignments.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *bless,)cure)wounds*!

3rd! *lesser)restoration,)spiritual)weapon*!

5th! *beacon)of)hope,)revivify*!

7th! *death)ward,)guardian)of)faith*!

9th! *mass)cure)wounds,)raise)dead*!

Bonus'Proficiency'

When'you'choose'this'domain'at'1st'level,'you' gain'proficiency'with'heavy'armor.'

Disciple'of'Life'

Also'starting'at'1st'level,'your'healing'spells'are' more'effective.'Whenever'you'restore'hit'points' to'a'creature'using'a'spell'of'1st'level'or'higher,' the'creature'regains'additional'hit'points'equal' to'2'+'the'spell’s'level.'

Channel'Divinity:'Restore'Health' Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'heal'the'badly'injured.'

' As'an'action,'you'present'your'holy'symbol' and'evoke'healing'energy'that'can'restore'a' number'of'hit'points'equal'to'five'times'your' cleric'level.'Choose'any'creatures'within'30'feet' of'you,'and'divide'those'hit'points'among'them.' You'can’t'use'this'feature'on'a'creature'that'is' undead'or'a'construct'or'that'has'more'than'half' its'hit'points.'

Blessed'Healer'

Beginning'at'6th'level,'the'healing'spells'you'cast' on'others'heal'you'as'well.'When'you'cast'a'spell' of'1st'level'or'higher'that'restores'hit'points'to'a' creature'other'than'you,'you'regain'hit'points' equal'to'2'+'the'spell’s'level.'

Divine'Strike'

At'8th'level,'you'gain'the'ability'to'infuse'your' weapon'strikes'with'divine'energy.'Once'on'each' of'your'turns'when'you'hit'a'creature'with'a' weapon'attack,'you'can'cause'the'attack'to'deal' 1d8'extra'radiant'damage'to'the'target.'

' When'you'reach'14th'level,'the'extra'damage' increases'to'2d8.'

Supreme'Healing'

Starting'at'17th'level,'when'you'would'normally' roll'a'die'to'restore'hit'points'with'a'spell,'you' instead'use'the'highest'number'possible'for'the' die.'For'example,'instead'of'restoring'1d6'hit' points'to'a'creature'when'you'roll'a'd6,'you' restore'6.'

Light

Gods'of'light—including'Helm,'Lathander,'

Pholtus,'Branchala,'the'Silver'Flame,'Apollo,'and' Re9Horakhty—promote'the'ideals'of'rebirth'and' renewal,'truth,'vigilance,'and'beauty,'often'using' the'symbol'of'the'sun.'Some'of'these'gods'are' portrayed'as'the'sun'itself'or'as'a'charioteer'who guides'the'sun'across'the'sky.'Others'are'tireless' sentinels'whose'eyes'pierce'every'shadow'and' see'through'every'deception.'Some'are'deities'of' beauty'and'artistry,'who'teach'that'art'is'a' vehicle'for'the'soul’s'improvement.'Clerics'of'a' god'of'light'are'enlightened'souls'infused'with' radiance'and'the'power'of'their'gods’'discerning' vision,'charged'with'chasing'away'shadow'and' lies'and'burning'away'darkness.'

' The'gods'of'this'domain'are'most'often'lawful' good,'neutral'good,'chaotic'good,'or'lawful' neutral.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *burning)hands,)faerie)fire*!

3rd! *flaming)sphere,)scorching)ray*!

5th! *daylight,)fireball*!

7th! *guardian)of)faith,)wall)of)fire*!

9th! *flame)strike,)true)seeing*!

Bonus'Cantrips'

When'you'choose'this'domain'at'1st'level,'you' gain'the'*light*'and'*sacred%flame*'cantrips'if'you' don’t'already'know'them.'

Warding'Flare'

Also'at'1st'level,'you'can'interpose'divine'light' between'yourself'and'an'attacking'enemy.'When' a'creature'that'you'can'see'within'30'feet'of'you' attacks'you,'you'can'use'your'reaction'to'cause' light'to'flare'before'the'attacker.'This'light' imposes'disadvantage'on'the'attack'roll.' 'An'attacker'that'can’t'be'blinded'is'immune'to' this'feature.'

' You'can'use'this'feature'a'number'of'times' equal'to'your'Wisdom'modifier'(a'minimum'of' once).'You'regain'all'expended'uses'when'you' finish'a'long'rest.'

Channel'Divinity:'Radiance'of'the' Dawn'

Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'harness'sunlight,'banishing'darkness' and'dealing'radiant'damage'to'your'foes.' ' As'an'action,'you'present'your'holy'symbol,' and'any'magical'darkness'within'30'feet'of'you'is' dispelled.'Additionally,'each'hostile'creature' within'30'feet'of'you'must'make'a'Constitution' saving'throw.'A'creature'takes'radiant'damage' equal'to'2d10'+'your'cleric'level'on'a'failed' saving'throw,'and'half'as'much'damage'on'a' successful'one.'A'creature'that'has'total'cover' from'you'is'not'affected.'

Improved'Flare'

Starting'at'6th'level,'you'can'also'use'your' Warding'Flare'feature'when'a'creature'that'you' can'see'within'30'feet'of'you'attacks'a'creature' other'than'you.'

Potent'Spellcasting'

Starting'at'8th'level,'you'add'your'Wisdom' modifier'to'the'damage'you'deal'with'any'cleric' cantrip.'

Corona'of'Light'

Starting'at'17th'level,'you'can'use'your'action'to' activate'an'aura'of'sunlight'that'lasts'for'1' minute'or'until'you'dismiss'it'using'another' action.'You'emit'bright'light'in'a'609foot'radius' and'dim'light'30'feet'beyond'that.'Your'enemies' in'the'bright'light'have'disadvantage'on'saving' throws'against'any'spell'that'deals'fire'or'radiant' damage.'

Nature

Gods'of'nature'are'as'varied'as'the'natural'world' itself,'from'inscrutable'gods'of'the'deep'forests' (such'as'Silvanus,'Obad9Hai,'Chislev,'Balinor,'and Pan)'to'friendly'deities'associated'with' particular'springs'and'groves'(such'as'Eldath).' Druids'revere'nature'as'a'whole'and'might'serve' one'of'these'deities,'practicing'mysterious'rites' and'reciting'all9but9forgotten'prayers'in'their' own'secret'tongue.'But'many'of'these'gods'have' clerics'as'well,'champions'who'take'a'more' active'role'in'advancing'the'interests'of'a' particular'nature'god.'These'clerics'might'hunt' the'evil'monstrosities'that'despoil'the' woodlands,'bless'the'harvest'of'the'faithful,'or' wither'the'crops'of'those'who'anger'their'gods.' ' Gods'of'this'domain'are'usually'neutral,' neutral'good,'or'neutral'evil.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *animal)friendship,)entangle*!

3rd! *barkskin,)spike)growth*!

5th! *call)lightning,)plant)growth*!

7th! *air)walk,)dominate)beast*!

9th! *insect)plague,)plant)door*!

Acolyte'of'Nature'

At'1st'level,'you'know'the'*druidcraft*'cantrip,'and' you'gain'proficiency'in'your'choice'of'the'Animal' Handling,'Nature,'or'Survival'skill.'

Friend'of'Beasts'

Also'at'1st'level,'you'can'speak'with'and' understand'animals'as'if'you'are'under'the'effect' of'the'*speak%with%animals*'spell.'

Channel'Divinity:'Charm'Animals' and'Plants'

Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'charm'animals'and'plants.'

' As'an'action,'you'present'your'holy'symbol' and'invoke'the'name'of'your'deity.'Each'beast'or' plant'creature'that'can'see'you'within'30'feet'of' you'must'make'a'Wisdom'saving'throw.'If'the' creature'fails'its'saving'throw,'it'is'charmed'by' you'for'1'minute'or'until'it'takes'damage.'While' it'is'charmed'by'you,'it'is'friendly'to'you'and' other'creatures'you'designate.'

Dampen'Elements'

Starting'at'6th'level,'when'you'or'a'creature' within'30'feet'of'you'takes'acid,'cold,'fire,' lightning,'or'thunder'damage,'you'can'use'your' reaction'to'grant'resistance'against'that'instance' of'the'damage.'

Potent'Spellcasting'

Starting'at'8th'level,'you'add'your'Wisdom' modifier'to'the'damage'you'deal'with'any'cleric' cantrip.'

Master'of'Nature'

At'17th'level,'you'gain'the'ability'to'command' animals'and'plant'creatures.'While'creatures'are' charmed'by'your'Charm'Animals'and'Plants' feature,'you'can'take'a'bonus'action'on'your'turn' to'verbally'command'what'each'creature'will'do' on'its'next'turn.'

Tempest

Gods'whose'portfolios'include'the'Tempest' domain—including'Talos,'Umberlee,'Kord,' Zeboim,'the'Fury,'Zeus,'and'Thor—govern' storms,'sea,'and'sky.'They'include'gods'of' lightning'and'thunder,'gods'of'earthquakes,' some'fire'gods,'and'certain'gods'of'violence,' physical'strength,'and'courage.'In'some' pantheons,'a'god'of'this'domain'rules'over'other' deities'and'is'known'for'swift'justice'delivered' by'thunderbolts.'In'the'pantheons'of'seafaring' people,'gods'of'this'domain'are'ocean'deities'and the'patrons'of'sailors.'Tempest'gods'send'their' clerics'to'inspire'fear'in'the'common'folk,'either' to'keep'those'folk'on'the'path'of'righteousness' or'to'encourage'them'to'offer'sacrifices'of' propitiation'to'ward'off'divine'wrath.'

' Gods'of'tempest'are'usually'chaotic,'but'can'be' good,'neutral,'or'evil.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *gust)of)wind,)thunderwave*!

3rd! *branding)smite,)sound)burst*!

5th! *call*!*lightning,)sleet)storm*!

7th! *air)walk,)ice)storm*!

9th! *disintegrating)smite,)insect)plague*!

Bonus'Proficiencies'

At'1st'level,'you'gain'proficiency'with'martial' weapons'and'heavy'armor.'

Vengeance'of'the'Storm'

Also'at'1st'level,'you'can'thunderously'rebuke' enemies'that'dare'to'oppose'you.'When'a' creature'within'5'feet'of'you'hits'you'with'a' melee'attack,'you'can'use'your'reaction'to'deal' 2d8'lightning'or'thunder'damage'(your'choice)' to'the'creature.'

' You'can'use'this'feature'a'number'of'times' equal'to'your'Wisdom'modifier'(a'minimum'of' once).'You'regain'all'expended'uses'when'you' finish'a'long'rest.'

Channel'Divinity:'Destructive' Wrath'

Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'wield'the'power'of'the'storm'with' unchecked'ferocity.'

' When'you'roll'lightning'or'thunder'damage,' you'can'use'your'Channel'Divinity'to'deal' maximum'damage,'instead'of'rolling.'

Thunderbolt'Strike'

At'6th'level,'when'you'deal'lightning'damage'to'a Large'or'smaller'creature,'you'can'also'push'it' up'to'10'feet'away'from'you.'

Divine'Strike'

At'8th'level,'you'gain'the'ability'to'infuse'your' weapon'strikes'with'divine'energy.'Once'on'each' of'your'turns'when'you'hit'a'creature'with'a' weapon'attack,'you'can'cause'the'attack'to'deal' 1d8'extra'thunder'damage'to'the'target.' ' When'you'reach'14th'level,'the'extra'damage' increases'to'2d8.'

Stormborn'

At'17th'level,'you'have'a'fly'speed'equal'to'your' current'speed'whenever'you'are'not' underground'or'indoors.'

Trickery

Gods'of'trickery—such'as'Tymora,'Beshaba,' Olidammara,'the'Traveler,'Garl'Glittergold,'and' Loki—are'mischief9makers'and'instigators'who' stand'as'a'constant'challenge'to'the'accepted' order'among'both'gods'and'mortals.'They’re' patrons'of'thieves,'scoundrels,'gamblers,'and' rebels.'Their'clerics'are'a'disruptive'force'in'the' world,'puncturing'pride,'mocking'tyrants,' stealing'from'the'rich,'freeing'captives,'and' flouting'hollow'traditions.'They'prefer' subterfuge,'pranks,'deception,'and'theft'rather' than'direct'confrontation.'

' Gods'of'trickery'are'usually'chaotic.'A'chaotic' good'deity'of'trickery'is'a'liberator'and'freedom' fighter.'An'evil'one'delights'in'murder'and' wealth'gained'by'any'means.'Standing'in'the' middle'of'these'two'extremes,'chaotic'neutral' gods'of'trickery'are'capricious'free'spirits.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *charm)person,)disguise)self*!

3rd! *hunter’s)veil,)mirror)image*!

5th! *blink,)dispel)magic*!

7th! *dimension)door,)polymorph*!

9th! *dominate)person,)modify)memory*!

Blessing'of'the'Trickster'

Starting'when'you'choose'this'domain'at'1st' level,'you'can'use'your'action'to'touch'a'willing' creature'other'than'yourself'to'give'it'advantage' on'Dexterity'(Stealth)'checks.'This'blessing'lasts' for'1'hour'or'until'you'use'this'feature'again.'

Channel'Divinity:'Invoke'Duplicity' Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'create'an'illusory'duplicate'of' yourself.'

' As'an'action,'you'create'a'perfect'illusion'of' yourself'that'lasts'for'1'minute,'or'until'you'lose' your'concentration'(as'if'you'were'concentrating on'a'spell).'The'illusion'appears'in'an' unoccupied'space'that'you'can'see'within'30'feet' of'you.'As'a'bonus'action'on'your'turn,'you'can' move'the'illusion'up'to'30'feet.'

' For'the'duration,'you'can'cast'spells'as'though' you'were'in'the'illusion’s'space,'but'you'must' use'your'own'senses.'Additionally,'when'both' you'and'your'illusion'are'within'5'feet'of'a' creature,'you'have'advantage'on'attack'rolls' against'that'creature.'

Channel'Divinity:'Cloak'of'Shadows' Starting'at'6th'level,'you'can'use'your'Channel' Divinity'to'vanish.'

' As'an'action,'you'become'invisible'until'the' end'of'your'next'turn.'You'become'visible'if'you' attack'or'cast'a'spell.'

Divine'Strike'

At'8th'level,'you'gain'the'ability'to'infuse'your' weapon'strikes'with'divine'energy.'Once'on'each' of'your'turns'when'you'hit'a'creature'with'a' weapon'attack,'you'can'cause'the'attack'to'deal' 1d8'extra'poison'damage'to'the'target.' ' When'you'reach'14th'level,'the'extra'damage' increases'to'2d8.'

Improved'Duplicity'

At'17th'level,'you'can'create'four'duplicates'of' yourself,'instead'of'one,'when'you'use'Invoke' Duplicity.'

War

War'has'many'manifestations.'It'can'make' heroes'of'ordinary'people.'It'can'be'desperate' and'horrific,'with'mortals’'worst'traits'writ'large' on'the'battlefield'and'acts'of'cruelty,'malice,'and' cowardice'eclipsing'instances'of'excellence'and' courage.'In'either'case,'the'god'of'war'watches' over'warriors'and'rewards'them'for'their'great' deeds.'The'clerics'of'such'a'god'excel'in'battle,' inspiring'others'to'fight'the'good'fight'or' offering'acts'of'violence'as'prayers.'

' A'god'of'war'can'have'any'alignment.'Gods'of' honor'and'chivalry'(such'as'Torm,'Heironeous,' Kiri9Jolith,'and'Sif)'are'usually'lawful'good,'and' gods'of'destruction'and'pillage'(such'as'Erythnul, the'Fury,'Gruumsh,'and'Ares)'are'usually'chaotic' evil.'Gods'of'conquest'and'domination'(such'as' Bane,'Hextor,'and'Maglubiyet)'are'usually'lawful' evil,'while'gods'who'advocate'war'against' tyrants'(such'as'Dol'Dorn)'are'often'chaotic'good. Some'war'gods'are'neutral'(such'as'Nike),' promoting'war'in'all'its'manifestations'without' partiality.'

Domain!Spells!

**Cleric!**

**Level! Spells!**

1st! *divine)favor,)shield)of)faith*!

3rd! *magic)weapon,)spiritual)weapon*!

5th! *crusader’s)mantle,)holy)vigor*!

7th! *divine)power,)freedom)of)movement*!

9th! *flame)strike,)hold)monster*!

Bonus'Proficiencies'

At'1st'level,'you'gain'proficiency'with'martial' weapons'and'heavy'armor.'

War'Priest'

From'1st'level,'your'god'delivers'bolts'of' inspiration'to'you'while'you'are'engaged'in' battle.'When'you'use'the'Attack'action,'you'can' make'one'weapon'attack'as'a'bonus'action.' ' You'can'use'this'feature'a'number'of'times' equal'to'your'Wisdom'modifier'(a'minimum'of' once).'You'regain'all'expended'uses'when'you' finish'a'long'rest.'

Channel'Divinity:'Guided'Strike' Starting'at'2nd'level,'you'can'use'your'Channel' Divinity'to'strike'with'supernatural'accuracy.' When'you'make'an'attack'roll,'you'can'use'your' Channel'Divinity'to'gain'a'+10'bonus'to'the'roll.' You'make'this'choice'after'you'see'the'roll,'but' before'the'DM'says'whether'the'attack'hits'or' misses.'

Channel'Divinity:'War'God’s' Blessing'

At'6th'level,'when'a'creature'within'30'feet'of' you'makes'an'attack'roll,'you'can'use'your' reaction'to'grant'that'creature'a'+10'bonus'to' the'roll,'using'your'Channel'Divinity.'You'make' this'choice'after'you'see'the'roll,'but'before'the' DM'says'whether'the'attack'hits'or'misses.'

Divine'Strike'

At'8th'level,'you'gain'the'ability'to'infuse'your' weapon'strikes'with'divine'energy.'Once'on'each of'your'turns'when'you'hit'a'creature'with'a' weapon'attack,'you'can'cause'the'attack'to'deal' 1d8'extra'damage'of'the'same'type'dealt'by'the' weapon'to'the'target.'

' When'you'reach'14th'level,'the'extra'damage' increases'to'2d8.'

Avatar'of'Battle'

At'17th'level,'you'gain'resistance'to'bludgeoning, piercing,'and'slashing'damage'from'nonmagical' weapons.'

Druid

Holding&high&a&gnarled&staff&wreathed&with&holly,& an&elf&summons&the&fury&of&the&storm&and&calls& down&explosive&bolts&of&lightning&to&smite&the& torch;carrying&orcs&who&threaten&her&forest.& & Crouching&out&of&sight&on&a&high&tree&branch&in& the&form&of&a&leopard,&a&human&peers&out&of&the& jungle&at&the&strange&construction&of&a&temple&of& Evil&Elemental&Air,&keeping&a&close&eye&on&the& cultists’&activities.&

& Swinging&a&blade&formed&of&pure&fire,&a&half;elf& charges&into&a&mass&of&skeletal&soldiers,& sundering&the&unnatural&magic&that&gives&the&foul creatures&the&mocking&semblance&of&life.&

& Whether&calling&on&the&elemental&forces&of& nature&or&emulating&the&creatures&of&the&animal& world,&druids&are&an&embodiment&of&nature’s& resilience,&cunning,&and&fury.&They&claim&no& mastery&over&nature.&Instead,&they&see& themselves&as&extensions&of&nature’s&indomitable will.&

Quick Build

You can make a druid quickly by following these suggestions.

***Ability Scores.*** Wisdom should be your highest ability

score, followed by Constitution.

***Background.*** Choose the hermit background.

***Equipment.*** You start with the following equipment:

* (*a*) a wooden shield or (*b*) any simple weapon
* (*a*) a spear or (*b*) any simple melee weapon
* Leather armor, an explorer’s pack, and a druidic focus

The!Druid

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **! Proficiency!** | |  |  |  | **—Spell!Slots!per!Spell!Level—!** | | | | |  |  |
| **Level!** | **Bonus!** | **Features!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** | **6th!** | **7th!** | **8th!** | **9th!** |
| 1st | +2 | Druidic, Spellcasting | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Druid Circle, Wild Shape | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | — | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Ability Score Improvement, Wild Shape improvement, cantrip | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | — | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Circle feature | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Ability Score Improvement Wild Shape improvement | 4 | 3 | 3 | 2 | **—** | **—** | **—** | **—** | **—** |
| 9th | +4 | — | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Circle feature, cantrip | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | — | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Ability Score Improvement | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Circle feature | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Ability Score Improvement, cantrip | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Beast Spells, Timeless Body | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Archdruid | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

Hit!Points!

**hit!dice:** 1d8 per druid level

Class&Features&

As&a&druid,&you&gain&the&following&class&features. **hit!points!at!1st!level:!**8 + your Constitution modifier **hit!points!at!higher!levels:!**1d8 (or 5) + your

Constitution modifier per druid level after 1st

Proficiencies!

**Armor:**!Padded!armor,!leather!armor,!hide!armor,!and! shields!made!of!wood!

**Weapons:**!Club,!dagger,!dart,!javelin,!mace,!quarterstaff, scimitar,!sickle,!sling,!and!spear!

**Tools:**!Herbalism!kit! !

**saving!throws:**!Intelligence,!Wisdom!

**Skills:**!Choose!two!from!Arcana,!Animal!Handling,!Insight,  
Medicine,!Nature,!Perception,!Religion,!and!Survival!

Druidic

You&know&Druidic,&the&secret&language&of&druids.& You&can&speak&the&language&and&use&it&to&leave& hidden&messages.&You&and&others&who&know&this& language&automatically&spot&such&messages.& Others&spot&the&messages’&presence&with&a& successful&DC&15&Wisdom&(Perception)&check&but& can’t&decipher&it&without&magic.&

Spellcasting

Drawing&on&the&divine&essence&of&nature&itself,& you&can&cast&spells&to&shape&that&essence&to&your& will.&See&chapter&10&for&the&general&rules&of& spellcasting&and&chapter&11&for&the&druid&spell& list.&

Cantrips&

At&1st&level,&you&know&two&cantrips&of&your& choice&from&the&druid&spell&list.&You&can&cast&your& cantrips&at&will.&

& You&learn&one&additional&druid&cantrip&of&your& choice&at&4th,&10th,&and&16th&level.&

Preparing&and&Casting&Spells&of&1st& Level&and&Higher&

The&Druid&table&shows&how&many&spell&slots&you& have&to&cast&your&spells&of&1st&level&and&higher.& To&cast&one&of&these&druid&spells,&you&must& expend&a&slot&of&the&spell’s&level&or&higher.& & You&prepare&the&list&of&druid&spells&that&are& available&for&you&to&cast,&choosing&from&the&druid& spell&list.&To&do&so,&choose&a&number&of&druid& spells&equal&to&your&Wisdom&modifier&+&your& druid&level&(minimum&of&1).&These&spells&must&be& of&a&level&for&which&you&have&spell&slots.& & For&example,&if&you&are&a&3rd;level&druid,&you& have&four&1st;level&and&two&2nd;level&spell&slots.& With&a&Wisdom&of&16,&your&list&of&prepared&spells& can&include&six&spells&of&1st&or&2nd&level,&in&any& combination.&If&you&prepare&the&1st;level&spell& *cure%wounds,*&you&can&cast&it&using&a&1st;level&or&a& 2nd;level&slot.&Casting&the&spell&doesn’t&remove&it& from&your&list&of&prepared&spells.&

& You&must&finish&a&long&rest&to&regain&any& expended&spell&slots.&You&can&also&change&your& list&of&prepared&spells&when&you&finish&a&long&rest. Preparing&a&new&list&of&druid&spells&requires&time& spent&in&prayer&and&meditation:&at&least&1&minute& per&spell&level&for&each&spell&on&your&list.&

Spellcasting&Ability&

Wisdom&is&your&spellcasting&ability&for&your& druid&spells,&since&your&magic&draws&upon&your& devotion&and&attunement&to&nature.&You&use&your& Wisdom&whenever&a&spell&refers&to&your& spellcasting&ability.&In&addition,&you&use&your& Wisdom&modifier&when&setting&the&saving&throw& DC&for&a&druid&spell&you&cast&and&when&making& an&attack&roll&with&one.&

**spell!save!dc**!=!8!+!your!Wisdom!modifier!+!your! proficiency!bonus!

**spell!attack!bonus**!=!your!Wisdom!modifier!+!your! proficiency!bonus!

Ritual&Casting&

You&can&cast&a&druid&spell&as&a&ritual&if&that&spell& has&the&ritual&tag&and&you&have&the&spell& prepared.&To&cast&a&spell&as&a&ritual,&you&must& add&10&minutes&to&the&spell’s&casting&time,&as& normal.&

Spellcasting&Focus&

You&can&use&a&druidic&focus,&such&as&a&yew&wand& or&a&sprig&of&mistletoe,&as&the&material& component&for&a&druid&spell,&as&described&in& chapter&10.&

Sacred Plants and Wood

Druids hold certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. They use such plants to focus their magic, incorporating lengths of oak or yew or sprigs of mistletoe into their spellcasting. Some druidsuse *druidcraft* to keep the wood in their focus items alive, along with leaves or needles and berries or nuts.

Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaffs, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

Druids from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a druid of a desert region might value the yucca tree and palm trees.

Wild Shape

Starting&at&2nd&level,&you&can&use&your&action&to& magically&assume&the&shape&of&a&beast.&You&can& use&this&feature&twice,&and&you&regain&expended& uses&when&you&finish&a&short&or&long&rest.&

& Your&druid&level&determines&the&beasts&you&can transform&into,&as&shown&in&the&Beast&Shapes& table.&At&2nd&level,&for&example,&you&can& transform&into&any&beast&that&has&a&Challenge& Rating of % or lower that doesn’t have a fly or swim speed.

**Beast!Shapes Level! Max.!CR!** 2nd %

4th %

8th 1

Duration

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

Effects of Being Transformed While you are transformed, the following rules apply:

* Your game statistics are replaced by the statistics of the beast, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.

**Limitations! Example!**

No fly or swim speed Wolf

No fly speed Crocodile

— Giant eagle

* When you transform, you assume the beast’s hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert to your normal form and take 9 damage.
* You can’t cast spells, speak, or take any action that requires hands. Transforming doesn’t break your concentration on a spell you’ve already cast, however, or prevent you from taking actions that are part of a spell you’ve already cast, such as *call%lightning*.
* Your gear is subsumed in the new shape, so you can’t access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.) [[INSERT STATS FOR WOLF, CROCODILE, AND GIANT EAGLE]]

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description.

Your choice grants you features at 2nd level, and then again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Timeless Body

Starting&at&18th&level,&the&primal&magic&that&you& wield&causes&you&age&more&slowly.&For&every&10& years&that&pass,&your&body&ages&only&1&year.&

Beast Spells

Beginning&at&18th&level,&you&can&cast&many&of& your&druid&spells&in&any&shape&you&assume&using& Wild&Shape.&You&can&perform&the&somatic&and& verbal&components&of&a&druid&spell&while&in&a& beast&shape,&but&you&aren’t&able&to&provide& material&components.&

Archdruid

At&20th&level,&you&can&use&your&Wild&Shape&an& unlimited&number&of&times.&

& Additionally,&you&can&ignore&the&verbal&and& somatic&components&of&your&druid&spells,&as&well& as&any&material&components&that&lack&a&cost&and& aren’t&consumed&by&a&spell.&You&gain&this&benefit& in&both&your&normal&shape&and&your&beast&shape& from&Wild&Shape.&

Druid&Circles&

Though&their&organization&is&invisible&to&most& outsiders,&druids&are&part&of&a&society&that&spans& the&land,&ignoring&political&borders.&All&druids& are&nominally&members&of&this&druidic&society,& though&some&individuals&are&so&isolated&that&they have&never&seen&any&high;ranking&members&of& the&society&or&participated&in&druidic&gatherings.& Druids&recognize&each&other&as&brothers&and& sisters.&Like&creatures&of&the&wilderness,& however,&druids&sometimes&compete&with&or& even&prey&on&each&other.&

& At&a&local&scale,&druids&are&organized&into& circles&that&share&certain&perspectives&on&nature,& balance,&and&the&way&of&the&druid.&

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or stone to whisper primal secrets in Druidic. The circle’s wisest members serve as the chief priests of communities that hold to the Old Faith and as advisors to the rulers of those folk.

As a member of this circle, your magic is influenced by the land where you were initiated into the circle’s mysteries.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery

Starting**!**at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. Once per day during a short rest, you 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 (rounded up), and none of the slots can be 6th level or higher.

For example, when you are a 4th;level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd;level spell slot or two 1st;level spell slots.

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land—arctic, coast, desert, forest, grassland, mountain, or swamp—and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

Arctic!

**!Level! Circle!Spells!**

! 3rd! *hold\*person,\*spike\*growth*!

! 5th! *sleet\*storm,\*slow*!

! 7th! *freedom\*of\*movement,\*ice\*storm*!

! 9th! *commune\*with\*nature,\*cone\*of\*cold*!

Coast!

**!Level! Circle!Spells!**

! 3rd! *mirror\*image,\*misty\*step*!

5th! *water\*breathing,\*water\*walk*!

7th! *freedom\*of\*movement,\*solid\*fog*

9th! *scrying,\*true\*seeing*!

Desert

**!Level! Circle!Spells!**

! 3rd! *blur,\*silence*!

! 5th! *create\*food\*and\*water,\*protection\*from\*energy*!

! 7th! *blight,\*hallucinatory\*terrain*!

! 9th! *control\*winds,\*wall\*of\*stone*!

Forest!

**Level! Circle!Spells**

3rd! *barkskin,\*spider\*climb*!

5th! *call\*lightning,\*plant\*growth*!

7th! *divination,\*freedom\*of\*movement*!

9th! *commune\*with\*nature,\*plant\*door*!

Grassland

|  |  |
| --- | --- |
| **Level!** | **Circle!Spells!** |
| 3rd! | *invisibility,\*pass\*without\*trace*! |
| 5th! | *daylight,\*haste*! |
| 7th! | *air\*walk,\*divination*! |

9th! *dream,\*insect\*plague*!

Mountain

|  |  |
| --- | --- |
| **Level!** | **Circle!Spells!** |
| 3rd! | *spider\*climb,\*spike\*growth*! |
| 5th! | *lightning\*bolt,\*meld\*into\*stone*! |
| 7th! | *stone\*shape,\*stoneskin*! |
| 9th! | *passwall,\*wall\*of\*stone*! |

Swamp

|  |  |
| --- | --- |
| **Level!** | **Circle!Spells!** |
| 3rd! | *darkness,\*locate\*object*! |
| 5th! | *water\*walk,\*stinking\*cloud*! |
| 7th! | *freedom\*of\*movement,\*locate\*creature*! |
| 9th! | *insect\*plague,\*scrying*! |

Land’s&Stride&

Starting&at&6th&level,&moving&through&nonmagical difficult&terrain&costs&you&no&extra&movement.& You&can&also&pass&through&nonmagical&plants& without&being&slowed&by&them&and&without& taking&damage&from&them&if&they&have&thorns,& spines,&or&a&similar&hazard.&

& In&addition,&you&have&advantage&on&saving& throws&against&plants&that&are&magically&created& or&manipulated&to&impede&movement,&such&those created&by&the&*entangle%*spell.&

Nature’s&Ward&

When&you&reach&10th&level,&you&can’t&be&charmed or&frightened&by&elementals&or&fey,&and&you&are& immune&to&poison&and&disease.&

Nature’s&Sanctuary&

When&you&reach&14th&level,&creatures&of&the& natural&world&sense&your&connection&to&nature& and&become&hesitant&to&attack&you.&When&a&beast& or&plant&creature&attacks&you,&that&creature&must& make&a&Wisdom&saving&throw&against&your&druid& spell&save&DC.&On&a&failed&save,&the&creature&must& choose&a&different&target,&or&the&attack& automatically&misses.&On&a&successful&save,&the& creature&is&immune&to&this&effect&for&24&hours.& & The&creature&is&aware&of&this&effect&before&it& makes&its&attack&against&you.&

Circle of the Moon

Druids&of&the&Circle&of&the&Moon&are&fierce& guardians&of&the&wilds.&Their&order&gathers& under&the&full&moon&to&share&news&and&trade& warnings.&They&haunt&the&deepest&parts&of&the& wilderness,&where&they&might&go&for&weeks&on& end&before&crossing&paths&with&another& humanoid&creature,&let&alone&another&druid.& & Changeable&as&the&moon,&a&druid&of&this&circle& might&prowl&as&a&great&cat&one&night,&soar&over& the&treetops&as&an&eagle&the&next&day,&and&crash& through&the&undergrowth&in&bear&form&to&drive& off&a&trespassing&monster.&The&wild&is&in&the& druid’s&blood.&

Combat&Wild&Shape&

When&you&choose&this&circle&at&2nd&level,&you& gain&the&ability&to&use&Wild&Shape&on&your&turn&as a&bonus&action,&rather&than&as&an&action.&

& Additionally,&while&you&are&transformed&by& Wild&Shape,&you&can&use&a&bonus&action&to& expend&one&spell&slot&to&regain&2d8&hit&points&per& level&of&the&spell&slot&expended.&

Circle&Forms&

The&rites&of&your&circle&grant&you&the&ability&to& transform&into&more&dangerous&animal&forms.& Starting&at&2nd&level,&you&can&use&your&Wild& Shape&to&transform&into&a&beast&with&a&CR&as&high& as&1&(you&ignore&the&Max.&CR&column&of&the&Beast&

Shapes&table,&but&must&abide&by&the&other& limitations&there).&

& Starting&at&6th&level,&you&can&transform&into&a& beast&with&a&CR&as&high&as&your&druid&level& divided&by&3,&rounded&down.&

Primal&Strike&

Starting&at&6th&level,&your&attacks&in&beast&form& count&as&being&magical&for&the&purpose&of& overcoming&resistance&and&immunity&to& nonmagical&attacks&and&damage.&

Elemental&Wild&Shape&

At&10th&level,&you&can&expend&two&uses&of&Wild& Shape&at&the&same&time&to&transform&into&an&air& elemental,&an&earth&elemental,&a&fire&elemental,& or&a&water&elemental.&

Thousand&Forms&

By&14th&level,&you&have&learned&to&use&magic&to& alter&your&physical&form&in&more&subtle&ways.& You&can&cast&the&*alter%self*&spell&at&will.&

Fighter(

A(human(in(clanging(plate(armor(holds(her( shield(before(her(as(she(runs(toward(the(massed( goblins.(An(elf(behind(her,(clad(in(studded( leather(armor,(peppers(the(goblins(with(arrows( loosed(from(his(exquisite(bow.(The(half<orc( nearby(shouts(orders,(helping(them(coordinate( their(assault(to(the(best(advantage.(

( A(dwarf(in(chain(mail(interposes(his(shield( between(the(ogre’s(club(and(his(companion,( knocking(the(deadly(blow(aside.(His(companion,( a(half<elf(in(scale(armor,(swings(two(scimitars(in( a(blinding(whirl(as(she(circles(the(ogre,(looking( for(a(blind(spot(in(its(defenses.(

( A(gladiator(fights(for(sport(in(an(arena,(a( master(with(his(trident(and(net,(skilled(at( toppling(foes(and(moving(them(around(for(the( crowd’s(delight—and(his(own(tactical(advantage.( His(opponent’s(sword(flares(with(blue(light(an( instant(before(she(sends(lightning(flashing(forth( to(smite(him.(

( All(of(these(heroes(are(fighters,(perhaps(the( most(diverse(class(of(characters(in(the(worlds(of( Dungeons(&(Dragons.(Questing(knights,( conquering(overlords,(royal(champions,(elite( foot(soldiers,(hardened(mercenaries,(and(bandit( kings—as(fighters,(they(all(share(an(unparalleled( mastery(with(weapons(and(armor,(and(a( thorough(knowledge(of(the(skills(of(combat.(And( they(are(well(acquainted(with(death,(both(meting it(out(and(staring(it(defiantly(in(the(face.(

Quick Build

You can make a fighter quickly by following these suggestions.

***Ability Scores.*** Strength should be your highest ability score, followed by Constitution. If you plan to adopt the Eldritch Knight martial archetype, make Intelligence your secondBhighest score.

***Background.*** Choose the soldier background.

***Equipment.*** You start with the following equipment:

* (*a*) chain mail or (*b*) leather, longbow, and 20 arrows
* (*a*) a longsword and shield or (*b*) a greatsword
* (*a*) a light crossbow and 20 bolts or (*b*) two handaxes

• (*a*) a dungeoneer’s pack or (*b*) an explorer’s pack

**The!Fighter!**

**! Proficiency!**

|  |  |  |
| --- | --- | --- |
| **Level!** | **Bonus!** | **Features!** |
| 1st | +2 | Fighting Style, Second Wind |
| 2nd | +2 | Action Surge (one use) |
| 3rd | +2 | Martial Archetype |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Extra Attack |
| 6th | +3 | Ability Score Improvement |
| 7th | +3 | Martial Archetype feature |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 | Indomitable (one use) |
| 10th | +4 | Martial Archetype feature |
| 11th | +4 | Extra Attack (2) |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 | Indomitable (two uses) |
| 14th | +5 | Ability Score Improvement |
| 15th | +5 | Martial Archetype feature |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 | Action Surge (two uses), |
|  |  | Indomitable (three uses) |
| 18th | +6 | Martial Archetype feature |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Extra Attack (3) |

Class(Features(

As(a(fighter,(you(gain(the(following(class(features.

Hit!Points!

**Hit!Dice:** 1d10 per fighter level

**Hit!Points!at!1st!Level:** 10 + your Constitution modifier

**Hit!Points!at!Higher!Levels:** 1d10 (or 6) + your

Constitution modifier per fighter level after 1st

Proficiencies!

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving!Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Intimidation, Insight, Perception, or Survival

Fighting Style

You(adopt(a(particular(style(of(fighting(as(your( specialty.(Choose(one(of(the(following(options(

(you(can(take(each(Fighting(Style(option(only( once,(even(if(you(later(get(to(choose(again).(

Archery(

You(gain(a(+1(bonus(to(the(attack(rolls(you(make( with(ranged(weapons.(

Defense(

While(you(are(wearing(armor,(you(gain(a(+1( bonus(to(AC.(

Dueling(

When(you(are(wielding(a(melee(weapon(in(one( hand(and(no(other(weapons,(you(gain(a(+2(bonus to(damage(rolls(with(that(weapon.(

Great(Weapon(Fighting(

When(you(roll(a(1(or(2(on(a(damage(die(for(an( attack(you(make(with(a(melee(weapon(that(you( are(wielding(with(two(hands,(you(can(reroll(the( die(and(must(use(the(new(roll.(The(weapon(must( have(the(two<handed(or(versatile(property(for( you(to(gain(this(benefit.(

Protection(

When(a(creature(you(can(see(attacks(a(target( other(than(you(that(is(within(5(feet(of(you,(you( can(use(your(reaction(to(impose(disadvantage(on the(attack(roll.(You(must(be(wielding(a(shield.(

Two<Weapon(Fighting(

When(you(engage(in(two<weapon(fighting,(you( can(add(your(ability(modifier(to(the(damage(of( the(second(attack.(

Second Wind

You(have(a(limited(well(of(stamina(that(you(can( draw(upon(to(protect(yourself(from(harm.(On( your(turn,(you(can(use(a(bonus(action(to(regain( hit(points(equal(to(1d10(+(your(fighter(level.( ( Once(you(use(this(feature,(you(must(finish(a( short(or(long(rest(before(you(can(use(it(again.(

Action Surge

Starting(at(2nd(level,(you(can(push(yourself( beyond(your(normal(limits(for(a(moment.(On( your(turn,(you(can(take(one(additional(action(on( top(of(your(regular(action(and(a(possible(bonus( action.(

( Once(you(use(this(feature,(you(must(finish(a( short(or(long(rest(before(you(can(use(it(again.( Starting(at(17th(level,(you(can(use(it(twice(before( a(rest,(but(only(once(on(the(same(turn.(

Martial Archetype

At(3rd(level,(you(choose(an(archetype(that(you( strive(to(emulate(in(your(combat(styles(and( techniques.(Choose(Champion,(Battle(Master,(or( Eldritch(Knight,(all(detailed(at(the(end(of(the( class(description.(

( The(archetype(you(choose(grants(you(features( at(3rd(level,(and(then(again(at(7th,(10th,(15th,( and(18th(level.(

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.

The number of extra attacks increases to two when you reach 11th level and three when you reach 20th level.

Indomitable

Beginning at 9th level, when you make a saving throw, you can forgo rolling the die to automatically succeed on the save. You must use this feature before the results of the saving throw are applied.

Once you use this feature, you can’t use it again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial(Archetypes(

Different(fighters(choose(different(approaches(to( perfecting(their(fighting(prowess.(The(martial( archetype(you(choose(to(emulate(reflects(your( approach.(

Champion

The(archetypal(Champion(focuses(on(the( development(of(raw(physical(power(honed(to( deadly(perfection.(Those(who(model(themselves( on(this(archetype(combine(rigorous(training(with sheer(might(to(deal(devastating(blows.(

Improved(Critical(

Beginning(when(you(choose(this(archetype(at( 3rd(level,(your(weapon(attacks(score(a(critical(hit( on(a(roll(of(19(or(20.(

Remarkable(Athlete(

Starting(at(7th(level,(you(can(add(half(your( proficiency(bonus((round(up)(to(any(Strength,( Dexterity,(or(Constitution(check(you(make(that( doesn’t(already(use(your(proficiency(bonus.( ( In(addition,(when(you(make(a(running(long( jump,(the(distance(you(can(cover(increases(by(a( number(of(feet(equal(to(your(Strength(modifier.(

Additional(Fighting(Style(

At(10th(level,(you(can(choose(a(second(option( from(the(Fighting(Style(class(feature.(

Superior(Critical(

Starting(at(15th(level,(your(weapon(attacks(score( a critical hit on a roll of 18-20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don’t gain this benefit if you have 0 hit points.

Battle Master

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well<rounded fighters of great skill and knowledge.

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

***Maneuvers***. You learn three maneuvers of your choice, which are detailed under “Maneuvers” below.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

***Superiority/Dice***. You have three superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

***Saving/Throws***. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

**Maneuver!Save!DC**!=!8!+!double!your!proficiency!bonus!

Student of War

At 3rd level, you gain proficiency with one type of artisan’s tools or workshop of your choice.

Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

* Strength score
* Dexterity score
* Constitution score
* Armor(Class(
* Hit(points(
* Lifestyle((see(“Expenses”(in(chapter(6)(
* Total(class(levels((if(any)(
* Fighter(class(levels((if(any)(

Improved(Combat(Superiority( At(10th(level,(your(superiority(dice(turn(into( d10s.(

( At(18th(level,(they(turn(into(d12s.(

Relentless(

Starting(at(15th(level,(when(you(start(your(turn( with(no(superiority(dice,(you(regain(two(of(them( at(the(end(of(that(turn.(

Maneuvers(

***/ Commander’s/Strike./***When(you(take(the(

Attack(action(on(your(turn,(you(can(forgo(one(of( your(attacks(and(use(a(bonus(action(to(direct(one( of(your(companions(to(strike.(When(you(do(so,( choose(a(friendly(creature(who(can(see(or(hear( you(and(expend(one(superiority(die.(That( creature(can(use(its(reaction(to(make(one( weapon(attack,(adding(the(superiority(die(to(the( attack’s(damage(roll.(

***/ Disarming/Attack./***When(you(hit(a(creature( with(a(weapon(attack,(you(can(expend(one( superiority(die(to(attempt(to(disarm(the(target,( forcing(it(to(drop(one(item(of(your(choice(that(it’s( holding.(You(add(the(superiority(die(to(the( attack’s(damage(roll,(and(the(target(must(make(a( Strength(saving(throw.(On(a(failed(save,(it(drops( the(object(you(choose.(The(object(lands(at(its(feet. ***/ Distracting/Strike./***When(you(hit(a(creature( with(a(weapon(attack,(you(can(expend(one( superiority(die(to(distract(the(creature,(giving( your(allies(an(opening.(You(add(the(superiority( die(to(the(attack’s(damage(roll.(The(next(attack( roll(against(the(target(by(an(attacker(other(than( you(has(advantage(if(the(attack(is(made(before( the(start(of(your(next(turn.(

***/ Feinting/Attack./***You(can(expend(one( superiority(die(and(use(a(bonus(action(on(your( turn(to(feint,(choosing(one(creature(within(5(feet( of(you(as(your(target.(You(have(advantage(on( your(next(attack(roll(against(that(creature.(If(that( attack(hits,(add(the(superiority(die(to(the(attack’s( damage(roll.(

***/ Goading/Attack./***When(you(hit(a(creature(with( a(weapon(attack,(you(can(expend(one(superiority( die(to(attempt(to(goad(the(target(into(attacking( you.(You(add(the(superiority(die(to(the(attack’s( damage(roll,(and(the(target(must(make(a(Wisdom( saving(throw.(On(a(failed(save,(the(target(has( disadvantage(on(all(attack(rolls(against(targets( other(than(you(until(the(end(of(your(next(turn.( ***/ Lunging/Attack./***When(you(make(a(melee( weapon(attack(on(your(turn,(you(can(expend(one( superiority(die(to(increase(your(reach(for(that( attack(by(5(feet.(If(you(hit,(you(add(the( superiority(die(to(the(attack’s(damage(roll.(

***/ Maneuvering/Attack./***When(you(hit(a(creature( with(a(weapon(attack,(you(can(expend(one( superiority(die(to(maneuver(one(of(your( comrades(into(a(more(advantageous(position.( You(add(the(superiority(die(to(the(attack’s( damage(roll,(and(you(choose(a(friendly(creature( who(can(see(or(hear(you.(That(creature(can(use( its(reaction(to(move(up(to(half(its(speed(without( provoking(opportunity(attacks(from(the(target(of( your(attack.(

***/ Menacing/Attack./***When(you(hit(a(creature( with(a(weapon(attack,(you(can(expend(one( superiority(die(to(attempt(to(frighten(the(target.( You(add(the(superiority(die(to(the(attack’s( damage(roll,(and(the(target(must(make(a(Wisdom( saving(throw.(On(a(failed(save,(it(is(frightened(of( you(until(the(end(of(your(next(turn.(

***/ Parry./***When(another(creature(damages(you( with(a(melee(attack,(you(can(use(your(reaction( and(expend(one(superiority(die(to(reduce(the( damage(by(the(number(you(roll(on(your( superiority(die(+(your(Dexterity(modifier.(

***/ Precision/Attack./***When(you(make(a(weapon( attack(roll(against(a(creature,(you(can(expend( one(superiority(die(to(add(it(to(the(roll.(You(can( use(this(maneuver(before(or(after(making(the( attack(roll,(but(before(any(effects(of(the(attack( are(applied.(

***/ Pushing/Attack./***When(you(hit(a(creature(with( a(weapon(attack,(you(can(expend(one(superiority( die(to(attempt(to(drive(the(target(back.(You(add( the(superiority(die(to(the(attack’s(damage(roll,( and(if(the(target(is(Large(or(smaller,(it(must(make a(Strength(saving(throw.(On(a(failed(save,(you( push(the(target(up(to(15(feet(away(from(you.(

***/ Rally./***On(your(turn,(you(can(use(a(bonus(action and(expend(one(superiority(die(to(bolster(the( resolve(of(one(of(your(companions.(When(you(do( so,(choose(a(friendly(creature(who(can(see(or( hear(you.(That(creature(gains(temporary(hit( points(equal(to(the(superiority(die(roll(+(your( Charisma(modifier.(

***/ Riposte./***When(a(creature(misses(you(with(a( melee(attack,(you(can(use(your(reaction(and( expend(one(superiority(die(to(make(a(melee( weapon(attack(against(the(creature.(If(you(hit,( you(add(the(superiority(die(to(the(attack’s( damage(roll.(

***/ Spring/Away./***When(you(move,(you(can(expend one(superiority(die,(rolling(the(die(and(adding( the(number(rolled(to(your(AC(until(you(stop( moving.(

***/ Sweeping/Attack./***When(you(hit(a(creature( with(a(melee(weapon(attack,(you(can(expend(one( superiority(die(to(attempt(to(damage(another( creature(with(the(same(attack.(Choose(another( creature(within(5(feet(of(the(original(target(and( within(your(reach.(If(the(original(attack(roll( would(hit(the(second(creature,(it(takes(damage( equal(to(the(number(you(roll(on(your(superiority( die.(The(damage(is(of(the(same(type(dealt(by(the( original(attack.(

***/ Trip/Attack./***When(you(hit(a(creature(with(a( weapon(attack,(you(can(expend(one(superiority( die(to(attempt(to(knock(the(target(down.(You(add( the(superiority(die(to(the(attack’s(damage(roll,( and(if(the(target(is(Large(or(smaller,(it(must(make( a(Strength(saving(throw.(On(a(failed(save,(you( knock(the(target(prone.(

Eldritch Knight

The(archetypal(Eldritch(Knight(combines(the( martial(mastery(common(to(all(fighters(with(a( careful(study(of(magic.(Eldritch(Knights(use( magical(techniques(similar(to(those(practiced(by( wizards.(They(limit(their(study(to(only(two(of(the( eight(schools(of(magic:(abjuration(and(evocation.( Abjuration(spells(grant(an(Eldritch(Knight( additional(protection(in(battle,(and(evocation( spells(deal(damage(to(many(foes(at(once,( extending(the(fighter’s(reach(in(combat.(These( knights(learn(a(comparatively(small(number(of( spells,(committing(them(to(memory(instead(of( keeping(them(in(a(spellbook.(

Spellcasting(

When(you(reach(3rd(level,(you(augment(your( martial(prowess(with(the(ability(to(cast(spells.( See(chapter(10(for(the(general(rules(of( spellcasting(and(chapter(11(for(the(wizard(spell( list.(

( ***Cantrips.***(You(learn(two(cantrips(of(your( choice(from(the(wizard(spell(list.(You(can(cast( your(cantrips(at(will.(

( You(learn(another(wizard(cantrip(of(your( choice(at(10th(and(16th(level.(

( ***Spells/Known.***(You(know(two(1st<level(spells,( which(you(choose(from(the(abjuration(and( evocation(spells(on(the(wizard(spell(list.(You(also( know(the(*longstrider*(spell*.*(

( ***Spell/Slots./***The(Spellcasting(table(shows(how( many(spell(slots(you(have(to(cast(your(spells(of( 1st(level(and(higher.(To(cast(one(of(these(spells,( you(must(expend(a(slot(of(the(spell’s(level(or( higher.(You(must(finish(a(long(rest(to(regain(any( expended(spell(slots.(

( For(example,(if(you(know(the(1st<level(spell( *shield*(and(have(a(1st<level(and(a(2nd<level(spell( slot(available,(you(can(cast(*shield*(using(either( slot.(

( ***Spellcasting/Ability./***Intelligence(is(your( spellcasting(ability(for(your(wizard(spells,(since( you(learn(your(spells(through(dedicated(study( and(memorization.(You(use(your(Intelligence( whenever(a(spell(refers(to(your(spellcasting( ability.(In(addition,(you(use(your(Intelligence( modifier(when(setting(the(saving(throw(DC(for(a( wizard(spell(you(cast(and(when(making(an(attack( roll(with(one.(

**Spell!Save!DC**!=!8!+!your!Intelligence!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Intelligence!modifier!+!your! proficiency!bonus!

( ***Learning/Spells.***(The(Spells(Known(column(of( the(Spellcasting(table(shows(when(you(learn( more(wizard(spells(of(1st(level(or(higher.(Each(of( these(spells(must(be(an(abjuration(or(evocation( spell(of(your(choice,(and(must(be(of(a(level(for( which(you(have(spell(slots.(For(instance,(when( you(reach(7th(level(in(this(class,(you(can(learn( one(new(spell(of(1st(or(2nd(level.(

( At(certain(levels,(you(also(learn(the(spells( specified(in(the(table.(

( Additionally,(whenever(you(gain(a(level(in(this class,(you(can(replace(one(of(the(wizard(spells( you(know(with(an(abjuration(or(evocation(spell( of(your(choice(from(the(wizard(spell(list.(The( new(spell(must(be(of(a(level(for(which(you(have( spell(slots.(

Spellcasting!

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fighter!** | **Spells! —Spell!Slots!per!Spell!** | | | | **Level—** |
| **Level!** | **Known!** | **1st!** | **2nd!** | **3rd!** | **4th!** |
| 3rd! ! | 2!+!*longstrider*! +!2!cantrips! | 2! | —! | —! | —! |
| 4th! | 3! | 3! | —! | —! | —! |
| 5th! | 3! | 3! | —! | —! | —! |
| 6th! | 3! | 3! | —! | —! | —! |
| 7th! | 4!+!*magic/weapon*! | 4! | 2! | —! | —! |
| 8th! | 4! | 4! | 2! | —! | —! |
| 9th! | 4! | 4! | 2! | —! | —! |
| 10th! | 5!+!cantrip! | 4! | 3! | —! | —! |
| 11th! | 5! | 4! | 3! | —! | —! |
| 12th! | 5! | 4! | 3! | —! | —! |
| 13th! | 6!+!*elemental/weapon*! | 4! | 3! | 2! | —! |
| 14th! | 6! | 4! | 3! | 2! | —! |
| 15th! | 6! | 4! | 3! | 2! | —! |
| 16th! | 7!+!cantrip! | 4! | 3! | 3! | —! |
| 17th! | 7! | 4! | 3! | 3! | —! |
| 18th! | 7! | 4! | 3! | 3! | —! |
| 19th! | 8!+!*dimension/door*! | 4! | 3! | 3! | 1! |
| 20th! | 8! | 4! | 3! | 3! | 1! |

War(Magic(

Beginning(at(7th(level,(when(you(use(your(action to(cast(a(cantrip,(you(can(make(one(weapon( attack(as(a(bonus(action.(

Eldritch(Strike(

At(10th(level,(you(learn(how(to(make(your( weapon(strikes(undercut(a(creature’s(resistance( to(your(spells.(When(you(hit(a(creature(with(a( weapon(attack,(that(creature(has(disadvantage( on(the(next(saving(throw(it(makes(against(a(spell you(cast(before(the(end(of(your(next(turn.(

Arcane(Charge(

At(15th(level,(you(gain(the(ability(to(teleport(up( to(30(feet(to(an(unoccupied(space(you(can(see( when(you(use(your(Action(Surge.(You(can( teleport(before(or(after(the(additional(action.(

Improved(War(Magic(

Starting(at(18th(level,(when(you(use(your(action( to(cast(a(spell,(you(can(make(one(weapon(attack( as(a(bonus(action.(

Weapon(Bond(

At(3rd(level,(you(learn(a(ritual(that(creates(a( magical(bond(between(yourself(and(one(weapon. You(perform(the(ritual(over(the(course(of(1(hour, which(can(be(done(during(a(short(rest.(The( weapon(must(be(within(your(reach(throughout( the(ritual,(at(the(conclusion(of(which(you(touch( the(weapon(and(forge(the(bond.(

( Once(you(have(bonded(a(weapon(to(yourself,( you(cannot(be(disarmed(of(that(weapon(unless( you(are(incapacitated.(If(it(is(on(the(same(plane( of(existence,(you(can(summon(that(weapon(as(a( bonus(action(on(your(turn,(causing(it(to(teleport( instantly(to(your(hand.(

( You(can(have(up(to(two(weapons(bonded(at(a( time,(but(can(summon(only(one(at(a(time.(If(you( attempt(to(bond(with(a(third(weapon,(you(must( break(the(bond(with(one(of(your(current(bonded( weapons.(

Monk

Her(fists(a(blur(as(they(deflect(an(incoming(hail( of(arrows,(a(half9elf(springs(over(a(barricade(and( throws(herself(into(the(massed(ranks(of( hobgoblins(on(the(other(side.(She(whirls(among( them,(knocking(their(blows(aside(and(sending( them(reeling,(until(at(last(she(stands(alone.( ( Taking(a(deep(breath,(a(human(covered(in( tattoos(settles(into(a(battle(stance.(As(the(first( charging(orcs(reach(him,(he(exhales(and(a(blast( of(fire(roars(from(his(mouth,(engulfing(his(foes.( ( Moving(with(the(silence(of(the(night,(a(black9 clad(halfling(steps(into(a(shadow(beneath(an(arch and(emerges(from(another(inky(shadow(on(a( balcony(a(stone’s(throw(away.(She(slides(her( blade(free(of(its(cloth9wrapped(scabbard(and( peers(through(the(open(window(at(the(tyrant( prince,(so(vulnerable(in(the(grip(of(sleep.(

( Whatever(their(discipline,(monks(are(united(in( their(ability(to(magically(harness(the(energy(that( flows(in(their(bodies.(Even(when(this(ability(has( no(striking(visible(effect,(the(monk’s(speed(and( skill(are(preternatural.(

Quick Build

You can make a monk quickly by following these suggestions.

***Ability Scores.*** Make Dexterity your highest ability

score, followed by Wisdom.

***Background.*** Choose the hermit background.

***Equipment.*** You start with the following equipment:

* (*a*) a quarterstaff or (*b*) any simple weapon
* (*a*) a dungeoneer’s pack or (*b*) an explorer’s pack
* 10 darts

The!Monk

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Proficiency!** | **Ki!** | **Martial!** | **Unarmored!** | |
| **Level!** | **Bonus!** | **Points!** | **Arts!** | **Movement!** | **Features!** |
| 1st | +2 | — | 1d6 | — | Unarmored Defense, Martial Arts |
| 2nd | +2 | 2 | 1d6 | +10 ft. | Ki, Unarmored Movement |
| 3rd | +2 | 3 | 1d6 | +10 ft. | Deflect Missiles, Monastic Tradition |
| 4th | +2 | 4 | 1d6 | +10 ft. | Ability Score Improvement, Slow Fall |
| 5th | +3 | 5 | 1d8 | +10 ft. | Extra Attack, Stunning Strike |
| 6th | +3 | 6 | 1d8 | +15 ft. | ^Empowered Strikes, Tradition feature |
| 7th | +3 | 7 | 1d8 | +15 ft. | Evasion, Stillness of Mind |
| 8th | +3 | 8 | 1d8 | +15 ft. | Ability Score Improvement |
| 9th | +4 | 9 | 1d8 | +15 ft. | Unarmored Movement improvement |
| 10th | +4 | 10 | 1d8 | +20 ft. | Purity of Body |
| 11th | +4 | 11 | 1d10 | +20 ft. | Tradition feature |
| 12th | +4 | 12 | 1d10 | +20 ft. | Ability Score Improvement |
| 13th | +5 | 13 | 1d10 | +20 ft. | Tongue of the Sun and Moon |
| 14th | +5 | 14 | 1d10 | +25 ft. | Diamond Soul |
| 15th | +5 | 15 | 1d10 | +25 ft. | Timeless Body |
| 16th | +5 | 16 | 1d10 | +25 ft. | Ability Score Improvement |
| 17th | +6 | 17 | 1d12 | +25 ft. | Tradition feature |
| 18th | +6 | 18 | 1d12 | +30 ft. | Empty Body |
| 19th | +6 | 19 | 1d12 | +30 ft. | Ability Score Improvement |
| 20th | +6 | 20 | 1d12 | +30 ft. | Perfect Self |

Class(Features(

As(a(monk,(you(gain(the(following(class(features.

Hit!Points!

**Hit!Dice:** 1d8 per monk level

**Hit!Points!at!1st!Level:** 8 + your Constitution modifier

**Hit!Points!at!Higher!Levels:** 1d8 (or 5) + your

Constitution modifier per monk level after 1st

Proficiencies!

**Armor:**!None!

**Weapons:**!Club,!dagger,!handaxe,!light!crossbow,!light! hammer,!mace,!quarterstaff,!shortbow,!shortsword,! sickle,!sling,!spear,!and!unarmed!strike!

**Tools:**!Choose!one!type!of!artisan’s!tools!or!one!musical! instrument!

!

**Saving!Throws:**!Strength,!Dexterity!

**Skills:**!Choose!two!from!Acrobatics,!Athletics,!History,!

Insight,!Religion,!and!Stealth!

Unarmored Defense

Beginning(at(1st(level,(while(you(are(wearing(no( armor(and(not(wielding(a(shield,(your(AC(equals( 10(+(your(Dexterity(modifier(+(your(Wisdom( modifier.(

Martial Arts

At(1st(level,(your(practice(of(martial(arts(gives( you(mastery(of(unarmed(strikes(and(special( monk(weapons((see(the(“Monk(Weapons”( sidebar).(

( You(gain(the(following(benefits(while(you(are( unarmed(or(wielding(only(monk(weapons,(and( you(aren’t(wearing(armor(or(wielding(a(shield:(

• you(can(use(dexterity(instead(of(strength(for( the(attack(and(damage(rolls(of(your(unarmed( strikes(and(monk(weapons.(

* You(can(roll(a(d6(in(place(of(the(normal( damage(of(your(unarmed(strike(or(monk( weapon.(This(die(changes(as(you(gain(monk( levels,(as(shown(in(the(Martial(Arts(column(of( the(Monk(table.(
* when(you(use(the(attack(action(with(an( unarmed(strike(or(a(monk(weapon(on(your( turn,(you(can(make(one(unarmed(strike(as(a( bonus(action.(

Monk Weapons

Monks train in the use of humble melee weapons: club, dagger, handaxe, light hammer, mace, quarterstaff, shortsword, sickle, and spear.

Certain monasteries use specialized forms of these weapons. For example, you might use a club that is actually two lengths of wood connected by a short chain (a nunchaku) or a sickle with a shorter, straighter blade (a kama). Whatever name you use, the game statistics are unchanged.

Ki

Starting(at(2nd(level,(your(training(allows(you(to( harness(the(mystic(energy(of(ki.(Your(access(to( this(energy(is(represented(by(a(number(of(ki( points.(Your(monk(level(determines(the(number( of(points(you(have,(as(shown(in(the(Ki(Points( column(of(the(Monk(table.(

( You(can(spend(these(points(to(fuel(various(ki( features.(You(start(knowing(three(such(features:( Flurry(of(Blows,(Patient(Defense,(and(Step(of(the( Wind.(You(learn(more(ki(features(as(you(gain( levels(in(this(class.(

( When(you(spend(a(ki(point,(it(is(unavailable( until(you(spend(1(hour(meditating(to(draw(all(of( your(expended(ki(back(into(yourself.(This( meditation(can(occur(during(a(short(or(long(rest.( ( Some(of(your(ki(features(require(your(target(to make(a(saving(throw(to(resist(the(feature’s( effects.(The(saving(throw(DC(is(calculated(as( follows:(

**Ki!Save!DC** = 8 + double your proficiency bonus

Flurry(of(Blows(

Immediately(after(you(take(the(Attack(action(on( your(turn,(you(can(spend(1(ki(point(to(make(two( unarmed(strikes(as(a(bonus(action.(

Patient(Defense(

You(can(spend(1(ki(point(to(take(the(Dodge( action(as(a(bonus(action(on(your(turn.**!**

Step(of(the(Wind(

You(can(spend(1(ki(point(to(take(the(Disengage( or(Dash(action(as(a(bonus(action(on(your(turn,( and(your(jump(distance(is(doubled(for(the(turn.(

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

When(you(reach(3rd(level,(you(commit(yourself( to(a(monastic(tradition:(the(Way(of(the(Open( Hand,(the(Way(of(Shadow,(or(the(Way(of(the(Four Elements,(all(detailed(at(the(end(of(the(class.(

Monastic(Tradition

Stunning Strike

( Your(tradition(grants(you(features(at(3rd(level,( and(then(again(at(6th,(11th,(and(17th(level.(

Deflect Missiles

Starting(at(3rd(level,(you(can(use(your(reaction(to deflect(or(catch(the(missile(when(you(are(hit(by(a( ranged(weapon(attack.(When(you(do(so,(the( damage(you(take(from(the(attack(is(reduced(by( 1d10(+(your(Dexterity(modifier(+(your(monk( level.(

( If(you(reduce(the(damage(to(0,(you(can(catch( the(missile(if(it(is(small(enough(for(you(to(hold(in( one(hand(and(you(have(at(least(one(hand(free.(If( you(catch(a(missile(in(this(way,(you(can(spend(1( ki(point(to(make(a(ranged(attack(with(the( weapon(or(piece(of(ammunition(you(just(caught,( as(part(of(the(same(reaction.(You(make(this( attack(with(proficiency,(regardless(of(your( weapon(proficiencies.(

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.

Starting at 5th level, you can interfere with the flow of ki in an opponent’s body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

^Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon’s lightning breath or a *fireball(* spell. When you are 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.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Tongue of the Sun and Moon

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Diamond Soul

Beginning(at(14th(level,(your(mastery(of(ki( grants(you(proficiency(in(all(saving(throws.( ( Additionally,(whenever(you(make(a(saving( throw(and(fail,(you(can(spend(1(ki(point(to(reroll( it(and(take(the(second(result.(

Timeless Body

At(15th(level,(your(ki(sustains(you(so(that(you( suffer(none(of(the(frailty(of(old(age,(and(you( cannot(be(aged(magically.(In(addition,(you(no( longer(need(food(or(water.(

Empty Body

Beginning(at(18th(level,(you(can(use(your(action( to(spend(4(ki(points(to(become(incorporeal(and( invisible(for(1(minute.(

( Alternatively,(you(can(spend(8(ki(points(to(cast( the(*astral(projection*(spell,(without(needing( material(components.(When(you(do(so,(you(can’t( take(any(other(creatures(with(you.(

Perfect Self

At 20th level, you can use your action to regain 1 ki point. You are now one with your ki.

Monastic Traditions

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the three traditions and instruct each monk according to his or her aptitude and interest. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy’s ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

* It must succeed on a Dexterity saving throw or be knocked prone.
* It must make a Strength saving throw . If it fails, you can push it up to 15 feet away from you.
* It can’t take reactions until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to your monk level times three. You must finish a long rest before you can use this feature again.

Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effects of a *sanctuary* spell that lasts until the start of your next long rest the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone’s body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations. They last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end(the(vibrations(harmlessly(without(using(an( action.(

Way of Shadow

Monks(of(the(Way(of(Shadow(follow(a(tradition( that(values(stealth(and(subterfuge.(These(monks( might(be(called(ninjas(or(shadowdancers,(and( they(serve(as(spies(and(assassins(in(service(to( their(monasteries.(Sometimes(the(members(of(a( ninja(monastery(are(family(members,(forming(a( clan(sworn(to(secrecy(about(their(arts(and( missions.(Other(monasteries(are(more(like( thieves’(guilds,(hiring(out(their(services(to(nobles, rich(merchants,(or(anyone(else(who(can(pay(their( fees.(Regardless(of(their(methods,(the(heads(of( these(monasteries(expect(the(unquestioning( obedience(of(their(students.(

Shadow(Arts(

Starting(when(you(choose(this(tradition(at(3rd( level,(you(can(use(your(ki(to(duplicate(the(effects( of(certain(spells.(As(an(action,(you(can(spend(3(ki( points(to(cast(*darkness*,*(darkvision*,(*hunter’s(veil*,( *pass(without(trace*,(or(*silence*,(without(providing( material(components.(

( Additionally,(you(gain(the(*minor(illusion*( cantrip,(which(you(can(cast(at(will.(

Shadow(Step(

At(6th(level,(you(gain(the(ability(to(step(from(one( shadow(into(another.(When(you(are(in(dim(light( or(darkness,(as(a(bonus(action(you(can(teleport( up(to(60(feet(to(another(space(that(you(can(see( that(is(also(in(dim(light(or(darkness.(After(you( use(this(feature,(you(have(advantage(on(the(first( melee(attack(you(make(before(the(end(of(the(turn.

Cloak(of(Shadows(

By(11th(level,(you(have(learned(to(become(one( with(the(shadows.(When(you(are(in(an(area(of( dim(light(or(darkness,(you(can(use(your(action(to( become(invisible.(You(remain(invisible(until(you( make(an(attack,(cast(a(spell,(or(are(illuminated(by( bright(light.(

Opportunist(

At(17th(level,(you(can(exploit(a(creature’s( momentary(distraction(when(it(is(hit(by(an( attack.(Whenever(a(creature(within(5(feet(of(you( is(hit(by(an(attack(made(by(a(creature(other(than( you,(you(can(use(your(reaction(to(make(a(melee( attack(against(that(creature.(

Way of the Four Elements

You follow a monastic tradition that teaches you to harness the elements. When you focus your ki, you can align yourself with the fundamental forces of creation and bend the four elements to your will, using them as an extension of your body. Some members of this tradition dedicate themselves to a single element, but others weave the elements together.

Some monks of this tradition tattoo their bodies with representations of their ki powers, commonly imagined as coiling dragons, but also as phoenixes, fish, plants, mountains, and cresting waves.

Disciple of the Elements

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. You know the Elemental Attunement discipline and one other elemental discipline of your choice, which are detailed in the “Elemental Disciplines” section. You learn one additional elemental discipline of your choice at 6th, 11th, and 17th level. Each time you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different one.

Elemental Disciplines

Some elemental disciplines allows you to cast spells. See chapter 10 for the general rules of spellcasting. You don’t need to provide material components for these spells.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *burning(hands* does. The spell’s level increases by 1 for each additional ki point you spend.

The maximum number of ki points you can spend on a single use of an elemental discipline spell is determined by your monk level: 3 ki points(at(5th(level,(4(ki(points(at(9th(level,(5(ki( points(at(13th(level,(and(6(ki(points(at(17th(level.(

( ***Clenched(Fist(of(the(North(Wind((6th(Level(***

***Required).(***You(can(spend(3(ki(points(to(cast(*hold( person*.(

( ***Elemental(Attunement.(***You(can(use(your( action(to(briefly(control(elemental(forces(nearby,( causing(one(of(the(following(effects(of(your( choice:(

* Create(a(harmless,(instantaneous(sensory( effect(related(to(air,(earth,(fire,(or(water,(such( as(a(shower(of(sparks,(a(puff(of(wind,(a(spray(of( light(mist,(or(a(gentle(rumbling(of(stone.(
* Instantaneously(light(or(snuff(out(a(candle,(a( torch,(or(a(small(campfire.(
* Chill(or(warm(up(to(1(pound(of(nonliving( material(for(up(to(1(hour.(

• Cause(earth,(fire,(water,(or(mist(that(fits(within( a(19foot(cube(to(shape(itself(into(a(crude(form( you(designate(for(1(minute.(

( ***Eternal(Mountain(Defense((11th(Level(***

***Required).(***You(can(spend(5(ki(points(to(cast( *stoneskin*,(targeting(yourself.(

( ***Fangs(of(the(Fire(Snake.(***When(you(use(the( Attack(action(on(your(turn,(you(can(spend(1(ki( point(to(cause(tendrils(of(flame(to(stretch(out( from(your(fists(and(feet.(Your(reach(with(your( unarmed(strikes(increases(by(10(feet(for(that( action,(as(well(as(the(rest(of(the(turn.(A(hit(with( such(an(attack(deals(fire(damage(instead(of( bludgeoning(damage,(and(if(you(spend(1(ki(point( when(the(attack(hits,(it(also(deals(1d10(extra(fire( damage.(

( ***Fist(of(Four(Earthquakes.(***You(can(spend(2(ki( points(to(cast(*thunderwave*.(

( ***Fist(of(the(Mighty(Gale.(***You(can(spend(2(ki( points(to(cast(*gust(of(wind*.(

( ***Fist(of(Unbroken(Air.(***You(can(create(a(blast(of( compressed(air(that(strikes(like(a(mighty(fist.(As( an(action,(you(can(spend(2(ki(points(and(choose(a( creature(within(30(feet(of(you.(That(creature( must(make(a(Strength(saving(throw.(On(a(failed( save,(the(creature(takes(3d10(bludgeoning( damage,(plus(1d10(extra(bludgeoning(damage( for(each(additional(ki(point(you(spend,(and(you( can(push(the(creature(up(to(20(feet(away(from( you(and(knock(it(prone.(On(a(successful(save,(the( creature(only(takes(half(the(damage.(

( ***Flames(of(the(Phoenix((11th(Level(Required).(*** You(can(spend(4(ki(points(to(cast(*fireball*.(

( ***Gentle(Breath(of(Winter((17th(Level(***

***Required).***(You(can(spend(6(ki(points(to(cast( *cone(of(cold*.(

( ***Gong(of(the(Mountain(Temple((6th(Level( Required).(***You(can(spend(3(ki(points(to(cast( *shatter*.(

( ***Mist(on(the(River(Stance((11th(Level(***

***Required).(***You(can(spend(4(ki(points(to(cast( *gaseous(form*,(targeting(yourself.(

( ***Ride(the(Wind((11th(Level(Required).(***You(can spend(4(ki(points(to(cast(*fly*,(targeting(yourself.(

( ***River(of(Living(Flame((17th(Level(Required).(*** You(can(spend(5(ki(points(to(cast(*wall(of(fire*.(

( ***Shape(the(Flowing(River.(***As(an(action,(you( can(spend(1(ki(point(to(choose(an(area(of(ice(or( water(no(larger(than(30(feet(on(a(side(within(120( feet(of(you.(You(can(change(water(to(ice(within( the(area(and(vice(versa,(and(you(can(reshape(ice( in(the(area(in(any(manner(you(choose.(You(can( raise(or(lower(the(ice’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(309foot(square,(you(can(create(a(pillar(up( to(15(feet(high,(raise(or(lower(the(square’s( elevation(by(up(to(15(feet,(dig(a(trench(up(to(15( feet(deep,(and(so(on.(You(can’t(shape(the(ice(to( trap(or(injure(a(creature(in(the(area.(

( ***Sweeping(Cinder(Strike.(***You(can(spend(2(ki( points(to(cast(*burning(hands*.(

( ***Water(Whip.(***You(can(spend(2(ki(points(as(a( bonus(action(to(create(a(whip(of(water(that( shoves(and(pulls(a(creature(to(unbalance(it.(A( creature(that(you(can(see(that(is(within(30(feet(of( you(must(make(a(Dexterity(saving(throw(.(On(a( failed(save,(the(creature(takes(3d10(bludgeoning( damage,(plus(1d10(extra(bludgeoning(damage( for(each(additional(ki(point(you(spend,(and(you( can(either(knock(it(prone(or(pull(it(up(to(25(feet( closer(to(you.(On(a(successful(save,(the(creature( only(takes(half(the(damage.(

( ***Wave(of(Rolling(Earth((17th(Level(Required).(***

You(can(spend(6(ki(points(to(cast(*wall(of(stone*.(

Paladin

The!Paladin

| **! Proficiency!** | | | **—Spell!Slots!per!Spell!Level—!** | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **! Bonus!** | **Features!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** |
| 1st | +2 | Divine Sense, Lay on Hands | — | — | — | — | — |
| 2nd | +2 | Divine Smite, Fighting Style, Spellcasting | 2 | — | — | — | — |
| 3rd | +2 | Divine Health, Sacred Oath | 3 | — | — | — | — |
| 4th | +2 | Ability Score Improvement | 3 | — | — | — | — |
| 5th | +3 | Extra Attack | 4 | 2 | — | — | — |
| 6th | +3 | Aura of Protection | 4 | 2 | — | — | — |
| 7th | +3 | Sacred Oath feature | 4 | 3 | — | — | — |
| 8th | +3 | Ability Score Improvement | 4 | 3 | — | — | — |
| 9th | +4 | — | 4 | 3 | 2 | — | — |
| 10th | +4 | Aura of Courage | 4 | 3 | 2 | — | — |
| 11th | +4 | Improved Divine Smite | 4 | 3 | 3 | — | — |
| 12th | +4 | Ability Score Improvement | 4 | 3 | 3 | — | — |
| 13th | +5 | — | 4 | 3 | 3 | 1 | — |
| 14th | +5 | Cleansing Touch | 4 | 3 | 3 | 1 | — |
| 15th | +5 | Oath feature | 4 | 3 | 3 | 2 | — |
| 16th | +5 | Ability Score Improvement | 4 | 3 | 3 | 2 | — |
| 17th | +6 | — | 4 | 3 | 3 | 3 | 1 |
| 18th | +6 | Aura improvements | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Sacred Oath feature | 4 | 3 | 3 | 3 | 2 |

**Hit!Points!**

**Hit!Dice:** 1d10 per paladin level

**Hit!Points!at!1st!Level:!**10 + your Constitution modifier

Class'Features'

As'a'paladin,'you'gain'the'following'class features.'

Clad'in'plate'that'gleams'in'the'sunlight'despite' the'dust'and'grime'of'long'travel,'a'human'lays' down'her'sword'and'shield'and'places'her'hands' on'a'mortally'wounded'man.'Divine'radiance' shines'from'her'hands,'the'man’s'wounds'knit' closed,'and'his'eyes'open'wide'with'amazement.' ' A'dwarf'crouches'behind'a'rocky'outcropping,' his'black'cloak'making'him'nearly'invisible'in'the' night,'and'watches'an'orc'war'band'celebrating'its recent'victory.'Silently,'he'stalks'into'their'midst,' whispers'an'oath,'and'two'orcs'are'dead'before' they'even'realize'he'is'there.'

' Silver'hair'shining'in'a'shaft'of'light'that'seems' to'illuminate'only'him,'an'elf'laughs'with' exultation.'His'spear'flashes'like'his'eyes'as'he' jabs'again'and'again'at'a'twisted'giant,'until'at'last' his'light'overcomes'its'hideous'darkness.'

' Whatever'their'origin'and'their'mission,' paladins'are'united'by'their'oaths'to'stand'against' the'forces'of'evil.'Whether'sworn'before'a'god’s' altar'and'the'witness'of'a'priest,'in'a'sacred'glade' before'nature'spirits'and'fey'beings,'or'in'a' moment'of'desperation'and'grief'with'the'dead'as the'only'witness,'a'paladin’s'oath'is'a'powerful' bond.'It'is'a'source'of'power'that'turns'a'devout' warrior'into'a'blessed'champion'of'good.'

Quick Build

You can make a paladin quickly by following these suggestions.

***Ability Scores.*** Strength should be your highest ability score, followed by Charisma.

***Background.*** Choose the noble background.

***Equipment.*** You start with the following equipment:

* (*a*) a longsword and a shield or (*b*) a greatsword
* (*a*) five javelins or (*b*) any simple melee weapon
* (*a*) a priest’s pack or (*b*) an explorer’s pack
* Chainmail and a holy symbol

**Hit!Points!at!Higher!Levels:!**1d10!(or!6)!+!your!

Constitution!modifier!per!paladin!level!after!1st!

Proficiencies!

**Armor:**!All!armor,!shields!

**Weapons:**!Simple!weapons,!martial!weapons! **Tools:**!None!

!

**Saving!Throws:**!Wisdom,!Charisma!

**Skills:**!Choose!two!from!Athletics,!Insight,!Intimidation,! Medicine,!Persuasion,!and!Religion!

Divine Sense

The'presence'of'strong'evil'registers'on'your' senses'like'a'noxious'odor,'and'powerful'good' rings'like'heavenly'music'in'your'ears.'As'an' action,'you'can'open'your'awareness'to'detect' such'forces.'Until'the'end'of'your'next'turn,'you' know'the'location'of'any'celestial,'fiend,'or' undead'within'60'feet'of'you,'regardless'of'any' intervening'obstacles.'You'know'the'type' (celestial,'fiend,'or'undead)'and'number'of'any' beings'whose'presence'you'sense,'but'not'their' identity'(the'vampire'Count'Strahd'von'Zarovich, for'instance).'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.'

' You'can'use'this'feature'a'number'of'times' equal'to'1'+'your'Charisma'modifier.'When'you' finish'a'long'rest,'you'regain'all'expended'uses.'

Lay on Hands

Your'blessed'touch'can'heal'wounds.'You'have'a' pool'of'healing'power'that'replenishes'when'you' take'a'long'rest.'With'that'pool,'you'can'restore'a' total'number'of'hit'points'equal'to'your'paladin' level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease, remove one level of exhaustion, or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1stW level spell slot, plus 1d8 for each spell level higher than 1st (up to 5d8). The damage increases by 1d8 if the target is an undead or a fiend.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 for the paladin spell list.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell’s level or higher. You must finish a long rest to regain any expended spell slots.

You prepare the list of paladin spells that are available for you to cast. To do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells on your list must be of a level for which you have spell slots.

For example, if you are a 5thWlevel paladin, you have four 1stWlevel and two 2ndWlevel spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1stWlevel spell *cure\*wounds,* you can cast it using a 1stW level or a 2ndWlevel slot. Casting the spell doesn’t remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting'Ability'

Charisma'is'your'spellcasting'ability'for'your' paladin'spells,'since'their'power'derives'from' the'strength'of'your'convictions.'You'use'your' Charisma'whenever'a'spell'refers'to'your' spellcasting'ability.'In'addition,'you'use'your' Charisma'modifier'when'setting'the'saving' throw'DC'for'a'paladin'spell'you'cast'and'when' making'an'attack'roll'with'one.'

**Spell!Save!DC**!=!8!+!your!Charisma!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Charisma!modifier!+!your! proficiency!bonus!

Spellcasting'Focus'

You'can'use'a'holy'symbol'as'the'material' component'for'a'paladin'spell,'as'described'in' chapter'10.'

Fighting Style

At'2nd'level,'you'adopt'a'style'of'fighting'as'your' specialty.'Choose'one'of'the'following'options' (you'can'take'each'Fighting'Style'option'only' once,'even'if'you'later'get'to'choose'again).'

Defense'

While'you'are'wearing'armor,'you'gain'a'+1' bonus'to'AC.'

Dueling'

When'you'are'wielding'a'melee'weapon'in'one' hand'and'no'other'weapons,'you'gain'a'+2'bonus to'damage'rolls'with'that'weapon.'

Great'Weapon'Fighting'

When'you'roll'a'1'or'2'on'a'damage'die'for'an' attack'you'make'with'a'melee'weapon'that'you' are'wielding'with'two'hands,'you'can'reroll'the' die'and'must'use'the'new'roll.'The'weapon'must' have'the'twoWhanded'or'versatile'property'for' you'to'gain'this'benefit.'

Protection'

When'a'creature'you'can'see'attacks'a'target' other'than'you'that'is'within'5'feet'of'you,'you' can'use'your'reaction'to'impose'disadvantage'on the'attack'roll.'You'must'be'wielding'a'shield.'

Divine Health

By'3rd'level,'the'divine'magic'flowing'through' you'makes'you'immune'to'disease.'

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description.

Your choice grants you features at 3rd level, and then again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don’t count against the number of spells you can prepare each day.

If you gain an oath spell that doesn’t appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spellcasting DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you'can’t'increase'an'ability'score'above'20' using'this'feature.'

Extra Attack

Beginning'at'5th'level,'you'can'attack'one'extra' time'whenever'you'take'the'Attack'action'on' your'turn.'

Aura of Protection

Starting'at'6th'level,**!**whenever'you'or'a'friendly' creature'within'10'feet'of'you'must'make'a' saving'throw,'the'creature'gains'a'bonus'to'the' saving'throw'equal'to'your'Charisma'modifier' (with'a'minimum'bonus'of'+1).'You'must'be' conscious'to'grant'this'bonus.'

' At'18th'level,'the'range'of'this'aura'increases' to'30'feet.'

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can’t be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes 1d8 extra radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of one). You regain expended uses when you finish a long rest.

Sacred Oaths

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin’s training. Some characters with this class don’t consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin’s heart.

Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an alhnight vigil in prayer as a sign of penitence, or undertake a fast or similar act of selfa denial. After a rite of confession and forgiveness, the paladin starts fresh, with his or her oath renewed.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the DM’s discretion, an impenitent paladin might be forced to abandon this class and adopt another, or perhaps to take the Oathbreaker paladin option that appears in the *Dungeon Master's Guide*.

Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. 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 their devotion. They hold angels— the perfect servants of good—as their ideals, and incorporate'images'of'angelic'wings'into'their' helmets'or'coats'of'arms.'

Tenets of Devotion

Though the exact words and strictures of the Oath of

Devotion vary, paladins of this oath share these tenets.

***Honesty.*** Don’t lie or cheat. Let your word be your promise.

***Courage.*** Never fear to act, though caution is wise.

***Compassion.*** Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

***Honor.*** Treat others with fairness, and let your

honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

***Duty.*** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you. Oath'Spells'

You'gain'oath'spells'at'the'paladin'levels'listed.'

**Paladin!**

**!Level! Spells!**

3rd *protection)from)evil,)sanctuary*

5th *lesser)restoration,)zone)of)truth*

9th *beacon)of)hope,)dispel)magic*

13th *freedom)of)movement,)guardian)of)faith* 17th *commune,)flame)strike*

Channel'Divinity'

When'you'take'this'oath'at'3rd'level,'you'gain' the'following'two'Channel'Divinity'options.' ' ***Sacred'Weapon.'***As'an'action,'you'can'imbue' one'weapon'that'you'are'holding'with'positive' energy,'using'your'Channel'Divinity.'For'1' minute,'you'add'your'Charisma'modifier'to' attack'rolls'made'with'that'weapon'(with'a' minimum'bonus'of'+1).'The'weapon'also'emits' bright'light'in'a'20Wfoot'radius'and'dim'light'20' feet'beyond'that.'If'the'weapon'is'not'already' magical,'it'becomes'magical'for'the'duration.' ' You'can'end'this'effect'on'your'turn'as'part'of' any'other'action.'If'you'are'no'longer'holding'or' carrying'this'weapon,'or'if'you'fall'unconscious,' this'effect'ends.'

**! *Turn'the'Unholy.'***As'an'action,'you'present' your'holy'symbol'and'speak'a'prayer'censuring' fiends'and'undead,'using'your'Channel'Divinity.' Each'fiend'or'undead'within'30'feet'of'you'that' can'see'you'must'make'a'Wisdom'saving'throw.' If'the'creature'fails'its'saving'throw,'it'is'turned' for'1'minute'or'until'it'takes'damage.' ' A'turned'creature'must'spend'its'turns'trying' to'move'as'far'away'from'you'as'it'can,'and'it' can’t'willingly'move'to'a'space'within'30'feet'of' you.'It'also'can’t'take'reactions.'For'its'action,'it' can'use'only'the'Dash'action'or'try'to'escape' from'an'effect'that'prevents'it'from'moving.'If' there’s'nowhere'to'move,'the'creature'can'use' the'Dodge'action.'

Aura'of'Devotion'

Starting'at'7th'level,'you'and'friendly'creatures' within'10'feet'of'you'can’t'be'charmed'while'you' are'conscious.'

' At'18th'level,'the'range'of'this'aura'increases' to'30'feet.'

Purity'of'Spirit'

Beginning'at'15th'level,'you'are'always'under' the'effects'of'a'*protection\*from\*evil*'spell.'

Holy'Nimbus'

At'20th'level,'as'an'action,'you'can'emanate'an' aura'of'sunlight.'For'1'minute,'bright'light'shines' from'you'in'a'30Wfoot'radius,'and'dim'light' shines'30'feet'beyond'that.'

' Whenever'an'enemy'creature'starts'its'turn'in' the'bright'light,'the'creature'takes'10'radiant' damage.'

' In'addition,'for'the'duration,'you'have' advantage'on'saving'throws'against'spells'cast' by'fiends'or'undead.'

' Once'you'use'this'feature,'you'can’t'use'it'again until'you'finish'a'long'rest.'

Oath of the Ancients

The'Oath'of'the'Ancients'is'as'old'as'the'race'of' elves'and'the'rituals'of'the'druids.'Sometimes' called'fey'knights,'green'knights,'or'horned' knights,'paladins'who'swear'this'oath'cast'their' lot'with'the'side'of'the'light'in'the'cosmic' struggle'against'darkness'because'they'love'the' beautiful'and'lifeWgiving'things'of'the'world,'not' necessarily'because'they'believe'in'principles'of' honor,'courage,'and'justice.'They'adorn'their' armor'and'clothing'with'images'of'growing' things—leaves,'antlers,'or'flowers—to'reflect' their'commitment'to'preserving'life'and'light'in' the'world.'

Tenets of the Ancients

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

***Kindle the Light.*** Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

***Shelter the Light.*** Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

***Preserve Your Own Light.*** Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can’t preserve it in the world.

***Be the Light.*** Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Oath'Spells'

You'gain'oath'spells'at'the'paladin'levels'listed.'

**Paladin!**

**!Level! Spells!**

3rd *ensnaring)strike,)speak)with)animals*

5th *moonbeam,)misty)step*

9th *plant)growth,)protection)from)energy*

13th *ice)storm,)stoneskin*

17th *feeblemind,)tree)stride*

Channel'Divinity'

When'you'take'this'oath'at'3rd'level,'you'gain' the'following'two'Channel'Divinity'options.' ' ***Nature’s'Wrath.***'You'can'use'your'Channel' Divinity'to'invoke'primeval'forces'to'ensnare'a' foe.'When'a'creature'moves'within'10'feet'of'you, you'can'use'your'reaction'to'cause'spectral'vines' to'spring'up'and'reach'for'that'creature.'The' creature'must'succeed'on'a'Strength'or'Dexterity' saving'throw'(its'choice)'or'be'restrained.'While' restrained'by'the'vines,'the'creature'repeats'the' saving'throw'at'the'start'of'each'of'its'turns.'On'a' success,'it'frees'itself'and'the'vines'vanish.' ' ***Turn'the'Faithless.***'You'can'use'your'Channel' Divinity'to'utter'ancient'words'that'are'painful' for'fey'and'fiends'to'hear.'As'an'action,'you' present'your'holy'symbol,'and'each'fey'or'fiend' within'30'feet'of'you'that'can'hear'you'must' make'a'Wisdom'saving'throw.'On'a'failed'save,' the'creature'is'turned'for'1'minute'or'until'it' takes'damage.'

' A'turned'creature'must'spend'its'turns'trying' to'move'as'far'away'from'you'as'it'can,'and'it' can’t'willingly'move'to'a'space'within'30'feet'of' you.'It'also'can’t'take'reactions.'For'its'action,'it' can'use'only'the'Dash'action'or'try'to'escape' from'an'effect'that'prevents'it'from'moving.'If' there’s'nowhere'to'move,'the'creature'can'use' the'Dodge'action.'

' If'the'creature’s'true'form'is'concealed'by'an' illusion,'shapeshifting,'or'other'effect,'that'form' is'revealed'while'it'is'turned.'

Aura'of'Warding'

Beginning'at'7th'level,'ancient'magic'lies'so' heavily'upon'you'that'it'forms'an'eldritch'ward.' You'and'friendly'creatures'within'10'feet'of'you' have'resistance'to'damage'from'spells.'

' At'18th'level,'the'range'of'this'aura'increases' to'30'feet.'

Undying'Sentinel'

Starting'at'15th'level,'when'you'are'reduced'to'0 hit'points'and'are'not'killed'outright,'you'can' choose'to'drop'to'1'hit'point'instead.'Once'you' use'this'ability,'you'can’t'use'it'again'until'you' finish'a'long'rest.'

' Additionally,'you'suffer'none'of'the'drawbacks of'old'age,'and'you'can’t'be'aged'magically.'

Elder'Champion'

At'20th'level,'you'can'assume'the'form'of'an' ancient'force'of'nature,'taking'on'an'appearance' you'choose.'For'example,'your'skin'might'turn' green'or'take'on'a'barkWlike'texture,'your'hair' might'become'leafy'or'mossWlike,'or'you'might' sprout'antlers'or'a'lionWlike'mane.'

' Using'your'action,'you'undergo'a' transformation.'For'1'minute,'you'gain'the' following'benefits:'

• At'the'start'of'each'of'your'turns,'you'regain' 10'hit'points.'

* Whenever'you'cast'a'paladin'spell'that'has'a' casting'time'of'1'action,'you'can'cast'it'as'a' swift'spell'instead.'
* Enemy'creatures'within'10'feet'of'you'have' disadvantage'on'saving'throws'against'your' paladin'spells'and'Channel'Divinity'options.'

' Once'you'use'this'feature,'you'can’t'use'it'again until'you'finish'a'long'rest.'

Oath of Vengeance

The'Oath'of'Vengeance'is'a'solemn'commitment' to'punish'those'who'have'committed'a'grievous' sin.'When'evil'forces'slaughter'helpless'villagers,' when'an'entire'people'turns'against'the'will'of' the'gods,'when'a'thieves’'guild'grows'too'violent' and'powerful,'when'a'dragon'rampages'through' the'countryside—at'times'like'these,'paladins' arise'and'swear'an'Oath'of'Vengeance'to'set' right'that'which'has'gone'wrong.'To'these' paladins—sometimes'called'avengers'or'dark' knights—their'own'purity'is'not'as'important'as' delivering'justice.'

Tenets of Vengeance

The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

***Fight the Greater Evil.*** Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

***No Mercy for the Wicked.*** Ordinary foes might win my mercy, but my sworn enemies do not.

***By Any Means Necessary.*** My qualms can’t get in the way of exterminating my foes.

***Restitution.*** If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

Oath'Spells'

You'gain'oath'spells'at'the'paladin'levels'listed.'

**Paladin!**

**!Level! Spells!**

3rd *cause)fear,)hunter’s)mark*

5th *hold)person,)misty)step*

9th *haste,)protection)from)energy*

13th *air)walk,)dimension)door*

17th *hold)monster,)scrying*

Channel'Divinity'

When'you'take'this'oath'at'3rd'level,'you'gain' the'following'two'Channel'Divinity'options.' ' ***Abjure'Enemy.***'As'an'action,'you'present'your' holy'symbol'and'speak'a'prayer'of'denunciation,' using'your'Channel'Divinity.'Choose'one' creature'within'60'feet'of'you'that'you'can'see.' That'creature'must'make'a'Wisdom'saving' throw,'unless'it'is'immune'to'being'frightened.' Fiends'and'undead'have'disadvantage'on'this' saving'throw.'

' On'a'failed'save,'the'creature'is'frightened'for' 1'minute'or'until'it'takes'any'damage.'While' frightened,'the'creature’s'speed'is'0,'and'it'can’t' benefit'from'any'bonus'to'its'speed.'

' On'a'successful'save,'the'creature’s'speed'is' halved'for'1'minute'or'until'the'creature'takes' any'damage.'

' ***Vow'of'Enmity.'***When'you'or'a'creature'within' 10'feet'of'you'is'hit'by'a'creature'that'you'can' see,'you'can'use'your'reaction'to'utter'a'vow'of' enmity'against'the'attacker,'using'your'Channel' Divinity.'You'gain'advantage'on'attack'rolls' against'the'attacker'for'1'minute'or'until'it'drops' to'0'hit'points'or'falls'unconscious.'

Relentless'Avenger'

By'7th'level,'your'supernatural'focus'helps'you' close'off'a'foe’s'retreat.'When'you'hit'a'creature' with'an'opportunity'attack,'you'can'move'up'to' half'your'speed'immediately'after'the'attack'and' as'part'of'the'same'reaction.'This'movement' doesn’t'provoke'opportunity'attacks.'

Soul'of'Vengeance'

Starting'at'15th'level,'the'authority'with'which' you'speak'your'Vow'of'Enmity'gives'you'greater' power'over'your'foe.'When'the'creature'under' the'effect'of'your'Vow'of'Enmity'makes'an'attack, you'can'use'your'reaction'to'make'a'melee' weapon'attack'against'that'creature'if'it'is'within' range.'

Avenging'Angel'

At'20th'level,'you'can'assume'the'form'of'an' angelic'avenger.'Using'your'action,'you'undergo'

a'transformation.'For'1'hour,'you'gain'the' following'benefits:'

* Wings'sprout'from'your'back'and'grant'you'a' fly'speed'of'60'feet.'
* You'emanate'an'aura'of'menace'in'a'30Wfoot' radius.'The'first'time'any'enemy'creature' enters'the'aura'or'starts'its'turn'there'during'a' battle,'the'creature'must'succeed'on'a'Wisdom' saving'throw'or'become'frightened'of'you'for'1 minute'or'until'it'takes'any'damage.'Attack' rolls'against'the'frightened'creature'have' advantage.'

' Once'you'use'this'feature,'you'can’t'use'it'again until'you'finish'a'long'rest.'

| **The!Ranger!** | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Proficiency!** | | **Spells!** | **—Spell!Slots!per!Spell!Level—!** | | | | |
| **Level!** | **Bonus!** | **Features!** | **Known!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** |
| 1st | +2 | Favored Enemy, Natural Explorer | — | — | — | — | — | — |
| 2nd | +2 | Fighting Style, Spellcasting | 2 | 2 | — | — | — | — |
| 3rd | +2 | Ranger Archetype, Primeval Awareness | 3 | 3 | — | — | — | — |
| 4th | +2 | Ability Score Improvement | 3 | 3 | — | — | — | — |
| 5th | +3 | Extra Attack | 4 | 4 | 2 | — | — | — |
| 6th | +3 | Favored Enemy, Natural Explorer | 4 | 4 | 2 | — | — | — |
| 7th | +3 | Archetype feature | 5 | 4 | 3 | — | — | — |
| 8th | +3 | Ability Score Improvement, Land’s Stride | 5 | 4 | 3 | — | — | — |
| 9th | +4 | — | 6 | 4 | 3 | 2 | — | — |
| 10th | +4 | Natural Explorer, Hide in Plain Sight | 6 | 4 | 3 | 2 | — | — |
| 11th | +4 | Archetype feature | 7 | 4 | 3 | 3 | — | — |
| 12th | +4 | Ability Score Improvement | 7 | 4 | 3 | 3 | — | — |
| 13th | +5 | — | 8 | 4 | 3 | 3 | 1 | — |
| 14th | +5 | Favored Enemy, Vanish | 8 | 4 | 3 | 3 | 1 | — |
| 15th | +5 | Archetype feature | 9 | 4 | 3 | 3 | 2 | — |
| 16th | +5 | Ability Score Improvement | 9 | 4 | 3 | 3 | 2 | — |
| 17th | +6 | — | 10 | 4 | 3 | 3 | 3 | 1 |
| 18th | +6 | Feral Senses | 10 | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Ability Score Improvement | 11 | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Wisdom of the World | 11 | 4 | 3 | 3 | 3 | 2 |

Ranger'

Rough'and'wild'looking,'a'human'stalks'alone' through'the'shadows'of'trees,'hunting'the'orcs' he'knows'are'planning'a'raid'on'a'nearby'farm.' Clutching'a'shortsword'in'each'hand,'he'readies' himself'to'attack.'He'becomes'a'whirlwind'of' steel,'cutting'down'one'creature'after'another.' ' After'tumbling'away'from'a'cone'of'freezing' air,'an'elf'finds'her'feet'and'draws'back'her'bow' to'loose'an'arrow'at'the'white'dragon.'Shrugging' off'the'wave'of'fear'that'seems'to'emanate'from' the'dragon'like'the'cold'of'its'breath,'she'sends' one'arrow'after'another'to'find'the'gaps' between'the'dragon’s'thick'scales.'

' Holding'his'hand'high,'a'halfAelf'whistles'to'the' hawk'that'circles'high'above'him,'calling'the'bird back'to'his'side.'Whispering'instructions'in' Elvish,'he'points'to'the'owlbear'he’s'been' tracking'and'sends'the'hawk'to'distract'the' creature'while'he'readies'his'bow.'

' Far'from'the'bustle'of'cities'and'towns,'past' the'hedges'that'shelter'the'most'distant'farms' from'the'terrors'of'the'wild,'amid'the'denseA packed'trees'of'trackless'forests'and'across'wide' and'empty'plains,'rangers'keep'their'unending' watch.'

Quick Build

You can make a ranger quickly by following these suggestions.

***Ability Scores.*** Make Dexterity your highest ability

score, followed by Wisdom. (Some rangers who focus on twoBweapon fighting make their Strength scores higher than Dexterity.)

***Background.*** Choose the outlander background.

***Equipment.*** You start with the following equipment:

* (*a*) scale mail or (*b*) leather armor
* (*a*) two short swords or (*b*) two simple melee weapons
* (*a*) a dungeoneer’s pack or (*b*) an explorer’s pack
* A longbow and a quiver of 20 arrows

Class'Features'

As'a'ranger,'you'gain'the'following'class'features.

Hit!Points!

**Hit!Dice:**!1d10!per!ranger!level!

**Hit!Points!at!1st!Level:!**10!+!your!Constitution!modifier!

**Hit!Points!at!Higher!Levels:!**1d10!(or!6)!+!your!

Constitution!modifier!per!ranger!level!after!1st!

Proficiencies!

**Armor:**!Light!armor,!medium!armor,!shields! **Weapons:**!Simple!weapons,!martial!weapons!

**Tools:**!None!

!

**Saving!Throws:**!Strength,!Dexterity!

**Skills:**!Choose!three!from!Animal!Handling,!Athletics,!

Insight,!Investigation,!Nature,!Perception,!Stealth,!and! Survival!

Favored Enemy

Beginning'at'1st'level,'you'have'significant' experience'studying,'tracking,'hunting,'and'even' talking'to'a'certain'type'of'enemy.'

' Choose'a'type'of'favored'enemy:'aberrations,' beasts,'constructs,'dragons,'elementals,'fey,' giants,'monstrosities,'or'undead.'Alternatively,' you'can'select'three'races'of'humanoid'(such'as' elves,'gnolls,'and'orcs)'as'favored'enemies.' ' You'have'advantage'on'any'ability'check'you' make'related'to'your'favored'enemies'when'the' check'uses'one'of'the'following'skills:'Insight,' Investigation,'Nature,'or'Perception.'

'When'you'gain'this'feature,'you'also'learn'one' language'of'your'choice'that'is'spoken'by'your' favored'enemies.'

' You'choose'one'additional'favored'enemy'and' learn'a'language'of'that'enemy'at'6th'and'14th' level.'As'you'gain'levels,'your'choices'should' reflect'the'types'of'monsters'you'have' encountered'on'your'adventures.'

Natural Explorer

You'are'particularly'familiar'with'one'type'of' natural'environment'and'are'adept'at'traveling' and'survival'in'such'regions.'Choose'one'type'of' favored'terrain:'arctic,'coast,'desert,'forest,' grassland,'mountain,'swamp,'or'the'Underdark.' When'you'make'an'Intelligence'or'Wisdom' check'related'to'your'favored'terrain,'your' proficiency'bonus'is'doubled'if'you'are'using'a' skill'that'you’re'proficient'in.'

' While'traveling'for'an'hour'or'more'in'your' favored'terrain,'you'gain'the'following'benefits:'

* Difficult'terrain'doesn’t'slow'your'group’s' travel.'
* Your'group'cannot'become'lost'except'by' magical'means.'
* While'in'the'front'rank'of'your'group’s' marching'order,'you'can'perform'one'activity' (such'as'foraging,'navigating,'or'tracking)'in' addition'to'watching'for'danger.'
* If'you'are'traveling'alone,'you'can'move' stealthily'at'a'normal'pace.'
* When'you'forage,'you'find'twice'as'much'food' as'you'normally'would.'
* While'tracking'other'creatures,'you'also'learn' their'exact'number,'their'sizes,'and'how'long' ago'they'passed'through'the'area.'

' You'choose'additional'favored'terrain'types'at' 6th'and'10th'level.'

Fighting Style

At'2nd'level,'you'adopt'a'particular'style'of' fighting'as'your'specialty.'Choose'one'of'the' following'options'(you'can'take'each'Fighting' Style'option'only'once,'even'if'you'later'get'to' choose'again).'

Archery'

You'gain'a'+1'bonus'to'the'attack'rolls'you'make' with'ranged'weapons.'

Defense'

While'you'are'wearing'armor,'you'gain'a'+1' bonus'to'AC.'

Dueling'

When'you'are'wielding'a'melee'weapon'in'one' hand'and'no'other'weapons,'you'gain'a'+2'bonus to'damage'rolls'with'that'weapon.'

TwoAWeapon'Fighting'

When'you'engage'in'twoAweapon'fighting,'you' can'add'your'ability'modifier'to'the'damage'of' the'second'attack.'

Spellcasting

By'the'time'you'reach'2nd'level,'you'have' learned'to'use'the'magical'essence'of'nature'to' cast'spells,'much'as'a'druid'does.'See'chapter'10' for'the'general'rules'of'spellcasting'and'chapter' 11'for'the'ranger'spell'list.'

Spells'Known'

You'know'two'1stAlevel'spells'of'your'choice' from'the'ranger'spell'list.'

Spell'Slots'

The'Ranger'table'shows'how'many'spell'slots' you'have'to'cast'your'spells.'To'cast'one'of'your' ranger'spells'of'1st'level'or'higher,'you'must' expend'a'slot'of'the'spell’s'level'or'higher.'You' must'finish'a'long'rest'to'regain'any'expended' spell'slots.'

' For'example,'if'you'know'the'1stAlevel'spell' *animal&friendship*'and'have'a'1stAlevel'and'a'2ndA level'spell'slot'available,'you'can'cast'*animal& friendship*'using'either'slot.'

Spellcasting'Ability'

Wisdom'is'your'spellcasting'ability'for'your' ranger'spells,'since'your'magic'draws'on'your' attunement'to'nature.'You'use'your'Wisdom' whenever'a'spell'refers'to'your'spellcasting' ability.'In'addition,'you'use'your'Wisdom' modifier'when'setting'the'saving'throw'DC'for'a' ranger'spell'you'cast'and'when'making'an'attack' roll'with'one.'

**Spell!Save!DC**!=!8!+!your!Wisdom!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Wisdom!modifier!+!your! proficiency!bonus!

Learning'Spells'

The'Spells'Known'column'of'the'Ranger'table' shows'when'you'learn'more'ranger'spells'of' your'choice.'Each'of'these'spells'must'be'of'a' level'for'which'you'have'spell'slots,'as'shown'on' the'table.'For'instance,'when'you'reach'5th'level' in'this'class,'you'can'learn'one'new'spell'of'1st'or 2nd'level.'

Ranger Archetype

At'3rd'level,'you'choose'an'archetype'that'you' strive'to'emulate:'Hunter'or'Beast'Master,'both' detailed'at'the'end'of'the'class'description.' ' Your'choice'grants'you'features'at'3rd'level,' and'then'again'at'7th,'11th,'and'15th'level.'

Primeval Awareness

Beginning'at'3rd'level,'you'can'use'your'action' and'expend'one'ranger'spell'slot'to'focus'your' awareness'on'the'region'around'you,'taking'note' of'disturbances'and'determining'their'source.' ' For'1'minute'per'level'of'the'spell'slot'you' expend,'you'know'the'location'of'aberrations,' celestials,'constructs,'dragons,'elementals,'fey,' fiends,'and'undead'within'1'mile'of'you'(or' within'6'miles'if'you'are'in'your'favored'terrain).' You'know'the'nature'of'the'being'or'beings' whose'presence'you'sense—whether'it'is'a'mind' flayer'or'a'horde'of'zombies,'for'example—but' not'their'exact'identity'(the'death'knight'Lord' Soth,'for'instance).'

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.

Land’s Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking'damage'from'them'if'they'have'thorns,' spines,'or'a'similar'hazard.'

Hide in Plain Sight

Starting'at'10th'level,'you'can'spend'1'minute' creating'camouflage'for'yourself.'You'must'have' access'to'fresh'mud,'dirt,'plants,'soot,'and'other' naturally'occurring'materials'with'which'to' create'your'camouflage.'

' Once'you'are'camouflaged'in'this'way,'you'can' try'to'hide'by'pressing'yourself'up'against'a'solid surface,'such'as'a'tree'or'wall,'that'is'at'least'as' tall'and'wide'as'you'are.'You'gain'a'+10'bonus'to' Dexterity'(Stealth)'checks'as'long'as'you'remain' there'without'moving'or'taking'actions.'Once' you'move'or'take'an'action'or'a'reaction,'you' must'camouflage'yourself'again'to'gain'this' benefit.'

Vanish

Starting'at'14th'level,'you'can'use'the'Hide' action'as'a'bonus'action'on'your'turn.' Additionally,'you'can’t'be'tracked'with' nonmagical'means,'unless'you'choose'to'leave'a' trail.'

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can’t see. When you attack a creature you can’t see, your inability to see it doesn’t impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, as long as the creature isn’t hidden from you and you aren’t blinded or deafened.

Wisdom of the World

At 20th level, you count all hostile creatures as your favored enemies and all natural terrain as your favored terrain.

Ranger Archetypes

The ideal of the ranger has two classic expressions: the Hunter, who leads his allies against the monstrous foes that press in on the edges of civilization, and the Beast Master, who tames the creatures of the wild to serve as companions in the hunt.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilds. As you follow in the Hunter’s path, you learn specialized techniques for fighting the most common threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter’s Prey

At 3rd level, you gain one of the following features of your choice.

***Colossus&Slayer.*** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes 1d6 extra damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

***Giant&Killer.*** Your proficiency bonus is doubled for any weapon attack roll you make against a creature that is Large or larger.

***Horde&Breaker.*** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the creature you just attacked and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

***Escape&the&Horde.*** Opportunity attacks against you are made with disadvantage.

***Multiattack&Defense.*** When a creature hits you with an attack, you gain a +4 bonus to your AC against all subsequent attacks made by that creature for the rest of the turn.

***Steel&Will.*** You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

' ***Volley.***'You'can'use'your'action'to'make'a' single'ranged'attack'against'any'number'of' creatures'within'10'feet'of'a'point'you'can'see' within'your'weapon’s'range.'You'must'have' ammunition'for'each'target,'as'normal.' ' ***Whirlwind&Attack.***'You'can'use'your'action'to' make'a'single'melee'attack'against'any'number' of'creatures'within'5'feet'of'you.'You'use'the' same'attack'roll'against'all'of'them.'

Superior'Hunter’s'Defense' At'15th'level,'you'gain'one'of'the'following' features'of'your'choice.'

' ***Evasion.***'You'can'nimbly'dodge'out'of'the'way' of'area'effects,'such'as'a'red'dragon’s'fiery' breath'or'a'*lightning&bolt*'spell.'When'you'are' 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. ' ***Stand&Against&the&Tide.***'When'a'hostile' creature'misses'you'with'a'melee'attack,'you'can' use'your'reaction'to'force'that'creature'to'repeat' the'same'attack'against'another'creature'(other' than'itself)'of'your'choice.'

' ***Uncanny&Dodge.***'When'an'attacker'that'you' can'see'hits'you'with'an'attack,'you'can'use'your' reaction'to'halve'the'attack’s'damage'against'you.

Beast Master

The'Beast'Master'archetype'embodies'a' friendship'between'the'civilized'races'and'the' beasts'of'the'world:'united'in'focus'and'working' as'one'to'stalk'and'fight'the'monstrous'foes'that' threaten'civilization'and'wilds'alike.'Emulating' the'Beast'Master'archetype'means'committing' yourself'to'this'ideal,'working'in'partnership' with'an'animal'not'as'its'master'but'as'its'friend.'

Ranger’s'Companion'

At'3rd'level,'you'gain'an'animal'companion,'who' accompanies'you'on'your'adventures'and'is' trained'to'fight'alongside'you.' 'Choose'a'trained'hawk,'panther,'or'mastiff.' Your'Dungeon'Master'might'make'other'animal' companions'available'to'you.'

' Your'animal'companion'obeys'your'commands' as'best'as'it'can.'It'takes'its'turn'on'your' initiative,'though'it'does'not'take'an'action' unless'you'command'it'to.'

'On'your'turn,'if'your'animal'companion'can' hear'you,'you'can'tell'it'where'to'move.'You'can' also'forgo'one'attack'that'you'take'as'part'of'the' Attack'action'on'your'turn'to'let'your'animal' companion'make'one'attack'on'its'turn.'You'can' also'use'your'action'to'command'your'animal' companion'to'take'the'Dash,'Disengage,'or' Dodge'action.'

' While'traveling'through'your'favored'terrain' with'only'your'animal'companion,'you'can'move stealthily'at'a'normal'pace.'

' If'your'animal'companion'dies,'you'can'obtain' another'one'by'spending'8'hours'magically' bonding'with'another'animal'that'is'not'hostile' to'you.'When'you'do'so,'you'can'choose'a' different'kind'of'animal'than'the'one'you' originally'chose.'

Trained!Hawk!

*Tiny'beast,'unaligned'*

**Armor!Class**!13!+!your!proficiency!bonus!

**Hit Points** 3 x your ranger level

**Speed** 5 ft., fly 60 ft.

**Str** 5 (-3) **Dex** 16 (+3) **Con** 8 (-1)

**Int** 2 (-4) **Wis** 14 (+2) **Cha** 6 (-2)

**Saving!Throws** Dex +3 plus your proficiency bonus**!**

**Skills** Perception +2 plus your proficiency bonus

**Languages** —

***Keen'Sight.*!**When using its sense of sight, the hawk has advantage on Wisdom (Perception) checks.

**Actions!**

***Talons—Melee'Attack.*** +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d4 + 3 + your proficiency bonus slashing damage.

***Distract—Melee'Attack.*** Choose one creature within 5 feet of the hawk. The target has disadvantage on the next attack roll it makes before the end of its next turn, and the hawk’s movement doesn’t provoke opportunity attacks from it for the rest of the current turn.

Trained!Panther!

*Medium'beast,'unaligned'*

**Armor!Class** 13 + your proficiency bonus **Hit!Points** 4 x your ranger level

**Speed!**50!ft.!

**Str** 8 (-1) **Dex** 16 (+3) **Con** 10 (+0)

**Int** 2 (-4) **Wis** 14 (+2) **Cha** 6 (-2)

**Skills** Stealth +4 plus your proficiency bonus **Special Senses** darkvision 60 ft.

**Languages** —

***Keen'Sight.*!**When using its sense of sight, the panther has advantage on Wisdom (Perception) checks.

**Actions!**

***Pounce—Melee'Attack.*** +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + your proficiency bonus piercing damage. If the panther moved at least 10 feet on foot before hitting and the target is Large or smaller, the target is knocked prone.

***Claw—Melee'Attack.*** +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + 2 + your proficiency bonus slashing damage.

**Trained!Mastiff!**

*Medium'beast,'unaligned'*

**Armor!Class** 12 + your proficiency bonus

**Hit Points** 4 x your ranger level

**Speed!**50 ft.

**Str** 8 (-1) **Dex** 14 (+2) **Con** 10 (+0)

**Int** 2 (-4) **Wis** 12 (+1) **Cha** 8 (-1)

**Skills** Perception +1 plus your proficiency bonus **Special Senses** darkvision 60 ft.

**Languages** —

***Keen'Hearing'and'Smell.*!**When using its sense of hearing or smell, the mastiff has advantage on Wisdom (Perception) checks.

***Pack'Tactics.*!**The mastiff has advantage on any attack roll it makes against a target that is within 5 feet of at least one other creature that is also hostile to the target and not incapacitated.

**Actions!**

***Bite—Melee'Attack.*** +2 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + 2 + your proficiency bonus piercing damage.

***Harry—Melee'Attack.*** Choose one creature within 5 feet of the mastiff. The next attack made against the chosen creature before the start of the mastiff’s next turn has advantage and deals extra damage equal to 2d6 + your proficiency bonus.

Exceptional'Training'

Beginning'at'7th'level,'on'any'of'your'turns'when your'animal'companion'doesn’t'attack,'you'can' use'a'bonus'action'to'command'your'animal' companion'to'take'the'Dash,'Disengage,'or' Dodge'action'on'its'turn.'

Bestial'Fury'

Starting'at'11th'level,'your'animal'companion' can'make'two'attacks'when'you'forgo'one'of' yours'to'allow'it'to'attack.'

Share'Spells'

Beginning'at'15th'level,'when'you'cast'a'spell'on' yourself,'including'one'with'a'range'of'self,'you' can'also'affect'your'animal'companion'with'the' spell'if'the'animal'is'within'30'feet'of'you.'

Rogue&

Signaling&to&her&companions&to&wait&behind,&a& halfling&creeps&forward&through&the&dungeon& hall.&She&presses&an&ear&to&the&door,&then&pulls& out&a&set&of&tools&and&picks&the&lock&in&the&blink&of& an&eye.&Then&she&disappears&into&the&shadows&as& her&fighter&friend&moves&forward&to&kick&the& door&open.&

& A&human&lurks&in&the&shadows&of&an&alley&while& his&accomplice&prepares&for&her&part&in&the& ambush.&When&their&target—a&notorious& slaver—passes&the&alleyway,&the&accomplice& cries&out,&the&slaver&comes&to&investigate,&and&the& assassin’s&blade&cuts&his&throat&before&he&can& make&a&sound.&

& Suppressing&a&giggle,&a&gnome&waggles&her& fingers&and&magically&lifts&the&key&ring&from&the& guard’s&belt.&In&a&moment,&the&keys&are&in&her& hand,&the&cell&door&is&open,&and&she&and&her& companions&are&free&to&make&their&escape.&

& Rogues&rely&on&skill,&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,&bringing& resourcefulness&and&versatility&to&their& adventuring&parties.&

Quick Build

You can make a rogue quickly by following these suggestions.

***Ability Scores.*** Dexterity should be your highest ability score. Make Intelligence your second?highest if you

want to excel at Investigation or plan to take up the

Arcane Trickster archetype. Choose Charisma instead if

you want to make the best use of Charisma?related skills.

***Background.*** Choose the charlatan background.

***Equipment.*** You start with the following equipment:

* (*a*) a rapier, (*b*) a longsword, or (*c*) a shortsword
* (*a*) a shortbow and quiver of 20 arrows or (*b*) a shortsword
* (*a*) a burglar’s pack, (*b*) a dungeoneer’s pack, or (*c*) an explorer’s pack

• Leather armor, two daggers, and thieves’ tools

Class&Features&

As&a&rogue,&you&have&the&following&class&features.&

Hit!Point!

**Hit!Dice:** 1d6 per rogue level

**Hit!Points!at!1st!Level:!**6 + your Constitution modifier

**Hit!Points!at!Higher!Levels:!**1d6 (or 4) + your

Constitution modifier per rogue level after 1st

Proficiencies!

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbow, longsword, rapier, and shortsword

**Tools:** Thieves’ tools

**Saving!Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception,

Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

**The!Rogue!**

**! Proficiency! Sneak! !**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level!** | **Bonus!** | **Attack!** | **Class!Features!** |
| 1 | +2 | 1d6 | Expertise, Sneak Attack, |
|  |  |  | Thieves’ Cant |
| 2 | +2 | 1d6 | Cunning Action |
| 3 | +2 | 1d6 | Roguish Archetype |
| 4 | +2 | 1d6 | Ability Score Improvement |
| 5 | +3 | 2d6 | Uncanny Dodge |
| 6 | +3 | 2d6 | Expertise |
| 7 | +3 | 2d6 | Evasion |
| 8 | +3 | 3d6 | Ability Score Improvement |
| 9 | +4 | 3d6 | Roguish Archetype feature |
| 10 | +4 | 3d6 | Ability Score Improvement |
| 11 | +4 | 4d6 | Reliable Talent |
| 12 | +4 | 4d6 | Ability Score Improvement |
| 13 | +5 | 4d6 | Roguish Archetype feature |
| 14 | +5 | 5d6 | Blindsense |
| 15 | +5 | 5d6 | Slippery Mind |
| 16 | +5 | 5d6 | Ability Score Improvement |
| 17 | +6 | 6d6 | Roguish Archetype feature |
| 18 | +6 | 6d6 | Elusive |
| 19 | +6 | 6d6 | Ability Score Improvement |
| 20 | +6 | 7d6 | Stroke of Luck |

Expertise

At&1st&level,&choose&two&of&your&skill& proficiencies&or&one&skill&and&thieves’&tools.&Your proficiency&bonus&is&doubled&for&any&ability& check&you&make&that&involves&one&of&the&chosen& proficiencies.&

& At&6th&level,&you&can&choose&two&more&of&your& proficiencies&(skills&or&thieves’&tools)&to&gain&this& benefit.&

Sneak Attack

Beginning&at&1st&level,&you&know&how&to&strike& subtly&and&exploit&a&foe’s&distraction.&When&you& attack&a&creature,&you&can&deal&1d6&extra&damage& to&it&if&all&the&following&requirements&are&met:&

• You&haven’t&already&used&this&feature&this&turn.& • You&have&advantage&on&the&attack&roll.&

Alternatively,&you&fulfill&this&requirement&if& another&enemy&of&the&target&is&within&5&feet&of& it,&that&enemy&isn’t&incapacitated,&and&you& don’t&have&disadvantage&on&the&attack&roll.&

• You&hit&the&target&with&a&weapon&attack&using& Dexterity.&(This&feature&is&typically&used&with&a& finesse&weapon&or&a&ranged&weapon.)&

& The&amount&of&the&extra&damage&increases&as& you&gain&levels&in&this&class,&as&shown&in&the& Sneak&Attack&column&of&the&Rogue&table.&

Thieves’ Cant

During&your&rogue&training&you&learned&thieves’& cant,&a&secret&mix&of&dialect,&jargon,&and&code&that& allows&you&to&hide&messages&in&seemingly& normal&conversation.&Only&another&creature&that& knows&thieves’&cant&understands&such&hidden& messages.&It&takes&four&times&longer&to&convey& such&a&hidden&message&than&it&does&to&speak&the& same&idea&plainly.&

& In&addition,&you&understand&a&set&of&secret& signs&and&symbols&used&to&convey&short,&simple& messages,&such&as&whether&an&area&is&dangerous& or&the&territory&of&a&thieves’&guild,&whether&good& loot&is&nearby,&or&whether&the&people&in&an&area& are&easy&marks&or&will&provide&a&safe&house&for& thieves&on&the&run.&

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns.

This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. You might have learned your techniques from a guild, a teacher, or life on the streets, and you honed it during the beginning of your adventuring career.

Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack roll, you can use your reaction to halve the attack’s damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon’s fiery breath or an *ice$storm* spell. When you are 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.

Reliable Talent

By 11th level, you have refined your skill so that you can treat a d20 roll of 9 or lower as a 10 when you make an ability check that lets you add your proficiency bonus.

Blindsense

Starting&at&14th&level,&if&you&are&able&to&hear,&you& are&aware&of&the&location&of&any&hidden&or& invisible&creature&within&10&feet&of&you.&

Slippery Mind

By&15th&level,&you&have&acquired&greater&mental& strength.&You&gain&proficiency&in&Wisdom&saving& throws.&

Elusive

Beginning&at&18th&level,&you&are&so&evasive&that& attackers&rarely&gain&the&upper&hand&against&you.& No&attack&roll&has&advantage&against&you&while& you&aren’t&incapacitated.&

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Roguish Archetypes

Rogues have many features in common, including their emphasis on honing their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues hone those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Thief

You hone your skill in the larcenous arts.

Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn’t employ.

Burglary

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal.

Climbing no longer halves your speed.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check or use your thieves’ tools to disarm a trap or open a lock.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief’s Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any battle. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You cannot use this feature when you are surprised.

Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise&help&you&eliminate&your&foes&with& deadly&efficiency.&

Bonus&Proficiencies&

When&you&choose&this&archetype&at&3rd&level,&you gain&proficiency&with&the&disguise&kit&and&the& poisoner’s&kit.&

Assassinate&

Starting&at&3rd&level,&you&are&at&your&deadliest& when&you&get&the&drop&on&your&enemies.&After& initiative&is&rolled&for&a&combat,&you&have& advantage&on&attack&rolls&against&any&creature& that&hasn’t&taken&a&turn&in&the&combat&yet.& & In&addition,&any&hit&you&score&against&a& creature&that&is&surprised&is&a&critical&hit.&If&you& use&Sneak&Attack&on&such&a&critical&hit,&use&the& maximum&result&for&each&Sneak&Attack&die& instead&of&rolling&it.&

Infiltration&Expertise&

Starting&at&9th&level,&you&can&unfailingly&create& false&identities&for&yourself.&You&must&spend&one& week&and&25&gp&to&establish&the&history,& profession,&and&affiliations&for&an&identity.&You& cannot&establish&an&identity&that&belongs&to& someone&else.&For&example,&you&might&acquire& appropriate&clothing,&letters&of&introduction,&and& official\_looking&certification&to&establish&yourself& as&a&member&of&a&trading&house&from&a&remote& city&so&you&can&insinuate&yourself&into&the& company&of&other&wealthy&merchants.&

& Thereafter,&if&you&adopt&the&new&identity&as&a& disguise,&other&creatures&believe&you&to&be&that& person&until&given&an&obvious&reason&not&to.&

Impostor&

At&13th&level,&you&gain&the&ability&to&unerringly& mimic&another&person’s&speech,&writing,&and& behavior.&You&must&study&each&of&these&three& components&of&the&person’s&behavior&for&at&least& one&hour,&listening&to&speech,&examining& handwriting,&and&observing&mannerisms.&

& Your&ruse&is&indiscernible&to&the&casual& observer.&If&a&wary&creature&suspects&something& is&amiss,&you&have&advantage&on&any&Charisma& (Deception)&check&you&make&to&avoid&detection.&

Death&Strike&

Starting&at&17th&level,&you&become&a&master&of& instant&death.&When&you&attack&and&hit&a& creature&that&is&surprised,&it&must&make&a& Constitution&saving&throw&(DC&8&+&your&Dexterity& modifier&+&your&proficiency&bonus).&On&a&failed& save,&double&the&damage&of&your&attack&against& the&creature.&

Arcane Trickster

Some&rogues&enhance&their&fine\_honed&skills&of& stealth&and&agility&with&magic,&learning&tricks&of& enchantment&and&illusion.&These&rogues&include& pickpockets&and&burglars,&but&also&pranksters& and&mischief\_makers&and&a&significant&number&of& adventurers.&

Spellcasting&

When&you&reach&3rd&level,&you&gain&the&ability&to& cast&spells.&See&chapter&10&for&the&general&rules& of&spellcasting&and&chapter&11&for&the&wizard& spell&list.&

& ***Cantrips.***&You&learn&three&cantrips:&*mage$hand*& and&two&other&cantrips&of&your&choice&from&the& wizard&spell&list.&You&can&cast&your&cantrips&at& will.&

& You&learn&another&wizard&cantrip&of&your& choice&at&10th&and&16th&level.&

& ***Spells-Known.-***You&know&two&1st\_level&spells,& which&you&choose&from&the&enchantment&and& illusion&spells&on&the&wizard&spell&list.&You&also& know&the&*longstrider*&spell*.$*

& ***Spell-Slots.***&The&Spellcasting&table&shows&how& many&spell&slots&you&have&to&cast&your&spells&of& 1st&level&and&higher.&To&cast&one&of&these&spells,& you&must&expend&a&slot&of&the&spell’s&level&or& higher.&You&must&finish&a&long&rest&to&regain&any& expended&spell&slots.&

& For&example,&if&you&know&the&1st\_level&spell& *charm$person*&and&have&a&1st\_level&and&a&2nd\_ level&spell&slot&available,&you&can&cast&*charm$ person*&using&either&slot.&

***- Spellcasting-Ability.***&Intelligence&is&your& spellcasting&ability&for&your&wizard&spells,&since& you&learn&your&spells&through&dedicated&study& and&memorization.&You&use&your&Intelligence& whenever&a&spell&refers&to&your&spellcasting& ability.&In&addition,&you&use&your&Intelligence& modifier&when&setting&the&saving&throw&DC&for&a& wizard&spell&you&cast&and&when&making&an&attack& roll&with&one.&

**Spell!Save!DC**!=!8!+!your!Intelligence!modifier!+!your!

proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Intelligence!modifier!+!your! proficiency!bonus!

& ***Learning-Spells.***&The&Spells&Known&column&of& the&Spellcasting&table&shows&when&you&learn& more&wizard&spells&of&1st&level&or&higher.&Each&of& these&spells&must&be&an&enchantment&or&illusion& spell&of&your&choice,&and&must&be&of&a&level&for& which&you&have&spell&slots.&For&instance,&when& you&reach&7th&level&in&this&class,&you&can&learn& one&new&spell&of&1st&or&2nd&level.&

& At&certain&levels,&you&also&learn&the&spells& specified&in&the&table.&

& Additionally,&whenever&you&gain&a&level&in&this& class,&you&can&replace&one&of&the&wizard&spells& you&know&with&an&enchantment&or&illusion&spell& of&your&choice&from&the&wizard&spell&list.&The& new&spell&must&be&of&a&level&for&which&you&have& spell&slots.&

Spellcasting

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Rogue!** | **Spells! —Spell!Slots!per!Spell!Level—** | | | | |
| **Level!** | **Known!** | **1st!** | **2nd!** | **3rd!** | **4th!** |
| 3rd! | 2!+!*longstrider*! | 2! | —! | —! | —! |
| ! | +!3!cantrips! |  |  |  |  |
| 4th! | 3! | 3! | —! | —! | —! |
| 5th! | 3! | 3! | —! | —! | —! |
| 6th! | 3! | 3! | —! | —! | —! |
| 7th! | 4!+!*misty0step*! | 4! | 2! | —! | —! |
| 8th! | 4! | 4! | 2! | —! | —! |
| 9th! | 4! | 4! | 2! | —! | —! |
| 10th! | 5!+!cantrip! | 4! | 3! | —! | —! |
| 11th! | 5! | 4! | 3! | —! | —! |
| 12th! | 5! | 4! | 3! | —! | —! |
| 13th! | 6!+!*blink*! | 4! | 3! | 2! | —! |
| 14th! | 6! | 4! | 3! | 2! | —! |
| 15th! | 6! | 4! | 3! | 2! | —! |
| 16th! | 7!+!cantrip! | 4! | 3! | 3! | —! |
| 17th! | 7! | 4! | 3! | 3! | —! |
| 18th! | 7! | 4! | 3! | 3! | —! |
| 19th! | 8!+!*dimension0door* | !4! | 3! | 3! | 1! |
| 20th! | 8! | 4! | 3! | 3! | 1! |

*Mage$Hand*&Legerdemain&

At&3rd&level,&you&gain&the&ability&to&perform&the& following&additional&tasks&with&your&*mage$hand*:&

* You&can&stow&one&object&the&*mage$hand$*is& holding&in&a&container,&such&as&a&backpack&or& pocket,&worn&or&carried&by&another&creature.&
* You&can&retrieve&an&object&in&a&container&worn& or&carried&by&another&creature.&
* You&can&use&thieves’&tools&to&pick&locks&and& disarm&traps&at&range.&

You&can&perform&one&of&these&tasks&without& being&noticed&by&a&creature&if&you&succeed&on&a& Dexterity&(Sleight&of&Hand)&check&contested&by& the&creature’s&Wisdom&(Perception)&check.&

Magical&Ambush&

Starting&at&9th&level,&if&you&are&hidden&from&a& creature&when&you&cast&a&spell&on&it,&the&creature& has&disadvantage&on&any&saving&throw&it&makes& against&the&spell&this&turn.&

Versatile&Trickster&

At&13th&level,&you&gain&the&ability&to&distract& targets&with&your&*mage$hand*.&As&a&bonus&action& on&your&turn,&you&can&designate&a&creature& within&5&feet&of&the&spectral&hand&created&by&the& spell.&Doing&so&gives&you&advantage&on&attack& rolls&against&that&creature&until&the&end&of&the& turn.&

Spell&Thief&

At&17th&level,&you&gain&the&ability&to&magically& steal&the&knowledge&of&how&to&cast&a&spell&from& another&spellcaster.&

& Immediately&after&a&creature&casts&a&spell&that& targets&you&or&includes&you&in&its&area&of&effect,& you&can&use&your&reaction&to&force&the&creature& to&make&a&saving&throw&with&its&spellcasting& ability&modifier.&The&DC&equals&your&spell&save& DC.&On&a&failed&save,&you&steal&the&knowledge&of& the&spell&if&it&is&at&least&1st&level&and&of&a&level&you& can&cast.&This&theft&doesn’t&disrupt&the&spell&itself.

& For&the&next&8&hours,&you&know&the&spell&and& can&cast&it&using&your&spell&slots.&The&creature& cannot&cast&that&spell&until&the&8&hours&have& passed.&

& Once&you&steal&a&spell,&you&can’t&use&this feature&again&until&you&finish&a&long&rest.&

Sorcerer

| **Sorcerer!** | | | **Spells!** | | | | **—Spell!Slots!per!Spell!Level—!** | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Proficiency!** | **Sorcery!** |
| **Level** | **! Bonus!** | **Points!** | **Features!** | **Known!** | **1st!** | **2nd!** | **3rd!** | **4th!** | **5th!** | **6th! 7th!** | **8th!** | **9th** |
| 1st | +2 | — | Spellcasting, Sorcerous Origin | 2 | 2 | — | — | — | — | — — | — | — |
| 2nd | +2 | 2 | Font of Magic | 3 | 3 | — | — | — | — | — — | — | — |
| 3rd | +2 | 3 | Metamagic | 4 | 4 | 2 | — | — | — | — — | — | — |
| 4th | +2 | 4 | Ability Score Improvement, cantrip | 5 | 4 | 3 | — | — | — | — — | — | — |

| 5th | +3 | 4 | — | 6 | 4 | 3 | 2 | — | — | — | — | — | — |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6th | +3 | 5 | Origin feature | 7 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | 5 | — | 8 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | 6 | Ability Score Improvement | 9 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | 6 | — | 10 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | 7 | Metamagic, cantrip | 11 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | 7 | — | 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | 8 | Ability Score Improvement | 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | 8 | — | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | 9 | Origin feature | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | 9 | — | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | 10 | Ability Score Improvement, | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
|  |  |  | cantrip |  |  |  |  |  |  |  |  |  |  |
| 17th | +6 | 10 | Metamagic | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | 11 | Origin feature | 15 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | 11 | Ability Score Improvement | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | 12 | Sorcerous Restoration | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

Golden\*eyes\*flashing,\*a\*human\*stretches\*out\*her\* hand\*and\*unleashes\*the\*dragonfire\*that\*burns\*in\* her\*veins.\*As\*an\*inferno\*rages\*around\*her\*foes,\* leathery\*wings\*spread\*from\*her\*back\*and\*she\* takes\*to\*the\*air.\*

\* Long\*hair\*whipped\*by\*a\*conjured\*wind,\*a\*half? elf\*spreads\*his\*arms\*wide\*and\*throws\*his\*head\* back.\*Lifting\*him\*momentarily\*off\*the\*ground,\*a\* wave\*of\*magic\*surges\*up\*in\*him,\*through\*him,\* and\*out\*from\*him\*in\*a\*mighty\*blast\*of\*lightning.\*

\* Crouching\*behind\*a\*stalagmite,\*a\*halfling\* points\*a\*finger\*at\*a\*charging\*troglodyte.\*A\*blast\*of\* fire\*springs\*from\*her\*finger\*to\*strike\*the\*creature. She\*ducks\*back\*behind\*the\*rock\*formation\*with\*a\* grin,\*unaware\*that\*her\*wild\*magic\*has\*turned\*her\* skin\*bright\*blue.\*

\* Sorcerers\*carry\*a\*magical\*birthright,\*conferred\* upon\*them\*by\*virtue\*of\*an\*exotic\*bloodline,\*some\* otherworldly\*influence,\*or\*exposure\*to\*a\*cosmic\* force.\*One\*cannot\*study\*sorcery\*as\*one\*learns\*a\* language,\*any\*more\*than\*one\*can\*learn\*to\*write\* epic\*poetry\*or\*live\*a\*legendary\*life.\*No\*one\* chooses\*sorcery;\*the\*power\*chooses\*the\*sorcerer.

Quick Build

You can make a sorcerer quickly by following these suggestions.

***Ability Scores.*** Charisma should be your highest ability score, followed by Constitution.

***Background.*** Choose the hermit background.

***Equipment.*** You start with the following equipment:

* (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
* (*a*) a component pouch or (*b*) an arcane focus
* (*a*) a dungeoneer’s pack or (*b*) an explorer’s pack
* Two daggers

Class[[1]](#footnote-2) [[2]](#footnote-3)Features\*

As\*a\*sorcerer,\*you\*gain\*the\*following\*class\* features.\*

Hit!Points!

**Hit!Dice:**!1d6!per!sorcerer!level!

**Hit!Points!at!1st!Level:**!6!+!your!Constitution!modifier!

**Hit!Points!at!Higher!Levels:**!1d6!(or!4)!+!your!

Constitution!modifier!per!sorcerer!level!after!1st!

Proficiencies!

**Armor:**!None!

**Weapons:**!Daggers,!darts,!slings,!quarterstaffs,!and!light! crossbows!

**Tools:**!None! !

**Saving!Throws:**!constitution,!charisma!

**Skills:**!choose!two!from!arcana,!deception,!insight,! Intimidation,!Persuasion,!and!Religion!

Spellcasting

An\*event\*in\*your\*past,\*or\*in\*the\*life\*of\*a\*parent\*or\* ancestor,\*left\*an\*indelible\*mark\*on\*you,\*infusing\* you\*with\*arcane\*magic.\*This\*font\*of\*magic,\* whatever\*its\*origin,\*fuels\*your\*spells.\*See\*chapter 10\*for\*the\*general\*rules\*of\*spellcasting\*and\* chapter\*11\*for\*the\*sorcerer\*spell\*list.\*

Cantrips\*

At\*1st\*level,\*you\*know\*four\*cantrips\*of\*your\* choice**!**from\*the\*sorcerer\*spell\*list.\*You\*can\*cast\* your\*cantrips\*at\*will.\*

\* You\*learn\*one\*additional\*sorcerer\*cantrip\*of\* your\*choice\*at\*4th,\*10th,\*and\*16th\*level.\*

Spells\*Known\*of\*1st\*Level\*and\* Higher\*

At\*1st\*level,\*you\*know\*two\*1st?level\*spells\*from\* the\*sorcerer\*spell\*list.\*

Spell\*Slots\*

The\*Sorcerer\*table\*shows\*how\*many\*spell\*slots\* you\*have\*to\*cast\*your\*spells\*of\*1st\*level\*and\* higher.\*To\*cast\*one\*of\*these\*sorcerer\*spells,\*you\* must\*expend\*a\*slot\*of\*the\*spell’s\*level\*or\*higher.\* You\*must\*finish\*a\*long\*rest\*to\*regain\*any\* expended\*spell\*slots.\*

\* For\*example,\*if\*you\*know\*the\*1st?level\*spell\* *burning'hands*\*and\*have\*a\*1st?level\*and\*a\*2nd? level\*spell\*slot\*available,\*you\*can\*cast\**burning' hands*\*using\*either\*slot.\*

Spellcasting\*Ability\*

Charisma\*is\*your\*spellcasting\*ability\*for\*your\* sorcerer\*spells,\*since\*the\*power\*of\*your\*spells\* relies\*on\*your\*ability\*to\*project\*your\*will\*into\*the\* world.\*You\*use\*your\*Charisma\*whenever\*a\*spell\* refers\*to\*your\*spellcasting\*ability.\*In\*addition,\* you\*use\*your\*Charisma\*modifier\*when\*setting\* the\*saving\*throw\*DC\*for\*a\*sorcerer\*spell\*you\*cast\* and\*when\*making\*an\*attack\*roll\*with\*one.\*

**Spell!Save!DC**!=!8!+!your!Charisma!modifier!+!your! proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Charisma!modifier!+!your! proficiency!bonus!

Spellcasting\*Focus\*

You\*can\*use\*an\*arcane\*focus\*as\*the\*material\* component\*for\*a\*sorcerer\*spell,\*as\*described\*in\* chapter\*10.\*

Learning\*Spells\*of\*1st\*Level\*and\* Higher\*

The\*Spells\*Known\*column\*of\*the\*Sorcerer\*table\* shows\*when\*you\*learn\*more\*sorcerer\*spells\*of\* your\*choice.\*Each\*of\*these\*spells\*must\*be\*of\*a\* level\*for\*which\*you\*have\*spell\*slots.\*For\*instance,\* when\*you\*reach\*3rd\*level\*in\*this\*class,\*you\*can\* learn\*one\*new\*spell\*of\*1st\*or\*2nd\*level.\*

\* Additionally,\*when\*you\*gain\*a\*level\*in\*this\*class, you\*can\*choose\*one\*of\*the\*spells\*you\*know\*and\* replace\*it\*with\*another\*spell\*from\*the\*sorcerer\* spell\*list,\*which\*also\*must\*be\*of\*a\*level\*for\*which\* you\*have\*spell\*slots.\*

Sorcerous Origin

Font of Magic

At[[3]](#footnote-4)2nd\*level,\*you\*tap\*into\*a\*deep\*wellspring\*of\* magic\*within\*yourself.\*This\*wellspring\*is\* represented\*by\*sorcery\*points,\*which\*allow\*you\* to\*create\*a\*variety\*of\*magical\*effects.\*

Sorcery\*Points\*

You\*have\*2\*sorcery\*points,\*and\*you\*gain\*more\*as you\*reach\*higher\*levels,\*as\*shown\*in\*the\*Sorcery\* Points\*column\*of\*the\*Sorcerer\*table.\*You\*can\* never\*have\*more\*sorcery\*points\*than\*shown\*on\* the\*table\*for\*your\*level.\*You\*regain\*all\*spent\* sorcery\*points\*when\*you\*finish\*a\*long\*rest.\*

Flexible\*Casting\*

You\*can\*use\*your\*sorcery\*points\*to\*gain\* additional\*spell\*slots,\*or\*sacrifice\*spell\*slots\*to\* gain\*additional\*sorcery\*points.\*You\*learn\*other\* ways\*to\*use\*your\*sorcery\*points\*as\*you\*reach\* higher\*levels.\*

\* ***Creating)Spell)Slots***.\*You\*can\*transform\* unexpended\*sorcery\*points\*into\*one\*spell\*slot\*as a\*bonus\*action\*on\*your\*turn.\*The\*Creating\*Spell\* Slots\*table\*shows\*the\*cost\*of\*creating\*a\*spell\*slot\* of\*a\*given\*level.\*You\*can\*create\*spell\*slots\*no\* higher\*in\*level\*than\*5th.\*

|  |  |
| --- | --- |
| **Creating!Spell!Slots!** | |
| **! Spell!Slot!** | **Sorcery!** |
| **! Level!** | **Point!Cost!** |
| ! 1st! | 2! |
| ! 2nd! | 3! |
| ! 3rd! | 5! |
| ! 4th! | 6! |
| ! 5th! | 7! |

\* ***Converting)a)Spell)Slot)to)Sorcery)Points***.\*As\*a\* bonus\*action\*on\*your\*turn,\*you\*can\*expend\*one\* spell\*slot\*and\*gain\*a\*number\*of\*sorcery\*points\* equal\*to\*the\*slot’s\*level.\*

Metamagic

Careful\*Spell\*

When\*you\*cast\*a\*spell\*that\*forces\*other\*creatures\* to\*make\*a\*saving\*throw,\*you\*can\*spend\*1\*sorcery\* point\*to\*choose\*a\*number\*of\*those\*creatures\*up\* to\*your\*Charisma\*modifier\*(minimum\*of\*one).\*A\* chosen\*creature\*automatically\*succeeds\*on\*its\* saving\*throw\*against\*the\*spell.\*

Distant\*Spell\*

When\*you\*cast\*a\*spell\*that\*has\*a\*range\*of\*5\*feet\* or\*greater,\*you\*can\*spend\*1\*sorcery\*point\*to\* double\*the\*range\*of\*the\*spell.\*

\* When\*you\*cast\*a\*spell\*that\*has\*a\*range\*of\*touch, you\*can\*spend\*1\*sorcery\*point\*to\*make\*the\*range\* of\*the\*spell\*30\*feet.\*

Empowered\*Spell\*

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).\*The\*new\*rolls\*replace\*the\*old.\*

\* You\*can\*use\*Empowered\*Spell\*even\*if\*you\*have\* already\*used\*another\*Metamagic\*option\*during\* the\*casting\*of\*the\*spell.\*

Extended\*Spell\*

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.\*

Heightened\*Spell\*

When\*you\*cast\*a\*spell\*that\*forces\*a\*creature\*to\* make\*a\*saving\*throw\*to\*resist\*its\*effects,\*you\*can\* spend\*3\*sorcery\*points\*to\*give\*one\*target\*of\*the\* spell\*disadvantage\*on\*its\*first\*saving\*throw\*made\* against\*the\*spell.\*

Quickened\*Spell\*

When\*you\*cast\*a\*spell\*that\*has\*a\*casting\*time\*of\*1\* action,\*you\*can\*spend\*2\*sorcery\*points\*to\*change\* the\*casting\*time\*to\*swift\*for\*this\*casting.\*

Subtle\*Spell\*

When\*you\*cast\*a\*spell,\*you\*can\*spend\*1\*sorcery\* point\*to\*cast\*it\*without\*any\*somatic\*or\*verbal\* components.\*

Twinned\*Spell\*

When\*you\*cast\*a\*spell\*that\*targets\*only\*one\* creature,\*you\*can\*spend\*a\*number\*of\*sorcery\* points\*equal\*to\*the\*spell’s\*level\*to\*target\*a\*second\* creature\*with\*the\*same\*spell.\*

Ability Score Improvement

When\*you\*reach\*4th\*level,\*and\*again\*at\*8th,\*12th,\* 16th,\*and\*19th\*level,\*you\*can\*increase\*one\*ability\* score\*of\*your\*choice\*by\*2,\*or\*you\*can\*increase\* two\*ability\*scores\*of\*your\*choice\*by\*1.\*As\*normal,\* you\*can’t\*increase\*an\*ability\*score\*above\*20\* using\*this\*feature.\*

Sorcerous Restoration

At\*20th\*level,\*you\*regain\*4\*expended\*sorcery\* points\*whenever\*you\*finish\*a\*short\*rest.\* Sorcerous\*Origins\* Different\*sorcerers\*claim\*different\*origins\*for\* their\*innate\*magic.\*Although\*many\*variations\* exist,\*most\*of\*these\*origins\*fall\*into\*two\* categories:\*a\*draconic\*bloodline\*and\*wild\*magic.\*

Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Draconic!Ancestry!

**Dragon! ! Damage!Type!**

Black! ! Acid!

Blue! ! Lightning!

|  |  |
| --- | --- |
| Brass! ! | Fire! |
| Bronze! ! | Lightning |
| Copper! ! | Acid! |
| Gold! ! | Fire! |
| Green! ! | Poison! |
| Red! ! | Fire! |
| Silver! ! | Cold! |
| White! ! | Cold! |

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon?like scales. When you aren’t wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for the next hour.

Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a fly speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration\*(as\*if\*you\*were\*casting\*a\* concentration\*spell),\*each\*hostile\*creature\*that\* starts\*its\*turn\*in\*this\*aura\*must\*succeed\*on\*a\* Wisdom\*saving\*throw\*or\*be\*charmed\*(if\*you\* chose\*awe)\*or\*frightened\*(if\*you\*chose\*fear)\*until\* the\*aura\*ends.\*A\*creature\*that\*succeeds\*on\*this\* saving\*throw\*is\*immune\*to\*your\*aura\*for\*24\* hours.\*

Wild Magic

Your\*innate\*magic\*comes\*from\*the\*wild\*forces\*of\* chaos\*that\*underlie\*the\*order\*of\*creation.\*You\* might\*have\*endured\*exposure\*to\*some\*form\*of\* raw\*magic,\*perhaps\*through\*a\*planar\*portal\* leading\*to\*Limbo,\*the\*Elemental\*Planes,\*or\*the\* mysterious\*Far\*Realm.\*Perhaps\*you\*were\*blessed by\*a\*powerful\*fey\*creature\*or\*marked\*by\*a\* demon.\*Or\*your\*magic\*could\*be\*a\*fluke\*of\*your\* birth,\*with\*no\*apparent\*cause\*or\*reason.\* However\*it\*came\*to\*be,\*the\*chaotic\*magic\*within\* you\*churns,\*waiting\*for\*any\*outlet.\*

Wild\*Magic\*Surge\*

Starting\*when\*you\*choose\*this\*origin\*at\*1st\*level,\* your\*spellcasting\*can\*unleash\*surges\*of\*untamed\* mage.\*Immediately\*after\*you\*cast\*a\*sorcerer\*spell\* of\*1st\*level\*or\*higher,\*roll\*a\*d20.\*If\*you\*roll\*a\*1,\* roll\*on\*the\*Wild\*Magic\*Surge\*table\*to\*create\*a\* random\*magical\*effect.\*

Tides\*of\*Chaos\*

Starting\*at\*1st\*level,\*you\*can\*manipulate\*the\* forces\*of\*chance\*and\*chaos\*to\*gain\*advantage\*on\* one\*attack\*roll,\*ability\*check,\*or\*saving\*throw.\* Once\*you\*do\*so,\*you\*must\*finish\*a\*long\*rest\* before\*you\*can\*use\*this\*feature\*again.\*

\* However,\*at\*any\*time\*before\*you\*regain\*the\*use of\*this\*feature,\*the\*Dungeon\*Master\*can\*impose\* disadvantage\*on\*a\*different\*attack\*roll,\*ability\* check,\*or\*saving\*throw\*that\*you\*make,\*as\*the\* chaotic\*whims\*of\*fate\*turn\*against\*you.\*When\* this\*happens,\*you\*regain\*the\*use\*of\*this\*feature.\*

Bend\*Luck\*

Starting\*at\*6th\*level,\*you\*have\*two\*Bend\*Luck\* dice,\*which\*are\*d4s.\*When\*another\*creature\*you\* can\*see\*makes\*an\*attack\*roll,\*an\*ability\*check,\*or\* a\*saving\*throw,\*you\*can\*use\*your\*reaction\*to\* twist\*fate\*using\*your\*wild\*magic.\*Roll\*one\*of\*your\* Bend\*Luck\*dice\*and\*apply\*the\*number\*rolled\*as\*a\* bonus\*or\*penalty\*(your\*choice)\*to\*the\*creature’s\* roll.\*You\*can\*do\*so\*after\*the\*creature\*rolls\*but\* before\*any\*effects\*of\*the\*roll\*occur.\*

\* Once\*you\*use\*a\*Bend\*Luck\*die,\*you\*can’t\*use\*it\* again\*until\*you\*finish\*a\*long\*rest.\*

Controlled\*Chaos\*

At\*14th\*level,\*you\*gain\*a\*modicum\*of\*control\*over\* the\*surges\*of\*your\*wild\*magic.\*Whenever\*you\*roll\* on\*the\*Wild\*Magic\*Surge\*table,\*you\*can\*roll\*twice\* and\*use\*either\*number.\*

Spell\*Bombardment\*

Beginning\*at\*18th\*level,\*the\*harmful\*energy\*of\* your\*spells\*intensifies.\*When\*you\*roll\*damage\*for\* a\*spell\*and\*roll\*the\*highest\*number\*possible\*on\* any\*of\*the\*dice,\*choose\*one\*of\*those\*dice,\*roll\* another\*die\*of\*the\*same\*denomination,\*and\*add\* the\*number\*to\*the\*damage.\*You\*can\*use\*the\* feature\*only\*once\*per\*turn.\*

Wild!Magic!Surge!

**d100! Effect!**

01-02 Roll on this table at the start of each of your turns for the next minute.

03-04 For the next minute, you can see an invisible creature if you have line of sight to it.

05-06 A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.

07-08 You cast *fireball* as a 3rdalevel spell centered on yourself.

09-10 You cast *magic+missile* as a 5thalevel spell.

11-12 Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.

13-14 You cast *confusion* centered on yourself.

15-16 For the next minute, you regain 5 hit points at the start of each of your turns.

17-18 You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.

19-20 You cast *grease* on yourself.

21-22 Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.

23-24 Your skin turns a vibrant shade of blue. A *remove+curse* spell can end this effect.

An!eye!appears!on!your!forehead.!For!the!next! minute,!you!have!advantage!on!Wisdom! (Perception)!checks!involving!sight.! For!the!next!minute,!all!your!spells!with!a! casting!time!of!1!action!have!a!casting!time!of! swift.!

25-26

27-28

29-30

31-32

33-34

35-36!

37-38!

39-40

41-42

43-44!

45-46!

47-48!

49-50!

51-52!

53-54!

55-56!

57-58!

59-60!

61-62!

You!teleport!up!to!60!feet!to!an!unoccupied! space!of!your!choice!that!you!can!see.! You!are!transported!to!the!Astral!Plane!until! the!end!of!your!next!turn,!after!which!time!you! return!to!the!space!you!previously!occupied!or! the!nearest!unoccupied!space!if!that!space!is! occupied.!

Maximize!the!damage!of!the!next!damaging! spell!you!cast!within!the!next!minute.! Roll!a!d10.!Your!age!changes!by!a!number!of! years!equal!to!the!roll.!If!the!roll!is!odd,!you!get! younger.!If!the!roll!is!even,!you!get!older.! 1d6!flumphs!controlled!by!the!DM!appear!in! unoccupied!spaces!within!60!feet!of!you!and! are!frightened!of!you.!They!vanish!after!1! minute.!

You!regain!2d10!hit!points.!

You!turn!into!a!potted!plant!until!the!start!of! your!next!turn.!While!a!potted!plant,!you!are! incapacitated.!You!have!vulnerability!to!all! damage.!If!you!drop!to!0!hit!points,!your!pot! breaks,!spilling!dirt!everywhere.!

At!the!start!of!each!of!your!turns!for!the!next! minute,!you!teleport!20!feet!horizontally!in!a! random!direction.!If!the!destination!is!occupied, repeat!the!teleport.!

You!cast!*levitate*!on!yourself.!

A!unicorn!controlled!by!the!DM!appears!in!a! space!within!5!feet!of!you,!then!disappears!1! minute!later.!

You!can’t!speak!for!the!next!minute.!Whenever! you!try,!pink!bubbles!float!out!of!your!mouth.! A!spectral!shield!hovers!near!you!for!the!next! minute,!granting!you!a!+2!bonus!to!AC!and! immunity!to!*magic+missile*.!

You!are!immune!to!being!intoxicated!for!the! next!1d4!weeks.!

For!the!next!minute,!when!you!move!on!your! turn,!you!can!teleport!the!distance!instead!of! moving!normally.!

Your!alignment!changes!to!a!randomly! determined!one.!A!*remove+curse*!spell!can! restore!your!original!alignment.!

You!regain!your!lowestalevel!expended!spell! slot.!

For!the!next!minute,!you!must!shout!when!you! speak.!

63-64!! You!cast!*fog+cloud*!centered!on!yourself.!

65-66! Up!to!three!creatures!you!choose!within!30! feet!of!you!take!4d10!lightning!damage.!

67-68! You!cast!*polymorph*!on!yourself.!

69-70! Each!creature!within!30!feet!of!you!becomes! invisible!for!the!next!minute.!The!invisibility! ends!on!a!creature!when!it!attacks!or!casts!a! spell.!

71-72! You!gain!resistance!to!all!damage!for!the!next! minute.!

73-74! A!random!creature!within!60!feet!of!you! becomes!intoxicated!for!1d4!hours.!

75-76! You!glow!with!bright!light!in!a!30afoot!radius! for!the!next!minute.!Any!creature!that!ends!its! turn!within!5!feet!of!you!is!blinded!until!the! end!of!its!next!turn.!

77-78! You!cast!*polymorph*!three!times!on!three! targets!of!your!choice.!A!target!that!fails!its! saving!throw!turns!into!a!sheep.!

79-80! Illusory!butterflies!and!flower!petals!flutter!in! the!air!within!10!feet!of!you!for!the!next! minute.!

81-82! You!can!take!one!additional!action!immediately.

83-84! Each!creature!within!30!feet!of!you!takes!1d10! necrotic!damage.!You!regain!hit!points!equal!to! the!sum!of!the!necrotic!damage!dealt.!

85-86! You!cast!*mirror+image*.!

87-88! You!cast!*fly*!on!a!random!creature!within!60! feet!of!you.!

89-90! You!become!invisible!for!the!next!minute.! During!that!time,!other!creatures!can’t!hear! you.!The!invisibility!ends!if!you!attack!or!cast!a! spell.!

91-92! If!you!die!within!the!next!minute,!you! immediately!come!back!to!life!as!if!by!the! *reincarnate*!spell.!

93-94!! Your!size!increases!by!one!size!category!for!the! next!minute.!

95-96! You!become!incorporeal!for!the!next!minute! and!have!a!spectral!appearance!during!that! time.!

97-98! You!are!surrounded!by!faint,!ethereal!music!for! the!next!minute.!

99-100! You!regain!all!expended!sorcery!points.!

Warlock

With+a+pseudodragon+curled+on+his+shoulder,+a+ young+elf+in+golden+robes+smiles+warmly,+ weaving+a+magical+charm+into+his+honeyed+ words+and+bending+the+palace+sentinel+to+his+will. + As+flames+spring+to+life+in+her+hands,+a+wizened+ human+whispers+the+secret+name+of+her+demonic+ patron,+infusing+her+spell+with+fiendish+magic.+ + Shifting+his+gaze+between+a+battered+tome+and+ the+odd+alignment+of+the+stars+overhead,+a+wild> eyed+tiefling+chants+the+mystic+ritual+that+will+ open+a+doorway+to+a+distant+world.+

+ Warlocks+are+seekers+of+the+knowledge+that+ lies+hidden+in+the+fabric+of+the+multiverse.+ Through+pacts+made+with+mysterious+beings+of+ great+magical+power,+warlocks+unlock+magical+ effects+both+subtle+and+spectacular.+Drawing+on+ the+ancient+knowledge+of+beings+such+as+fey+ nobles,+demons,+devils,+hags,+and+alien+entities+of+ the+Far+Realm,+warlocks+piece+together+arcane+ secrets+to+bolster+their+own+power.+

Quick Build

You can make a warlock quickly by following these suggestions.

***Ability Scores.*** Charisma should be your highest ability score, followed by Constitution.

***Background.*** Choose the charlatan background.

***Equipment.*** You start with the following equipment:

* (*a*) leather armor or (*b*) any simple weapon
* (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
* (*a*) a component pouch or (*b*) an arcane focus
* (*a*) a scholar’s pack or (*b*) a dungeoneer’s pack
* Two daggers

The!Warlock

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Proficiency! !** | | **Spells!** | **Spell!** | **Slot!** | **Invocations!** |
| **Level!** | **Bonus!** | **Features!** | **Known!** | **Slots!** | **Level!** | **Known!** |
| 1st | +2 | Otherworldly Patron, Pact Magic | 2 | 1 | 1st | — |
| 2nd | +2 | Eldritch Invocations | 3 | 2 | 1st | 2 |
| 3rd | +2 | Pact Boon | 4 | 2 | 2nd | 2 |
| 4th | +2 | Ability Score Improvement, cantrip | 5 | 2 | 2nd | 2 |
| 5th | +3 | — | 6 | 2 | 3rd | 3 |
| 6th | +3 | Patron feature | 7 | 2 | 3rd | 3 |
| 7th | +3 | — | 8 | 2 | 4th | 3 |
| 8th | +3 | Ability Score Improvement | 9 | 2 | 4th | 4 |
| 9th | +4 | Patron feature | 10 | 2 | 5th | 4 |
| 10th | +4 | Cantrip | 10 | 2 | 5th | 4 |
| 11th | +4 | Mystic Arcanum (6th level) | 11 | 3 | 5th | 5 |
| 12th | +4 | Ability Score Improvement | 11 | 3 | 5th | 5 |
| 13th | +5 | Mystic Arcanum (7th level) | 12 | 3 | 5th | 5 |
| 14th | +5 | Patron feature | 12 | 3 | 5th | 6 |
| 15th | +5 | Mystic Arcanum (8th level) | 13 | 3 | 5th | 6 |
| 16th | +5 | Ability Score Improvement, cantrip | 13 | 3 | 5th | 6 |
| 17th | +6 | Mystic Arcanum (9th level) | 14 | 4 | 5th | 7 |
| 18th | +6 | — | 14 | 4 | 5th | 7 |
| 19th | +6 | Ability Score Improvement | 15 | 4 | 5th | 7 |
| 20th | +6 | Eldritch Master | 15 | 4 | 6th | 8 |

Class+Features+

As+a+warlock,+you+gain+the+following+class features.+

Hit!Points!

**Hit!Dice:** 1d8 per warlock level

**Hit!Points!at!1st!Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your

Constitution modifier per warlock level after 1st

Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons **Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Fiend, the Archfey, or the Great Old One, each of which is detailed at the end of the class.

Your choice grants you features at 1st level, and then again at 6th, 9th, and 14th level.

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

Cantrips

You know two cantrips of your choice from the warlock spell list. You can cast your cantrips at will.

You learn one additional warlock cantrip of your choice at 4th, 10th, and 16th level.

Spells Known of 1st Level and Higher

You also know two 1st>level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what’s shown in the table’s Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another warlock spell that you could learn at that level.

Spell Slots

The Warlock table shows how many spell slots you have, and what the level of those slots is (all of your spell slots are the same level). To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You must finish a long rest to regain any expended spell slots.

So, for example, when you are 5th level, you have two 3rd>level spell slots. To cast the 1st> level spell *thunderwave,* you must spend one of those slots, and you cast it as a 3rd>level spell.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your Charisma modifier + your proficiency bonus

**Spell Attack Bonus** = your Charisma modifier + your proficiency bonus

Spellcasting Focus

You can use an arcane focus as the material component for a warlock spell, as described in chapter 10.

Your Patron and Your Spells

Each patron has its own aesthetic, which might alter the appearance and other sensory qualities of your spells. For example, your *eldritch blast* spell might create a beam of silvery light accompanied by the smell of autumn leaves if your patron is the Archfey, or it might manifest as a smoky, reeking blast if your patron is the Fiend.

When you cast a spell that reaches out to other planes of existence, your patron typically influences the spell. If you cast *contact other plane,* for example, you touch the mind of your patron to receive the answers you seek.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that permanently imbue you with a magical ability.

At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in Invocations Known column of the Warlock table.

Your invocation options are detailed at the end of the class.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You learn the *find familiar* spell and can cast it as a ritual (the spell doesn’t count against your number of spells known). To cast a spell as a ritual, you must add 10 minutes to the spell’s casting time.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pixie, pseudodragon, or quasit.

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.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it; you are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, you dismiss the weapon (no action required), or you die.

Pact of the Tome

Your patron gives you a magical tome called a Book of Shadows. When you gain this feature, choose three cantrips from any class’s spell list. While your Book of Shadows is on your person, you can cast those cantrips at will.

If you lose your Book of Shadows, you can perform a 1>hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron’s nature.

***Pact of the Chain.*** Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with pixies and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One’s nature is inscrutable, any familiar form is suitable for it.

***Pact of the Blade.*** If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancientdooking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.

***Pact of the Tome.*** Your Book of Shadows might be a fine, gilVedged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret, an arcanum. Choose one 6th>level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th>level spell at 13 th level, one 8th>level spell at 15th level, and one 9th>level spell at 17th level. You regain all your Mystic Arcanum uses when you finish a long rest.

Eldritch Master

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. At the end of a short rest, you can regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out their mystic knowledge relatively freely or boasting in their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron view each other as allies, siblings, or rivals.

The Archfey

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were long forgotten before the mortal races were born. Your patron might be an ancient nymph, a fearsome hag, or an entity such as the Prince of Frost or the Queen of Air and Darkness.

Expanded Spell List

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**Spell**

**Level Spells**

1st *faerie fire, sleep*

2nd *phantasmal force, suggestion*

3rd *blink, plant growth*

4th *dominate beast, greater invisibility*

5th *dominate person, seeming*

Fey Presence

Starting at 1st level, your patron bestows upon you the ability to project the beguiling or the fearsome presence of the fey. As an action, you can cause each creature in a 10>foot cube next to you to make a Wisdom saving throw against your spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Misty Escape

Starting at 6th level, you can vanish in a puff of mist immediately after being struck. When you are hit by an attack roll, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Beguiling Defenses

Beginning at 9th level, your patron teaches you how to turn the mind>affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

Dark Delirium

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must succeed on a Wisdom saving throw or be charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the exact appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

You must finish a long rest before you can use this feature on the same creature again.

The Fiend

You have made a pact with a fiend from the lower planes of existence. Your patron might be a pit fiend, a balor, an ultroloth, an archdevil, or a demon lord.

Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**Spell**

**Level Spells**

1st *burning hands, command*

2nd *blindness/deafness, scorching ray*

3rd *fireball, stinking cloud* 4th *fire shield, wall of fire* 5th *flame strike, hallow*

Dark One’s Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One’s Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll’s effects occur.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Fiendish Resilience

At 9th level, you gain resistance to damage from nonmagical weapons, except those made of silver.

Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack roll, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space if that one is occupied. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can’t use it again until you finish a long rest.

The Great Old One

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends and by secretive cults of the mad. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. Unlike other patrons, the Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Mak Thuum Ngatha, the Nine>Tongued Worm; Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Kezef, the Chaos Hound; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; the being known only as the Patient One; and other unfathomable beings.

Expanded Spell List

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**Spell**

**Level Spells**

1st *command, Tasha's hideous laughter*

2nd *detect thoughts, phantasmal force*

3rd *clairvoyance, sending*

4th *dominate beast, Evard's black tentacles*

5th *dominate person, telekinesis*

Awakened Mind

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don’t need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy’s failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Thought Shield

Starting at 9th level, your thoughts can’t be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Create Thrall

At 14th level, you gain the ability to infect a humanoid’s mind with the alien magic of your patron. You can use your action to touch a humanoid who is incapacitated. That creature is then charmed by you until a *remove curse* spell is cast on it or until you use this feature on someone else.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

Agonizing Blast

*Prerequisite:* eldritch blast *can trip*

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Ascendant Step

*Prerequisite: 8th level*

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Beast Speech

You can cast *speak with animals* at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Book of Ancient Secrets

*Prerequisite: Pact of the Tome*

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st>level spells that have the ritual tag from any class’s spell list. The spells appear in the book and don’t count against the number of spells you know.

With your Book of Shadows in hand, you can cast the chosen spells as rituals. To do so, you must add 10 minutes to the spell’s casting time, as normal. You can’t cast the spells otherwise, unless you’ve learned them by some other means.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell’s level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and 50 gp.

Chains of Carceri

*Prerequisite: 14th level, Pact of the Chain feature*

You can cast *hold monster* at will, targeting a celestial, fiend, or elemental, without expending a spell slot or material components.

Devil’s Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Eldritch Sight

You can cast *detect magic* at will, without expending a spell slot.

Eldritch Spear

*Prerequisite:* eldritch blast *cantrip*

When you cast *eldritch blast*, its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing.

Fiendish Vigor

You can cast *false life* on yourself at will as a 1st> level spell, without expending a spell slot or material components.

Gaze of Two Minds

You can use your action to touch a willing humanoid 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 use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature’s senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

Misty Visions

You can cast *silent image* at will, without expending a spell slot or material components.

Otherworldly Leap

*Prerequisite: 8th level*

You can cast *jump* on yourself at will, without expending a spell slot or material components.

Repelling Blast

*Prerequisite:* eldritch blast *cantrip*

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

Revealer of Secrets

You can cast *identify* at will, without expending a spell slot or material components.

Scepter of the Eldritch Seeker

*Prerequisite:* eldritch blast *cantrip*

When you miss with an *eldritch blast* attack, it still deals half damage to the target.

Sculpt Flesh

*Prerequisite: 14th level*

You can cast *alter self* at will, without expending a spell slot.

Thirsting Blade

*Prerequisite: 5th level, Pact of the Blade feature*

You can attack one extra time with your pact weapon when you take the Attack action on your turn.

Visions of Distant Realms

*Prerequisite: 14th level*

You can cast *arcane eye* at will, without expending a spell slot.

Voice of the Chain Master

*Prerequisite: Pact of the Chain feature*

You can communicate telepathically with your familiar and perceive through your familiar’s senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar’s senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Walk Unseen

*Prerequisite: 5th level*

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Whispers of the Grave

*Prerequisite: 8th level*

You can cast *speak with dead* at will, without expending a spell slot.

Witch Sight

*Prerequisite: 14th level*

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Wizard

| 5th | +3 | — | 4 | 3 | 2 | — | — | — | — | — | — |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6th | +3 | School feature | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Ability Score Improvement | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | — | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | School feature, cantrip | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | — | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Ability Score Improvement | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | School feature | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Ability Score Improvement, cantrip | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | — | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Spell Mastery | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Signature Spell | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

3 —

4 2

4 3

Clad'in'the'silver'robes'that'denote'her'station,' an'elf'closes'her'eyes'to'shut'out'the'distractions' of'the'battlefield'and'begins'her'quiet'chant.' Fingers'weaving'in'front'of'her,'she'completes' her'spell'and'launches'a'tiny'bead'of'fire'toward' the'enemy'ranks,'where'it'erupts'into'a' conflagration'that'engulfs'the'soldiers.'

' Checking'and'rechecking'his'work,'a'human' scribes'a'circle'in'chalk'on'the'bare'stone'floor,' then'sprinkles'powdered'iron'along'every'line' and'graceful'curve.'When'the'circle'is'complete,' he'drones'a'long'incantation.'A'hole'opens'in' space'inside'the'circle,'bringing'a'whiff'of' brimstone'from'the'otherworldly'plane'beyond.' ' Crouching'on'the'floor'in'a'dungeon' intersection,'a'gnome'tosses'a'handful'of'small' bones'inscribed'with'mystic'symbols,'muttering' a'few'words'of'power'over'them.'Closing'his' eyes'to'see'the'visions'more'clearly,'he'nods' slowly,'then'opens'his'eyes'and'points'down'the' passage'to'his'left.'

' Wizards'are'supreme'magic@users,'defined'and united'as'a'class'by'the'spells'they'cast.'Drawing' on'the'subtle'weave'of'magic'that'permeates'the' cosmos,'wizards'cast'spells'of'explosive'fire,' **The!Wizard!**

**! Proficiency!**

|  |  |  |
| --- | --- | --- |
| **Level!** | **Bonus!** | **Features!** |
| 1st | +2 | Spellcasting, Arcane Recovery |
| 2nd | +2 | Arcane Tradition |
| 3rd | +2 | — |
| 4th | +2 | Ability Score Improvement, cantrip |

arcing'lightning,'subtle'deception,'and'brute@ force'mind'control.'Their'magic'conjures' elementals'from'other'planes'of'existence,' glimpses'the'future,'or'turns'slain'foes'into' shambling'zombies.'Their'mightiest'spells' change'one'substance'into'another'or'alter'a' creature’s'form,'open'pathways'to'other'planes of'existence,'or'even'kill'with'a'single'word.'

Quick Build

You can make a wizard quickly by following these suggestions.

***Ability Scores.*** Intelligence should be your highest ability score, followed by Constitution or Dexterity. If you plan to join the School of Enchantment, make Charisma your secondEbest score.

***Background.*** Choose the sage background.

***Equipment.*** You start with the following equipment:

* (*a*) a quarterstaff or (*b*) a dagger
* (*a*) a component pouch or (*b*) an arcane focus
* (*a*) a scholar’s pack or (*b*) an explorer’s pack
* A spellbook

**—Spells!Slots!per!Spell!Level—!**

**1st! 2nd! 3rd! 4th! 5th! 6th! 7th! 8th! 9th**

2 — — — — — — — —

Class'Features'

As'a'wizard,'you'gain'the'following'class'features.

Hit!Points!

**Hit!Dice:**!1d6!per!wizard!level!

**Hit!Points!at!1st!Level:**!6!+!your!Constitution!modifier!

**Hit!Points!at!Higher!Levels:**!1d6!(or!4)!+!your!

Constitution!modifier!per!wizard!level!after!1st!

Proficiencies!

**Armor:**!None!

**Weapons:**!Daggers,!darts,!slings,!quarterstaffs,!and!light! crossbows!

**Tools:**!None! !

**Saving!Throws:**!Intelligence,!Wisdom!

**Skills:**!Choose!two!from!Arcana,!History,!Insight,!

Investigation,!Medicine,!and!Religion!

Spellcasting

As'a'student'of'arcane'magic,'you'have'a' spellbook'containing'spells'that'show'the'first' glimmerings'of'your'true'power.'See'chapter'10' for'the'general'rules'of'spellcasting'and'chapter' 11'for'the'wizard'spell'list.'

Cantrips'

At'1st'level,'you'know'three'cantrips'of'your' choice'from'the'wizard'spell'list.'

' You'learn'one'wizard'cantrip'of'your'choice'at' 4th,'10th,'and'16th'level.'

Spellbook'

At'1st'level,'you'have'a'spellbook'containing'six' 1st@level'wizard'spells'of'your'choice.'

Preparing'and'Casting'Spells'of'1st' Level'and'Higher'

The'Wizard'table'shows'how'many'spell'slots' you'have'to'cast'your'spells'of'1st'level'and' higher.'To'cast'one'of'these'wizard'spells,'you' must'expend'a'slot'of'the'spell’s'level'or'higher.' ' You'prepare'the'list'of'wizard'spells'that'are' available'for'you'to'cast.'To'do'so,'choose'a' number'of'wizard'spells'from'your'spellbook' equal'to'your'Intelligence'modifier'+'your' wizard'level'(minimum'of'one'spell).'The'spells' must'be'of'a'level'for'which'you'have'spell'slots.' ' For'example,'if'you’re'a'3rd@level'wizard,'you' have'four'1st@level'and'two'2nd@level'spell'slots.' With'an'Intelligence'of'16,'your'list'of'prepared' spells'can'include'six'spells'of'1st'or'2nd'level,'in' any'combination,'chosen'from'your'spellbook.'If' you'prepare'the'1st@level'spell'*magic&missile,*'you' can'cast'it'using'a'1st@level'or'a'2nd@level'slot.' Casting'the'spell'doesn’t'remove'it'from'your'list' of'prepared'spells.'

' You'must'finish'a'long'rest'to'regain'any' expended'spell'slots.'You'can'also'change'your' list'of'prepared'spells'when'you'finish'a'long'rest. Preparing'a'new'list'of'wizard'spells'requires' you'to'study'your'spellbook'and'memorize'the' incantations'and'gestures'you'must'make'to'cast' the'spell,'taking'at'least'1'minute'per'spell'level' for'each'spell'on'your'list.'

Spellcasting'Ability'

Intelligence'is'your'spellcasting'ability'for'your' wizard'spells,'since'you'learn'your'spells' through'dedicated'study'and'memorization.'You' use'your'Intelligence'whenever'a'spell'refers'to' your'spellcasting'ability.'In'addition,'you'use' your'Intelligence'modifier'when'setting'the' saving'throw'DC'for'a'wizard'spell'you'cast'and' when'making'an'attack'roll'with'one.'

**Spell!Save!DC**!=!8!+!your!Intelligence!modifier!+!your!

proficiency!bonus!

**Spell!Attack!Bonus**!=!your!Intelligence!modifier!+!your! proficiency!bonus!

Ritual'Casting'

You'can'cast'a'wizard'spell'as'a'ritual'if'that'spell' has'the'ritual'tag'and'you'have'the'spell'in'your' spellbook.'You'don’t'need'to'have'the'spell' prepared.'To'cast'a'spell'as'a'ritual,'you'must' add'10'minutes'to'the'spell’s'casting'time,'as' normal.'

Spellcasting'Focus'

You'can'use'an'arcane'focus'as'the'material' component'for'a'wizard'spell,'as'described'in' chapter'10.'

Learning'Spells'of'1st'Level'and' Higher'

Each'time'you'gain'a'wizard'level,'you'can'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'on'the' Wizard'table.'On'your'adventures,'you'might' find'other'spells'that'you'can'add'to'your' spellbook'(see'the'“Your'Spellbook”'sidebar).'

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard’s chest, for example, or in a dusty tome in an ancient library.

***Copying a Spell into the Book.*** When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the other wizard’s unique system of notation, practicing the spell until you understand the sounds or gestures required, and transcribing it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

***Replacing the Book.*** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and 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 spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

***The Book’s Appearance.*** Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. Your spellbook might be a plain, functional leather tome that you received as a gift from your master, a finely bound giltEedged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous tome in a mishap.

Arcane Recovery

You'have'learned'to'regain'some'of'your'magical' energy'by'studying'your'spellbook.'Once'per'day' during'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'wizard'level'(rounded'up),'and'none'of'the' slots'can'be'6th'level'or'higher.'

' For'example,'if'you’re'a'4th@level'wizard,'you' can'recover'up'to'two'levels'worth'of'spell'slots.' You'can'recover'either'a'2nd@level'spell'slot'or' two'1st@level'spell'slots.'

Arcane Tradition

When'you'reach'2nd'level,'you'choose'the' arcane'tradition'that'shapes'your'practice'of' magic:'the'School'of'Abjuration,'Conjuration,' Divination,'Enchantment,'Evocation,'Illusion,' Necromancy,'or'Transmutation,'all'detailed'at' the'end'of'the'class'description.'

' Your'choice'grants'you'features'at'2nd'level,' and'then'again'at'6th,'10th,'and'14th'level.'

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st@level wizard spell and a 2nd@level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher'level,'you'must'expend'a'spell'slot'as' normal.'

' By'spending'8'hours'in'study,'you'can'change' one'or'both'of'the'spells'you'chose'to'different' spells'of'the'same'levels.'

Signature Spells

When'you'reach'20th'level,'you'gain'mastery' over'two'powerful'spells'and'can'cast'them'with' little'effort.'Choose'two'3rd@level'wizard'spells' in'your'spellbook'as'your'signature'spells.'You' always'have'these'spells'prepared,'they'don’t' count'against'the'number'of'spells'you'have' prepared,'and'you'can'cast'each'of'them'once'at' 3rd'level'without'expending'a'spell'slot.'When' you'do'so,'you'can’t'do'so'again'until'you'finish'a' short'or'long'rest.'

' If'you'want'to'cast'either'spell'at'a'higher'level,' you'must'expend'a'spell'slot'as'normal.'

Arcane'Traditions' The'study'of'wizardry'is'ancient,'stretching'back' to'the'earliest'mortal'discoveries'of'magic.'It'is' firmly'established'in'the'worlds'of'D&D,'with' various'traditions'dedicated'to'its'complex'study. ' The'most'common'arcane'traditions'in'the' multiverse'revolve'around'the'schools'of'magic.' Wizards'through'the'ages'have'cataloged' thousands'of'spells,'grouping'them'into'eight' categories'called'schools,'as'described'in'chapter' 10.'In'some'places,'the'schools'of'magic'are' literally'schools;'a'wizard'might'study'at'the' School'of'Illusion'while'another'studies'across' town'at'the'School'of'Enchantment.'In'other' institutions,'the'schools'are'more'like'academic' departments,'with'rival'faculties'competing'for' students'and'funding.'Even'wizards'who'train' apprentices'in'the'solitude'of'their'own'towers' use'the'division'of'magic'into'schools'as'a' learning'device,'since'the'spells'of'each'school' require'mastery'of'different'techniques.'

School of Abjuration

The'School'of'Abjuration'emphasizes'magic'that' blocks,'banishes,'or'protects.'School'detractors' say'the'tradition'is'about'denial.'You'understand,' however,'that'ending'harmful'effects,'protecting' the'weak,'and'banishing'evil'influences'is' anything'but'a'philosophical'void.'It'is'a'proud' and'respected'vocation.' 'Called'abjurers,'members'of'this'school'are' sought'when'baleful'spirits'require'exorcism,' when'important'locations'must'be'guarded' against'magical'spying,'and'when'portals'to' other'planes'of'existence'must'be'closed.'

Abjuration'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy' an'abjuration'spell'into'your'spellbook'is'halved.'

Arcane'Ward'

Starting'at'2nd'level,'you'can'weave'magic' around'yourself'for'protection.'When'you'cast'an abjuration'spell'of'1st'level'or'higher,'you'can' simultaneously'use'a'strand'of'the'spell’s'magic' to'create'a'magical'ward'on'yourself'that'lasts' until'your'next'long'rest.'The'ward'has'hit'points' equal'to'twice'your'wizard'level'+'your' Intelligence'modifier.'Whenever'you'take' damage,'the'ward'takes'the'damage'instead.'If' this'damage'reduces'the'ward'to'0'hit'points,' you'take'any'remaining'damage.'

' While'the'ward'has'0'hit'points,'it'can’t'absorb' damage,'but'its'magic'remains.'Whenever'you' cast'an'abjuration'spell'of'1st'level'or'higher,'the' ward'regains'a'number'of'hit'points'equal'to' twice'the'level'of'the'spell.'

' Once'you'create'the'ward,'you'can’t'create'it' again'until'you'finish'a'long'rest.'

Projected'Ward'

Starting'at'6th'level,'when'a'creature'that'you' can'see'within'30'feet'of'you'takes'damage,'you' can'use'your'reaction'to'cause'your'Arcane'Ward to'absorb'that'damage.'If'this'damage'reduces' the'ward'to'0'hit'points,'the'warded'creature' takes'any'remaining'damage.'

Improved'Abjuration' Beginning'at'10th'level,'when'you'cast'an' abjuration'spell'that'requires'you'to'make'an' ability'check'as'a'part'of'casting'that'spell'(for' example,'*counterspell*,'*dispel&magic*,'and'*greater& dispel&magic*),'you'add'your'proficiency'bonus'to' that'ability'check.'

Spell'Resistance'

Starting'at'14th'level,'you'have'advantage'on' saving'throws'against'spells.'

' Furthermore,'you'have'resistance'against'the' damage'of'spells.'

School of Conjuration

As'a'conjurer,'you'favor'spells'that'produce' objects'and'creatures'out'of'thin'air.'You'can' conjure'billowing'clouds'of'killing'fog'or' summon'creatures'from'elsewhere'to'fight'on' your'behalf.'As'your'mastery'grows,'you'learn' spells'of'transportation'and'can'to'teleport' yourself'across'vast'distances,'even'to'other' planes'of'existence,'in'an'instant.'

Conjuration'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy'a' conjuration'spell'into'your'spellbook'is'halved.'

Minor'Conjuration'

Starting'at'2nd'level'when'you'select'this'school,' you'can'use'your'action'to'conjure'up'an' inanimate'object'in'your'hand'or'on'the'ground' in'an'unoccupied'space'that'you'can'see'within' 10'feet'of'you.'This'object'can'be'no'larger'than'3' feet'on'a'side'and'weigh'no'more'than'10'pounds, and'its'form'must'be'that'of'a'nonmagical'object' that'you'have'seen.'The'object'is'visibly'magical,' radiating'dim'light'out'to'5'feet.'

' The'object'disappears'after'1'hour,'when'you' use'this'feature'again,'or'if'it'takes'any'damage.'

Benign'Transposition'

Starting'at'6th'level,'you'can'use'your'action'to' teleport'up'to'30'feet'to'an'unoccupied'space' that'you'can'see.'Alternatively,'you'can'choose'a' space'within'range'that'is'occupied'by'a'Small'or' Medium'creature.'If'that'creature'is'willing,'you' both'teleport,'swapping'places.'

' Once'you'use'this'feature,'you'can’t'use'it'again' until'you'finish'a'long'rest'or'you'cast'a' conjuration'spell'of'1st'level'or'higher.'

Focused'Conjuration' Beginning'at'10th'level,'while'you'are' concentrating'on'a'conjuration'spell,'your' concentration'can’t'be'broken'as'a'result'of' taking'damage.'

Durable'Summons'

Starting'at'14th'level,'any'creature'that'you' summon'or'create'with'a'conjuration'spell'has' 30'temporary'hit'points.'

School of Divination

As a diviner, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

The counsel of a diviner is sought by royalty and commoners alike who seek clearer understanding of the past, present, and future.

Divination Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

Portent

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination

Beginning at 6th level, casting divination spells comes so easy to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can’t be higher than 5th level.

The'Third'Eye'

Starting'at'10th'level,'you'can'use'your'action'to' increase'your'powers'of'perception.'When'you' do'so,'choose'one'of'the'following'benefits,' which'lasts'until'you'are'incapacitated'or'you' take'a'short'or'long'rest.'You'can’t'use'the' feature'again'until'you'finish'a'rest.'

' ***Darkvision.***'You'can'see'in'darkness'within'60' feet'of'you'as'if'it'was'dim'light.'However,'you' can’t'discern'color'in'darkness,'only'shades'of' gray.'

' ***Ethereal0Sight.***'You'can'see'into'the'Ethereal' Plane'within'60'feet'of'you.'

' ***Greater0Comprehension.***'You'can'read'any' language.'

' ***See0Invisibility.***'You'can'see'invisible'creatures' and'objects'within'10'feet'of'you'that'are'within' line'of'sight.'

Greater'Portent'

Starting'at'14th'level,'the'visions'in'your'dreams' intensify'and'paint'a'more'accurate'picture'in' your'mind'of'what'is'to'come.**!**You'roll'three' d20s'for'your'Portent'feature,'rather'than'two.'

School of Enchantment

As'a'member'of'the'School'of'Enchantment,'you' have'honed'your'ability'to'magically'entrance' and'beguile'other'people'and'monsters.'Some' enchanters'are'peacemakers'who'bewitch'the' violent'to'lay'down'their'arms'and'the'cruel'to' show'mercy.'Others'are'tyrants'who'spellbind' the'unwilling'into'their'service.'Most'enchanters' fall'somewhere'in'between.'

Enchantment'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy' an'enchantment'spell'into'your'spellbook'is' halved.'

Hypnotic'Gaze'

Starting'at'2nd'level'when'you'choose'this' school,'your'soft'words'and'enchanted'gaze'can' magically'enthrall'another'creature.'To'do'so,' you'use'your'action'and'choose'one'creature'that' you'can'see'within'5'feet'of'you.'If'the'target'can' see'or'hear'you,'it'must'succeed'on'a'Wisdom' saving'throw'or'be'charmed'by'you'until'the'end' of'your'next'turn.'The'charmed'creature’s'speed' drops'to'0,'and'the'creature'is'incapacitated'and' visibly'dazed.'

' You'can'maintain'the'effect'on'a'creature'you' have'already'charmed'with'this'feature'by'using' another'action.'However,'the'effect'ends'if'you' move'more'than'5'feet'away'from'the'creature,'if' the'creature'can’t'see'or'hear'you,'or'if'the' creature'takes'damage.'

' Once'the'effect'ends,'or'if'the'creature' succeeds'on'its'initial'saving'throw'against'this' effect,'you'can’t'use'this'feature'on'that'creature' again'until'you'finish'a'long'rest.'

Instinctive'Charm'

Beginning'at'6th'level,'when'a'creature'you'can' see'within'30'feet'of'you'makes'an'attack'roll' against'you,'you'can'use'your'reaction'to'divert' the'attack,'provided'that'another'creature'is' within'the'attack’s'range.'The'attacker'must' make'a'Wisdom'saving'throw'against'your'spell' save'DC.'On'a'failed'save,'the'attacker'must' target'the'creature—other'than'you'or'itself— that'is'closest'to'it.'If'multiple'creatures'are' closest,'the'attacker'chooses'which'one'to'target.' On'a'successful'save,'you'can’t'use'this'feature' on'the'attacker'again'until'you'finish'a'long'rest.' ' You'must'choose'to'use'this'feature'before' knowing'whether'the'attack'hits'or'misses.' Creatures'that'can’t'be'charmed'are'immune'to' this'effect.'

Split'Enchantment'

Starting'at'10th'level,'when'you'cast'an' enchantment'spell'of'1st'level'or'higher'that' targets'only'one'creature,'you'can'have'it'target' a'second'creature.'

Alter'Memories'

At'14th'level,'you'gain'the'ability'to'make'a' creature'unaware'of'your'magical'influence'on'it. When'you'cast'an'enchantment'spell'to'charm' one'or'more'creatures,'you'can'alter'one' creature’s'understanding'so'that'it'is'unaware'of' being'charmed.'

' Additionally,'once'before'the'spell'expires,'you' can'use'your'action'to'try'to'make'the'chosen' creature'forget'some'of'the'time'it'spent' charmed.'The'creature'must'succeed'on'an' Intelligence'saving'throw'against'your'spell'save' DC'or'lose'a'number'of'hours'of'its'memories' equal'to'1'+'your'Charisma'modifier.'This' number'can’t'exceed'the'duration'of'your' enchantment'spell.'

School of Evocation

You'focus'your'study'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'enemy'armies'from'afar.'Others' use'their'spectacular'power'to'protect'the'weak,' while'some'seek'their'own'gain'as'bandits,' adventurers,'or'aspiring'tyrants.'

Evocation'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy' an'evocation'spell'into'your'spellbook'is'halved.'

Sculpt'Spells'

Beginning'at'2nd'level,'you'can'create'pockets'of' relative'safety'within'the'effects'of'your' evocation'spells.'When'you'cast'an'evocation' spell'that'affects'other'creatures'that'you'can'see, you'can'choose'a'number'of'them'equal'to'1'+' 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'from'it.'

Potent'Cantrip'

Starting'at'6th'level,'your'damaging'cantrips' affect'even'creatures'that'avoid'the'brunt'of'the' effect.'When'you'miss'a'creature'or'it'succeeds' on'a'saving'throw'against'your'evocation'cantrip, the'creature'still'takes'half'the'cantrip’s'damage' (if'any)'but'suffers'no'additional'effect.'

Empowered'Evocation' Beginning'at'10th'level,'you'can'add'your' Intelligence'modifier'to'the'damage'roll'of'any' wizard'evocation'spell'you'cast.'

Overchannel'

Starting'at'14th'level,'you'can'increase'the' power'of'your'simpler'spells.'When'you'cast'a' wizard'spell'of'5th'level'or'lower'that'deals' damage,'you'can'deal'maximum'damage'with' that'spell.'

' 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,'immediately'after'you' cast'it.'Each'time'you'use'this'feature'again' before'finishing'a'long'rest,'the'necrotic'damage' per'spell'level'increases'by'1d12.'This'damage' ignores'resistance'and'immunity.'

School of Illusion

You focus your studies on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind make the impossible seem real. Some illusionists—including many gnome wizards—are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

Illusion Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an illusion spell into your spellbook is halved.

Improved Minor Illusion

When you choose this school at 2nd level, you learn the *minor&illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice.

When you cast *minor&illusion*, you can create both a sound and an image with a single casting of the spell.

Malleable Illusions

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell’s normal parameters for the illusion), provided that you can see the illusion.

Illusory'Self'

Beginning'at'10th'level,'you'can'create'an' illusory'duplicate'of'yourself'as'an'instant,' almost'instinctual'reaction'to'danger.'When'a' creature'makes'an'attack'roll'against'you,'you' can'use'your'reaction'to'interpose'the'illusory' duplicate'between'the'attacker'and'yourself.'The' attack'automatically'misses'you,'then'the'illusion dissipates.'

' Once'you'use'this'feature,'you'can’t'use'it'again until'you'finish'a'short'or'long'rest.'

Illusionary'Reality'

By'14th'level,'you'have'learned'the'secret'of' weaving'shadow'magic'into'your'illusions'to'give them'a'semi@reality.'When'you'cast'an'illusion' spell'of'1st'level'or'higher,'you'can'choose'one' inanimate,'nonmagical'object'that'is'part'of'the' illusion'and'make'that'object'real.'You'can'do' this'on'your'turn'as'a'bonus'action'while'the' spell'is'ongoing.'The'object'remains'real'until'the' end'of'your'next'turn.'For'example,'you'can' create'an'illusion'of'a'bridge'over'a'chasm'and' then'make'it'real'long'enough'for'your'allies'to' cross.'

'The'object'can’t'deal'damage'or'otherwise' directly'harm'anyone.'

School of Necromancy

The'School'of'Necromancy'focuses'on'the'cosmic' forces'of'life,'death,'and'undeath.'As'you'focus' your'studies'in'this'tradition,'you'learn'to' manipulate'the'energy'that'animates'all'living' things.'As'your'studies'progress,'you'can'sap'the' life'force'from'a'creature'as'your'magic'destroys' its'body,'transforming'that'vital'energy'into' magical'power'you'can'manipulate.'

' Most'people'see'necromancers'as'menacing,'or' even'villainous,'due'to'the'close'association'with' death.'Not'all'necromancers'are'evil,'but'the' forces'they'manipulate'are'considered'taboo'by' many'societies.'

Necromancy'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy'a' necromancy'spell'into'your'spellbook'is'halved.'

Grim'Harvest'

Once'per'turn'when'you'kill'one'or'more' creatures'with'a'spell'of'1st'level'or'higher,'you' regain'hit'points'equal'to'twice'the'spell’s'level,' or'three'times'its'level'if'the'spell'belongs'to'the' School'of'Necromancy.'You'don’t'gain'this' benefit'for'killing'constructs'or'undead.'

Undead'Thralls'

At'6th'level,'you'add'the'*animate&dead*'spell'to' your'spellbook'if'it'is'not'there'already.'When' you'cast'*animate&dead*,'you'can'target'one' additional'corpse'or'pile'of'bones,'creating' another'zombie'or'skeleton,'as'appropriate.' Additionally,'you'can'create'skeletons'or' zombies'from'the'bones'or'corpses'of' humanoids'and'giants'up'to'Huge'in'size.' ' Whenever'you'create'an'undead'using'a' necromancy'spell,'it'has'additional'benefits:'

* The'creature’s'hit'point'maximum'is'increased' by'an'amount'equal'to'twice'your'wizard'level.'
* The'creature'adds'your'proficiency'bonus'to' its'weapon'damage'rolls.'
* The'creature'has'advantage'on'saving'throws' against'the'Turn'Undead'feature.'

Inured'to'Undeath'

Beginning'at'10th'level,'you'have'resistance'to' necrotic'damage,'and'your'hit'point'maximum' can’t'be'reduced.'You'have'spent'so'much'time' dealing'with'undead'and'the'forces'that'animate' them'that'you'have'become'inured'to'some'of' their'worst'effects.'

Command'Undead'

Starting'at'14th'level,'you'can'use'magic'to'bring' undead'under'your'control,'even'those'created' by'other'wizards.'As'an'action,'you'can'choose' one'undead'that'you'can'see'within'60'feet'of' you.'That'creature'must'make'a'Charisma'saving' throw'against'your'spell'save'DC.'If'it'succeeds,' you'can’t'use'this'feature'on'it'again.'If'it'fails,'it' becomes'friendly'to'you'and'obeys'your' commands'until'you'use'this'feature'again.' ' Intelligent'undead'are'harder'to'control'in'this' way.'If'the'target'has'an'Intelligence'of'8'or' higher,'it'has'advantage'on'the'saving'throw.'If'it' fails'the'saving'throw'and'has'an'Intelligence'of' 12'or'higher,'it'can'repeat'the'saving'throw'at' the'end'of'every'hour'until'it'succeeds'and' breaks'free.'

School of Transmutation

You'are'a'student'of'spells'that'modify'energy' and'matter.'To'you,'the'world'is'not'a'fixed'thing,' but'eminently'mutable,'and'you'delight'in'being' an'agent'of'change.'You'wield'the'raw'stuff'of' creation'and'learn'to'alter'both'physical'forms' and'mental'qualities.'Your'magic'gives'you'the' tools'to'become'a'smith'on'reality’s'forge.' ' Some'transmuters'are'tinkerers'and' pranksters,'turning'people'into'toads'and' transforming'copper'into'fool’s'gold'for'fun'and' occasional'profit.'Others'pursue'their'magical' studies'with'deadly'seriousness,'seeking'the' power'of'the'gods'to'make'and'destroy'worlds.'

Transmutation'Savant'

Beginning'when'you'select'this'school'at'2nd' level,'the'gold'and'time'you'must'spend'to'copy'a' transmutation'spell'into'your'spellbook'is'halved.

Minor'Alchemy'

Starting'at'2nd'edition'when'you'select'this' school,'you'can'temporarily'alter'the'physical' properties'of'one'nonmagical'object,'changing'it' from'one'substance'into'another.'Taking'one' object'composed'entirely'of'wood,'stone,'iron,' copper,'or'silver,'you'perform'a'special' alchemical'procedure'on'it,'transforming'it'into'a' different'one'of'those'materials.'For'each'10' minutes'you'spend'performing'the'procedure,' you'can'transform'up'to'1'cubic'foot'of'material.' After'1'hour,'or'until'you'lose'your' concentration'(as'if'you'were'concentrating'on'a' spell),'the'material'reverts'to'its'original' substance.'

Philosopher’s'Stone' Starting'at'6th'level,'you'can'spend'8'hours' creating'a'philosopher’s'stone'that'stores' transmutation'magic.'When'you'create'the'stone,' choose'one'of'the'following'effects.'You'gain'that' benefit'as'long'as'the'stone'is'in'your'possession.' If'you'create'a'new'philosopher’s'stone,'the' previous'one'ceases'to'function.'When'you'cast'a' transmutation'spell'of'1st'level'or'higher,'you' can'change'the'effect'of'your'stone.'

***0 Darkvision.***'You'gain'darkvision'with'a'range' of'60'feet.'

***0 Fast0Movement.***'Your'speed'increases'by'10' feet'if'you'are'unencumbered.'

***0 Resilience.***'You'gain'proficiency'in' Constitution'saving'throws.'

***0 Resistance.***'You'gain'resistance'to'one'of'the' following'damage'types'of'your'choice:'acid,'cold, fire,'lightning,'or'thunder.'

Shapechanger'

At'10th'level,'you'add'the'*polymorph*'spell'to' your'spellbook,'if'it'is'not'there'already.'You'can' cast'*polymorph*'without'expending'a'spell'slot.' When'you'do'so,'you'can'target'only'yourself'and' transform'into'a'beast'whose'Challenge'Rating'is' 1'or'lower.'

' For'the'spell’s'duration,'you'can'transform' from'one'of'these'shapes'into'another'as'a'bonus' action.'You'can'also'return'to'your'normal'form' as'a'bonus'action,'but'doing'so'ends'the'spell.' ' Once'you'cast'*polymorph*'in'this'way,'you'can’t' do'so'again'until'you'finish'a'short'or'long'rest,' though'you'can'still'cast'it'normally'using'an' available'spell'slot.'

Master'Transmuter'

At'14th'level,'you'can'use'your'action'to' consume'the'reserve'of'transmutation'magic' stored'within'your'philosopher’s'stone'in'a' single'burst.'When'you'do'so,'choose'one'of'the' following'effects.'Your'philosopher’s'stone'is' destroyed'and'can’t'be'remade'until'you'finish'a' long'rest.'

' ***Major0Transformation***.'You'can'transmute' one'nonmagical'object—no'larger'than'a'5@foot' cube—into'another'nonmagical'object'of'similar' size'and'mass'and'of'equal'or'lesser'value.'You' must'spend'10'minutes'handling'the'object'to' transform'it.'

' ***Panacea.***'You'remove'all'curses,'diseases,'and' poisons'affecting'a'creature'that'you'touch'with' the'philosopher’s'stone.'The'creature'also' regains'all'its'hit'points.'

' ***Restore0Life.***'You'cast'the'*raise&dead*'spell'on'a' creature'you'touch'with'the'philosopher’s'stone,'

without'expending'a'spell'slot'or'needing'to'have' the'spell'in'your'spellbook.'

' ***Restore0Youth.***'You'touch'the'philosopher’s' stone'to'a'willing'creature'and'that'creature’s' age'is'reduced'by'3d10'years,'to'a'minimum'of'1' year.'

' ***Transmute0Metal0to0Gold.***'You'touch'one' object'made'entirely'of'metal'and'transform'it' into'gold.'The'object'must'fit'within'a'1@foot'cube.

Chapter(5:(Equipment

The(marketplace(of(a(large(city(in(the(worlds(of( D&D(teems(with(buyers(and(sellers(of(many( sorts:(dwarf(smiths(and(elf(woodcarvers,(halfling( farmers(and(gnome(jewelers,(not(to(mention( humans(of(every(shape,(size,(and(color(drawn( from(a(spectrum(of(nations(and(cultures.(In(the( largest(cities,(almost(anything(imaginable(is( offered(for(sale,(from(exotic(spices(and(luxurious( clothing(to(wicker(baskets(and(practical(swords.( ( For(an(adventurer,(the(availability(of(armor,( weapons,(backpacks,(rope,(and(similar(goods(is( of(paramount(importance,(since(proper( equipment(can(mean(the(difference(between(life( and(death(in(a(dungeon(or(the(untamed(wilds.( This(chapter(details(the(mundane(and(exotic( merchandise(that(adventurers(commonly(find( useful(in(the(face(of(the(threats(that(the(worlds(of( D&D(present.(

Starting(Equipment( When(you(create(your(character,(you(receive( equipment(based(on(a(combination(of(your(class( and(background.(Alternatively,(you(can(start( with(a(number(of(gold(pieces(based(on(your(class( and(spend(them(on(items(from(the(lists(in(this( chapter.(See(the(Starting(Wealth(by(Class(table(to( determine(how(much(gold(you(have(to(spend.( ( You(decide(how(your(character(came(by(this( starting(equipment.(It(might(have(been(an( inheritance,(or(goods(that(the(character( purchased(during(his(or(her(upbringing.(You( might(have(been(equipped(with(a(weapon,(armor, and(a(backpack(as(part(of(military(service.(You( might(even(have(stolen(your(gear.(A(weapon( could(be(a(family(heirloom,(passed(down(from( generation(to(generation(until(your(character( finally(took(up(the(mantle(and(followed(in(an( ancestor’s(adventurous(footsteps.(

Starting(Wealth(by(Class(

|  |  |
| --- | --- |
| **Class(** | **Funds(** |
| Barbarian! | 2d4 x 10 gp |
| Bard! | 5d4!!!10!gp |
| Cleric! | 5d4!!!10!gp |
| Druid! | 2d4!x!10!gp! |
| Fighter! | 5d4!!!10!gp |

|  |  |
| --- | --- |
| Monk! | 5d4!gp! |
| Paladin! | 5d4!!!10!gp |
| Ranger! | 5d4!!!10!gp |
| Rogue! | 4d4!!!10!gp |
| Sorcerer! | 3d4!!!10!gp |
| Warlock! | 4d4!!!10!gp |
| Wizard! | 4d4!!!10!gp |

Wealth(

Wealth(appears(in(many(forms(in(a(D&D(world*.* Coins,(gemstones,(trade(goods,(art(objects,( animals,(and(property(can(reflect(your( character’s(financial(wellLbeing.(Members(of(the( peasantry(trade(in(goods,(bartering(for(what( they(need(and(paying(taxes(in(grain(and(cheese.( Members(of(the(nobility(trade(either(in(legal( rights,(such(as(the(rights(to(a(mine,(a(port,(or( farmland,(or(in(gold(bars,(measuring(gold(by(the( pound(rather(than(by(the(coin.(Only(merchants,( adventurers,(and(those(offering(professional( services(for(hire(commonly(deal(in(coins.(

Coinage

Common(coins(come(in(several(different( denominations(based(on(the(relative(worth(of( the(metal(from(which(they(are(made.(The(three( most(common(coins(are(the(gold(piece((gp),(the( silver(piece((sp),(and(the(copper(piece((cp).( ( With(one(gold(piece,(a(character(can(buy(a(belt( pouch,(50(feet(of(good(rope,(or(a(goat.(A(skilled( (but(not(exceptional)(artisan(can(earn(one(gold( piece(a(day.(The(gold(piece(is(the(standard(unit(of( measure(for(wealth,(even(if(the(coin(itself(is(not( commonly(used.(When(merchants(discuss(deals( that(involve(goods(or(services(worth(hundreds( or(thousands(of(gold(pieces,(the(transactions( don’t(usually(involve(the(exchange(of(individual( coins.(Rather,(the(gold(piece(is(a(standard( measure(of(value,(and(the(actual(exchange(is(in( gold(bars,(letters(of(credit,(or(valuable(goods.( ( One(gold(piece(is(worth(ten(silver(pieces,(the( most(prevalent(coin(among(commoners.(A(silver( piece(buys(a(laborer’s(work(for(a(day,(a(flask(of( lamp(oil,(or(a(night’s(rest(in(a(poor(inn.(

( One(silver(piece(is(worth(ten(copper(pieces,( which(are(common(among(laborers(and(beggars. A(single(copper(piece(buys(a(candle,(a(torch,(or(a( piece(of(chalk.(

( In(addition,(unusual(coins(made(of(other( precious(metals(sometimes(appear(in(ancient( treasure(hoards(and(lost(ruins.(The(electrum( piece((ep)(and(the(platinum(piece((pp)(originate( from(fallen(empires(and(lost(kingdoms,(and(they( sometimes(arouse(suspicion(and(skepticism( when(used(in(transactions.(An(electrum(piece(is( worth(five(silver(pieces,(and(a(platinum(piece(is( worth(ten(gold(pieces.(

( A(standard(coin(weighs(about(a(third(of(an( ounce((a(little(more(than(a(U.S.(quarter)(on( average,(so(fifty(coins(weigh(a(pound.(

Standard(Exchange(Rates(

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Coin(** | **cp(** | **sp(** | **ep(** | **gp(** | **pp(** |
| Copper!(cp)! | 1! | 1/10! | 1/50! | 1/100! | 1/1,000 |
| Silver!(sp)! | 10! | 1! | 1/5! | 1/10! | 1/100! |
| Electrum!(ep)! | 50! | 5! | 1! | 1/2! | 1/20! |
| Gold!(gp)! | 100! | 10! | 2! | 1! | 1/10! |
| Platinum!(pp)! | 1,000! | 100! | 20! | 10! | 1! |

Selling Treasure

Opportunities(abound(to(find(treasure,( equipment,(weapons,(armor,(and(more(in(the( dungeons(you(explore.(Normally,(you(can(sell( your(treasures(and(trinkets(when(you(return(to(a( town(or(other(settlement,(provided(that(you(can( find(buyers(and(merchants(interested(in(your( loot.(

( ***Arms,&Armor,&and&Other&Equipment.&***As(a( general(rule,(undamaged(weapons,(armor,(and( other(equipment(fetch(half(their(cost(when(sold( in(a(market.(Weapons(and(armor(used(by( monsters(are(rarely(in(good(enough(condition(to( sell.(

( ***Magic&Items.&***Selling(magic(items(is( problematic.(Finding(someone(to(buy(a(potion(or( a(scroll(isn’t(too(hard,(but(other(items(are(out(of( the(realm(of(most(but(the(wealthiest(nobles.( Likewise,(aside(from(a(few(common(magic(items,( you(won’t(normally(come(across(magic(items(or( spells(to(purchase.(The(value(of(magic(is(far( beyond(simple(gold(and(should(always(be( treated(as(such.(

( ***Gems,&Jewelry,&and&Art&Objects.&***These(items( retain(their(full(value(in(the(marketplace,(and( you(can(either(trade(them(in(for(coin(or(use(them( as(currency(for(other(transactions.(For( exceptionally(valuable(treasures,(the(DM(might( require(you(to(find(a(buyer(in(a(large(town(or( larger(community(first.(

( ***Trade&Goods.&***On(the(borderlands,(many( people(conduct(transactions(through(barter.(Like( gems(and(art(objects,(trade(goods—such(as(bars( of(iron,(bags(of(salt,(livestock,(and(so(on—retain( their(full(value(in(the(market(and(can(be(used(as( currency.(

Armor(and(Shields(

D&D(worlds(are(a(vast(tapestry(made(up(of(many( different(cultures,(each(with(its(own(technology( level.(For(this(reason,(adventurers(have(access(to( a(wide(range(of(armor(types,(ranging(from( leather(armor(to(chain(mail(to(costly(plate(armor, and(a(wide(range(of(armors(in(between.(The( Armor(table(collects(the(most(commonly( available(types(of(armor(found(in(the(game(and( separates(them(into(four(categories:(light(armor,( medium(armor,(heavy(armor,(and(shields.( ( The(Armor(table(shows(the(cost,(weight,(and( other(properties(of(the(common(types(of(armor( worn(in(the(worlds(of(D&D.(

( ***Armor&Proficiency.&***Anyone(can(put(on(a(suit( of(armor(or(strap(a(shield(to(an(arm.(Only(those( proficient(in(the(armor’s(use(know(how(to(wear( it(effectively,(however.(Your(class(determines( what(types(of(armor(you(have(proficiency(with.( While(you(wear(armor(that(you(lack(proficiency( with,(you(have(disadvantage(on(ability(checks,( saving(throws,(and(attack(rolls(that(involve( Strength(or(Dexterity.(

( ***Armor&Class&(AC).&***Armor(protects(its(wearer( from(attacks.(The(armor((and(shield)(you(wear( determines(your(base(Armor(Class.(

( ***Heavy&Armor.&***Heavier(armor(interferes(with( the(wearer’s(ability(to(move(quickly,(stealthily,( and(freely.(If(the(Armor(table(shows(“Str(13”(or( “Str(15”(in(the(Strength(column(for(an(armor( type,(the(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(Armor(table(shows(

“Disadvantage”(in(the(Stealth(column,(the(wearer has(disadvantage(on(Dexterity((Stealth)(checks.(

***& Shields.***(A(shield(is(carried(in(one(hand(to(offer additional(protection.(You(can(benefit(from(only( one(shield(at(a(time.(A(shield(is(made(of(wood(or( metal.(

Armor

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor(** | **Price(** | **Armor(Class((AC)(** | **Strength(** | **Stealth(** | **Weight(** |
| *Light&Armor*! |  | | | | |
| ! Padded! | 5!gp! | 11!+!Dex!modifier! | —! | Disadvantage! | 8!lb.! |
| ! Leather! | 10!gp! | 11!+!Dex!modifier! | —! | —! | 10!lb.! |
| ! Studded!leather! | 200!gp! | 12!+!Dex!modifier! | —! | —! | 13!lb.! |
| *Medium&Armor&* |  | | | | |
| ! Hide!armor! | 10!gp! | 12!+!Dex!modifier!(max!2)! | —! | —! | 12!lb.! |
| ! Chain!shirt! | 50!gp! | 13!+!Dex!modifier!(max!2)! | —! | —! | 20!lb.! |
| ! Scale!mail! | 50!gp! | 14!+!Dex!modifier!(max!2)! | —! | Disadvantage! | 45!lb.! |
| ! Breastplate! | 400!gp! | 14!+!Dex!modifier!(max!2)! | —! | —! | 20!lb.! |
| ! Half!plate! | 500!gp! | 15!+!Dex!modifier!(max!2)! | —! | Disadvantage! | 40!lb.! |
| *Heavy&Armor&* |  | | | | |
| ! Ring!mail! | 30!gp! | 14! | —! | Disadvantage! | 40!lb.! |
| ! Chain!mail! | 75!gp! | 16! | Str!13! | Disadvantage! | 55!lb.! |
| ! Splint! | 500!gp! | 17! | Str!15! | Disadvantage! | 60!lb.! |
| ! Plate! | 5,000!gp! | 18! | Str!15! | Disadvantage! | 65!lb.! |
| *Shield&* |  | | | | |
| ! Shield! | 10!gp! | +2! | —! | —! | 6!lb.! |

LightArmor

Made(from(lightweight(materials,(light(armor( favors(agile(adventurers(since(it(offers(some( protection(without(sacrificing(mobility.(If(you( wear(light(armor,(you(add(your(Dexterity( modifier(to(the(base(number(from(your(armor( type(to(determine(your(Armor(Class.( ***& Padded.&***Padded(armor(consists(of(quilted( layers(of(cloth(and(batting.(

***& Leather.&***The(breastplate(and(shoulder( protectors(of(this(armor(are(made(of(leather(that( has(been(stiffened(by(being(boiled(in(oil.(The(rest( of(the(armor(is(made(of(softer(and(more(flexible( materials.(

***& Studded&Leather.&***Made(from(tough(but( flexible(leather,(studded(leather(is(reinforced( with(closeLset(rivets(or(spikes.(

Medium Armor

Medium(armor(relies(on(metal(components(to( improve(its(defensive(qualities,(but(such( materials(can(weigh(the(wearer(down.(If(you( wear(medium(armor,(you(can(add(your(Dexterity( modifier,(to(a(maximum(of(+2,(to(the(armor’s( base(AC(to(determine(your(Armor(Class.(

***& Hide.&***This(crude(armor(consists(of(thick(furs( and(hides.(It(is(commonly(worn(by(barbarian( tribes,(evil(humanoids,(and(other(folk(who(lack( access(to(the(tools(and(materials(needed(to( create(better(armor.(

( ***Chain&Shirt***.(Made(of(interlocking(metal(rings,( a(chain(shirt(is(typically(worn(underneath( clothing(or(leathers.(This(armor(offers(modest( protection(to(the(wearer’s(upper(body(and( allows(the(sound(of(the(rings(rubbing(against( one(another(to(be(muffled(by(outer(layers.(

***& Scale&Mail.&***This(armor(consists(of(a(coat(and( leggings((and(perhaps(a(separate(skirt)(of(leather covered(with(overlapping(pieces(of(metal,(much( like(the(scales(of(a(fish.(The(suit(includes( gauntlets.(

( ***Breastplate***.(This(armor(consists(of(a(fitted( metal(chest(piece(that(leaves(the(legs(and(arms( relatively(unprotected.(This(armor(provides( good(protection(for(the(wearer’s(vital(organs( while(the(wearer(remains(relatively( unencumbered.(

( ***Half&plate***.(Consisting(of(shaped(and(fitted( metal(plates(that(cover(most(of(the(wearer’s( body.(Similar(to(in(appearance(to(plate(armor,( half(plate(typically(does(not(include(leg( protection(beyond(simple(greaves(that(are( attached(with(leather(straps.(

Heavy Armor

Of(all(the(armor(categories,(heavy(armor(offers( the(best(protection.(These(suits(of(armor(cover( the(entire(body(and(are(designed(to(stop(a(wide( range(of(attacks.(Only(proficient(warriors(can( manage(their(weight(and(bulk.(

( Heavy(armor(doesn’t(let(you(add(your( Dexterity(modifier(to(your(Armor(Class,(but(it( also(doesn’t(penalize(you(if(your(Dexterity( modifier(is(negative.(

***& Ring&Mail.&***This(armor(is(leather(armor(with( heavy(rings(sewn(into(the(material.(The(rings( help(reinforce(the(armor(against(blows(from( swords(and(axes.(Ring(mail(is(typically( considered(inferior(to(chain(mail,(worn(by(those( who(can’t(afford(better(armor.(

***& Chain&Mail.&***Made(of(interlocking(metal(rings,( chain(mail(includes(a(layer(of(quilted(fabric(worn( underneath(the(mail(to(prevent(chafing(and(to( cushion(the(impact(of(blows.(The(suit(includes( gauntlets.(

***& Splint.&***This(armor(is(made(of(narrow(vertical( strips(of(metal(riveted(to(a(backing(of(leather( that(is(worn(over(cloth(padding.(Flexible(chain( mail(protects(the(joints.(

***& Plate.&***Consisting(of(shaped(and(fitted(metal( plates(riveted(and(interlocked(to(cover(the(entire body,(a(suit(of(plate(includes(gauntlets,(heavy( leather(boots,(a(visored(helmet,(and(thick(layers( of(padding(underneath(the(armor.(Buckles(and( straps(distribute(the(weight(over(the(body.(Each( suit(of(plate(must(be(individually(fitted(to(its( owner(by(a(master(armorer,(although(a(suit( gained(from(another(can(be(resized(to(fit(a(new( owner(for(half(the(armor’s(market(price.(

Getting(Into(and(Out(of(Armor( The(time(it(takes(to(don(or(doff(armor(depends( on(the(armor’s(category.(

**! Don.!**This(is(the(time(it(takes(to(put(on(armor.( You(benefit(from(the(armor’s(AC(only(if(you(take( the(full(time(to(don(the(suit(of(armor.(

**! Doff.!**This(is(the(time(it(takes(to(take(off(armor.( If(you(have(help,(reduce(this(time(by(half.(

Donning(and(Doffing(Armor

|  |  |  |
| --- | --- | --- |
| **Category(** | **Don(** | **Doff(** |
| Light!Armor! | 1!minute! | 1!minute! |
| Medium!Armor! | 5!minutes! | 1!minute! |
| Heavy!Armor! | 10!minutes! | 5!minutes! |

Weapons(

Your(class(grants(proficiency(in(certain(weapons,( reflecting(both(your(class’s(focus(and(the(tools( you(are(most(likely(to(use.(Whether(you(favor(a( longsword(or(a(longbow,(your(weapon(and(your( ability(to(wield(it(effectively(can(mean(the( difference(between(life(and(death(while( adventuring.(

( The(Weapons(table(shows(the(most(common( weapons(used(in(the(worlds(of(D&D,(their(price( and(weight,(the(damage(they(deal(on(a(successful( attack,(and(any(special(properties(they(possess.(

( ***Weapon&Proficiency.&***Your(race,(class,(and( feats(can(grant(you(proficiency(with(certain( weapons(or(categories(of(weapons.(Proficiency( with(a(weapon(allows(you(to(add(your( proficiency(bonus(to(the(attack(roll(for(any(attack( you(make(with(that(weapon.(If(you(make(an( attack(roll(using(a(weapon(with(which(you(lack( proficiency,(you(make(the(attack(roll(with( disadvantage.(

( ***Weapon&Categories***.(Weapons(are(grouped( into(two(broad(categories,(simple(and(martial.( Most(people(can(use(simple(weapons(with( proficiency.(These(weapons(include(clubs,(maces,( and(other(weapons(often(found(in(the(hands(of( commoners.(Most(warriors(use(martial(weapons( because(these(weapons(put(their(fighting(style( and(training(to(best(use.(

Weapon(Properties(

Many(weapons(have(special(properties(related(to( their(use.(

( ***Ammunition.&***You(can(use(a(weapon(that(has( the(ammunition(property(to(make(a(ranged( attack(only(if(you(have(ammunition(to(launch( from(the(weapon.(Each(time(you(attack(with(the( weapon,(you(expend(one(piece(of(ammunition.(At( the(end(of(the(battle,(you(can(recover(half(your( expended(ammunition(by(taking(a(minute(to( search(the(battlefield.(

( If(you(employ(such(a(weapon(to(make(a(melee( attack,(you(use(the(weapon(as(an(improvised(weapon.(A(sling(must(be(loaded(to(deal(any( damage(when(used(in(this(way.(

( ***Finesse.&***When(making(an(attack(with(a(finesse( weapon,(you(can(use(your(choice(of(your( Strength(or(Dexterity(modifier(for(your(attack( and(damage(rolls.(

( ***Heavy.&***Small(creatures(have(disadvantage(on( attack(rolls(with(heavy(weapons.(A(heavy( weapon’s(size(and(bulk(make(it(too(large(for(a( Small(creature(to(use(effectively.((

( ***Light.&***A(light(weapon(is(small(and(easy(to( handle,(making(it(ideal(for(use(when(fighting( with(two(weapons.(

( ***Loading.&***Because(of(the(time(required(to(load( this(weapon,(you(can(fire(only(one(piece(of( ammunition(from(it(when(you(use(your(action(or reaction(to(fire(it,(regardless(of(the(number(of( attacks(you(can(normally(make.(

( ***Range.&***A(weapon(that(can(be(used(to(make(a( ranged(attack(has(a(range(shown(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( indicates(the(weapon’s(maximum(range.(When( attacking(a(target(beyond(normal(range,(you( have(disadvantage(on(the(attack(roll.(

( ***Reach.&***This(weapon(adds(5(feet(to(your(reach( when(you(attack(with(it.(

**! *Special.&***A(weapon(with(the(special(property( has(unusual(rules(governing(its(use,(explained(in( the(weapon’s(description.(

( ***Thrown.&***If(a(melee(weapon(has(the(thrown( property,(you(can(throw(the(weapon(at(a(target( to(make(a(ranged(attack.(You(use(the(same(ability( modifier(for(that(attack(roll(and(damage(roll(that( you(would(use(for(a(melee(attack(with(the( weapon.(For(example,(if(you(throw(a(handaxe,( you(use(your(Strength,(but(if(you(throw(a(dagger,( you(can(use(either(your(Strength(or(your( Dexterity,(since(the(dagger(has(the(finesse( property.(

( ***TwoNHanded.&***This(weapon(requires(two( hands(to(use.(

( ***Versatile.&***This(weapon(can(be(used(with(one( or(two(hands.(A(damage(value(in(parentheses( appears(with(the(property—the(damage(when( the(weapon(is(used(with(two(hands.(

Weapons

| **Name(** | **Price(** | **Damage(** | **Weight(** | **Properties(** |
| --- | --- | --- | --- | --- |
| *Simple&Melee&Weapons&* |  |  |  |  |
| ! Club! | 1!sp! | 1d4!bludgeoning! | 2!lb.! | Light! |
| ! Dagger! | 2!gp! | 1d4!piercing! | 1!lb.! | Finesse,!light,!thrown!(range!20/60)! |
| ! Greatclub! | 2!sp! | 1d8!bludgeoning! | 10!lb.! | TwoZhanded! |
| ! Handaxe! | 5!gp! | 1d6!slashing! | 2!lb.! | Light,!thrown!(range!20/60)! |
| ! Light!hammer! | 2!gp! | 1d4!bludgeoning! | 2!lb.! | Light,!thrown!(range!20/60)! |
| ! Mace! | 5!gp! | 1d6!bludgeoning! | 4!lb.! | —! |
| ! Quarterstaff! | 2!sp! | 1d6!bludgeoning! | 4!lb.! | Versatile!(1d8)! |
| ! Sickle! | 1!gp! | 1d4!slashing! | 2!lb.! | Light! |
| ! Spear! | 1!gp! | 1d6!piercing! | 3!lb.! | Thrown!(range!20/60),!versatile!(1d8)! |
| ! Unarmed!strike! | —! | 1!bludgeoning! | —! | —! |
| *Simple&Ranged&Weapons&* |  |  |  |  |
| ! Crossbow,!light! | 25!gp! | 1d8!piercing! | 5!lb.! | Ammunition!(range!80/320),!loading,!twoZhanded |
| ! Dart! | 5!cp! | 1d4!piercing! | 1/4!lb.! | Finesse,!thrown!(range!30/120)! |
| ! Javelin! | 5!sp! | 1d6!piercing! | 2!lb.! | Thrown!(range!30/120)! |
| ! Shortbow! | 25!gp! | 1d6!piercing! | 2!lb.! | Ammunition!(range!80/320),!twoZhanded! |
| ! Sling! | 1!sp! | 1d4!bludgeoning! | —! | Ammunition!(range!30/120)! |
| *Martial&Melee&Weapons*! |  |  |  |  |
| ! Battleaxe! | 10!gp! | 1d8!slashing! | 4!lb.! | Versatile!(1d10)! |
| ! Flail! | 10!gp! | 1d8!bludgeoning! | 2!lb.! | —! |
| ! Glaive! | 20!gp! | 1d10!slashing! | 6!lb.! | Heavy,!reach,!twoZhanded! |
| ! Greataxe! | 30!gp! | 1d12!slashing! | 7!lb.! | Heavy,!twoZhanded! |
| ! Greatsword! | 50!gp! | 2d6!slashing! | 6!lb.! | Heavy,!twoZhanded! |
| ! Halberd! | 20!gp! | 1d10!slashing! | 6!lb.! | Heavy,!reach,!twoZhanded! |

Improvised(Weapons(

| Lance | 10 gp | 1d12 piercing | 6 lb. | Reach, special |
| --- | --- | --- | --- | --- |
| Longsword | 15 gp | 1d8 slashing | 3 lb. | Versatile (1d10) |
| Maul | 10 gp | 2d6 bludgeoning | 10 lb. | Heavy, twoZhanded |
| Morningstar | 15 gp | 1d8 piercing | 4 lb. | — |
| Pike | 5 gp | 1d10 piercing | 18 lb. | Heavy, reach, twoZhanded |
| Rapier | 25 gp | 1d8 piercing | 2 lb. | Finesse |
| Scimitar | 25 gp | 1d6 slashing | 3 lb. | Finesse, light |
| Shortsword | 10 gp | 1d6 piercing | 2 lb. | Finesse, light |
| Trident | 5 gp | 1d6 piercing | 4 lb. | Thrown (range 20/60), versatile (1d8) |
| War pick | 5 gp | 1d8 piercing | 2 lb. | — |
| Warhammer | 15 gp | 1d8 bludgeoning | 2 lb. | Versatile (1d10) |
| Whip | 2 gp | 1d4 slashing | 3 lb. | Reach, special |
| *Martial&Ranged&Weapons&* Blowgun | 10 gp | 1 piercing | 1 lb. | Ammunition (range 25/100), loading |
| Bola | 2 gp | 1 bludgeoning | 1 lb. | Special, thrown (range 30/90) |
| Crossbow, hand | 75 gp | 1d6 piercing | 3 lb. | Ammunition (range 30/120), light, loading |
| Crossbow, heavy | 50 gp | 1d10 piercing | 18 lb. | Ammunition (range 100/400), heavy, |
| Longbow | 50 gp | 1d8 piercing | 2 lb. | loading, twoZhanded  Ammunition (range 150/600), heavy, twoZhanded |
| Net | 1 gp | None | 3 lb. | Special, thrown (range 20/60) |

An(improvised(weapon(includes(any(object(you( can(wield(in(one(or(two(hands,(such(as(broken( glass,(a(table(leg,(a(frying(pan,(a(wagon(wheel,(or( a(dead(goblin.(

( In(many(cases,(an(improvised(weapon(is( similar(to(an(actual(weapon(and(can(be(treated( as(such.(For(example,(a(table(leg(is(akin(to(a(club.( At(the(DM’s(discretion,(a(character(proficient( with(a(weapon(can(use(a(comparable(object(as(if( it(were(that(weapon.(

( An(object(that(bears(no(resemblance(to(an( actual(weapon(deals(1d4(damage,(or(1d6(if(it(is( wielded(with(two(hands.(The(DM(assigns(a( damage(type(appropriate(to(the(object.(

Silvered(Weapons(

Some(monsters(have(a(special(vulnerability(to( silver(weapons,(so(cautious(adventurers(invest( extra(coin(to(plate(their(weapons(with(silver.(You can(silver(a(single(weapon(or(ten(pieces(of( ammunition(for(100(gp.(This(cost(represents(not( only(the(price(of(the(silver,(but(the(time(and( expertise(needed(to(add(silver(to(the(weapon( without(making(it(less(effective.(

Special(Weapons(

Weapons(with(special(rules(are(described(here.( ( ***Bola.&***A(Large(or(smaller(creature(hit(by(a(bola( must(succeed(on(a(DC(10(Dexterity(saving(throw( or(be(restrained(by(it.(A(creature(can(break(free( by(dealing(5(slashing(damage(to(the(bola(or(by( succeeding(on(a(DC(10(Strength(check(using(its( action.(Formless(creatures(are(immune(to(this( effect.(

( ***Lance.&***You(have(disadvantage(when(you(use(a( lance(to(attack(a(target(within(5(feet(of(you.(Also,( a(lance(requires(two(hands(to(wield(when(you( aren’t(mounted.(

( ***Net.&***When(you(attack(with(a(net,(you(target(a( point(in(space.(Each(Large(or(smaller(creature( within(5(feet(of(that(point(must(succeed(on(a(DC( 10(Dexterity(saving(throw(or(be(restrained(by( the(net.(A(creature(can(break(free(by(dealing(5( slashing(damage(to(the(net(or(by(succeeding(on(a( DC(10(Strength(check(using(its(action.(

( ***Whip.&***You(use(your(Dexterity(modifier(for(the( attack(rolls(you(make(with(a(whip,(but(you(use( no(ability(modifier(for(damage(rolls(with(it.(

Adventuring Gear

This(section(describes(common(gear(available(to( adventurers.(Items(that(have(special(rules(are( described(below.(

Adventuring(Gear

|  |  |  |
| --- | --- | --- |
| **Item(** | **Price(** | **Weight(** |
| Abacus! | 2!gp! | 2!lb.! |
| Acid!(vial)! | 25!gp! | 1!lb.! |
| Alchemist’s!fire!(flask)! | 50!gp! | 1!lb.! |
| Ammunition! |  |  |
| ! Arrows!(20)! | 1!gp! | 1!lb.! |
| ! Blowgun!needles!(50)!1!gp! | | 1!lb.! |
| ! Crossbow!bolts!(20)! | 1!gp! | 1!1/2!lb. |
| ! Sling!bullets!(20)! | 4!cp! | 1!1/2!lb. |
| Antitoxin!(vial)! | 50!gp! | —! |
| Arcane!focus! | ! |  |
| ! Crystal! | 10!gp! | 1!lb.! |
| ! Orb! | 20!gp! | 3!lb.! |
| ! Rod! | 10!gp! | 2!lb.! |
| ! Staff! | 5!gp! | 4!lb.! |
| ! Wand! | 10!gp! | 1!lb.! |
| Backpack! | 2!gp! | 5!lb.! |
| Ball!bearings!(100)! | 1!gp! | 2!lb.! |
| Barrel! | 2!gp! | 70!lb.! |
| Basket! | 4!sp! | 2!lb.! |
| Bedroll! | 1!gp! | 7!lb.! |
| Bell! | 1!gp! | —! |
| Blanket! | 5!sp! | 3!lb.! |
| Block!and!tackle! | 1!gp! | 5!lb.! |
| Bottle,!glass! | 2!gp! | 2!lb.! |
| Bucket! | 5!cp! | 2!lb.! |
| Caltrops! | 1!gp! | 2!lb.! |
| Candle! | 1!cp! | —! |
| Case!(for!map!or!scroll)! | 1!gp! | 1!lb.! |
| Chain!(10!feet)! | 5!gp! | 10!lb.! |
| Chalk!(1!piece)! | 1!cp! | —! |
| Chest! | 2!gp! | 25!lb.! |
| Climber’s!kit! | 25!gp! | 12!lb.! |
| Clothes,!common! | 5!sp! | 3!lb.! |
| Clothes,!costume! | 5!gp! | 4!lb.! |
| Clothes,!fine! | 15!gp! | 6!lb.! |
| Clothes,!traveler’s! | 2!gp! | 4!lb.! |
| Component!pouch! | 25!gp! | 2!lb.! |
| Crowbar! | 2!sp! | 5!lb.! |
| Druidic!focus! | ! |  |
| ! Sprig!of!mistletoe! | 1!gp! | —! |
| ! Totem! | 1!gp! | —! |
| ! Wooden!staff! | 5!gp! | 4!lb.! |
| ! Yew!wand! | 10!gp! | 1!lb.! |
| Fishing!tackle! | 1!gp! | 4!lb.! |
| Flask!or!tankard! | 2!cp! | 1!lb.! |
| Grappling!hook! | 2!gp! | 4!lb.! |
| Hammer! | 2!sp! | 3!lb.! |
| Hammer,!sledge! | 5!sp! | 10!lb.! |
| Healer’s!kit! | 5!gp! | 3!lb.! |
| Holy!symbol! | ! |  |

|  |  |  |
| --- | --- | --- |
| ! Amulet! | 5!gp! | 1!lb.! |
| ! Emblem! | 5!gp! | —! |
| ! Reliquary! | 5!gp! | 2!lb.! |
| Holy!water!(flask)! | 25!gp! | 1!lb.! |
| Hourglass! | 5!gp! | 1!lb.! |
| Hunting!trap! | 5!gp! | 25!lb.! |
| Ink!(1!ounce!bottle)! | 10!gp! | —! |
| Ink!pen! | 2!cp! | —! |
| Jug!or!pitcher! | 2!cp! | 4!lb.! |
| Ladder!(10Zfoot)! | 1!sp! | 25!lb.! |
| Lamp,!common! | 5!sp! | 1!lb.! |
| Lantern,!bullseye! | 10!gp! | 2!lb.! |
| Lantern,!hooded! | 5!gp! | 2!lb.! |
| Lock! | 10!gp! | 1!lb.! |
| Magnifying!glass! | 100!gp! | —! |
| Manacles! | 2!gp! | 6!lb.! |
| Mess!kit! | 1!sp! | 1!lb.! |
| Mirror,!steel! | 5!gp! | 1/2!lb.! |
| Oil!(flask)! | 1!sp! | 1!lb.! |
| Paper!(one!sheet)! | 2!sp! | —! |
| Parchment!(one!sheet)! | 1!sp! | —! |
| Perfume!(vial)! | 5!gp! | —! |
| Pick,!miner’s! | 5!sp! | 10!lb.! |
| Piton! | 5!cp! | 1/4!lb.! |
| Poison,!basic!(vial)! | 100!gp! | —! |
| Pole!(10Zfoot)! | 5!cp! | 7!lb.! |
| Pot,!iron! | 1!sp! | 10!lb.! |
| *Potion&of&healing*! | 50!gp! | —! |
| Pouch! | 1!gp! | 1!lb.! |
| Ram,!portable! | 1!gp! | 35!lb.! |
| Rations!(1!day)! | 1!sp! | 2!lb.! |
| Robes! | 1!gp! | 4!lb.! |
| Rope,!hempen!(50!feet)! | 1!gp! | 10!lb.! |
| Rope,!silk!(50!feet)! | 10!gp! | 5!lb.! |
| Sack! | 1!cp! | 1/2!lb.! |
| Scale,!merchant’s! | 5!gp! | 3!lb.! |
| Sealing!wax! | 5!sp! | —! |
| Shovel! | 5!sp! | 5!lb.! |
| Signal!whistle! | 5!cp! | —! |
| Signet!ring! | 5!gp! | —! |
| Soap! | 2!cp! | *—*  . |
| Spellbook! | 50!gp! | 3!lb.! |
| Spike,!iron!(10)! | 2!cp! | 5!lb.! |
| Spyglass! | 1,000!gp!1!lb.! | |
| Tent! | 2!gp! | 20!lb.! |
| Tinderbox! | 5!sp! | 1!lb.! |
| Tome! | 25!gp! | 5!lb.! |
| Torch! | 1!cp! | 1!lb.! |
| Vial! | 1!gp! | —! |
| Waterskin! | 2!sp! | 5!lb.!(full) |
| Whetstone! | 1!cp! | 1!lb.! |

**! *Acid.&***As(an(action,(you(can(splash(the(contents( of(this(vial(onto(a(creature(within(5(feet(of(you(or( throw(the(vial(up(to(20(feet,(shattering(it(on( impact.(In(either(case,(make(a(ranged(attack( against(a(target(creature(or(object.(On(a(hit,(the( target(takes(3d6(acid(damage.(

**! *alchemist’s&fire.&***This(sticky,(adhesive(fluid( ignites(when(exposed(to(air.(As(an(action,(you( can(throw(this(flask(up(to(20(feet,(shattering(it(on( impact.(Make(a(ranged(attack(against(a(target( creature(or(object.(On(a(hit,(the(target(takes(1d4( fire(damage(at(the(start(of(each(of(its(turns.(A( creature(can(end(this(damage(by(using(its(action( to(make(a(DC(11(Dexterity(check(to(extinguish( the(flames.(

**! *Antitoxin.&***A(creature(that(drinks(this(vial(of( liquid(gains(poison(resistance(and(advantage(on( saving(throws(against(poison(for(1(hour.(It( confers(no(benefit(to(undead(or(constructs.( ( ***Arcane&Focus.&***An(arcane(focus(is(a(special( item—an(orb,(a(crystal,(a(rod,(a(specially( constructed(staff,(a(wandLlike(length(of(wood,(or( some(similar(item—designed(to(channel(the( power(of(mage(spells.(A(sorcerer,(warlock,(or( wizard(can(use(such(an(item(as(a(spellcasting( focus,(as(described(in(chapter(10.(

**! *ball&bearings.&***These(tiny(metal(balls(come(in(a( pouch,(which(you(can(spill(to(cover(a(level(area( 10(feet(square.(A(creature(moving(across(the( covered(area(must(succeed(on(a(DC(11(Dexterity( saving(throw(or(fall(prone.(A(creature(moving( through(the(area(at(half(speed(doesn’t(need(to( make(the(saving(throw.(

( ***Block&and&Tackle.&***A(set(of(pulleys(with(a(cable( threaded(through(them(and(a(hook(to(attach(to( objects,(a(block(and(tackle(allows(you(to(hoist(up( to(four(times(the(weight(you(can(normally(lift.( ( ***Caltrops.&***A(caltrop(consists(of(four(sharp( metal(spikes(arranged(in(such(a(way(that(they( always(rest(on(the(ground(with(one(point( upward.(A(single(bag(of(caltrops(covers(a(5LfootL square(area.(Any(creature(that(enters(the(area( must(succeed(on(a(DC(11(Dexterity(saving(throw( or(stop(moving(and(take(1(piercing(damage(and(a( -lOLfoot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn’t need to make the saving throw.

**! *Candle.&***A candle provides dim light in a 5Lfoot radius and burns for 1 hour.

***Chain.&***A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

***Chalk***. A small piece of chalk is often used to mark the path when exploring twisting dungeon passages.

**! *climber’s&kit.&***A climber’s kit includes special pitons, boot tips, gloves, and a harness to aid in climbing. You can use the climber’s kit as an action to anchor yourself; when you do, you can’t fall more than 25 feet from the point where you anchored yourself, and you can’t climb more than 25 feet away from that point without undoing the anchor.

***Component&Pouch.&***A component pouch is a small, watertight leather belt pouch that holds a variety of spell material components. A component pouch holds all the material components and other special items you need to cast your spells, except for those components that have a specific cost.

***Crowbar.&***Using a crowbar grants a +2 bonus to Strength checks where the crowbar’s leverage can be applied.

***Druidic&Focus.&***A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus, as described in chapter 10.

***Fishing&Tackle.&***This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting. **! *healer’s&kit.&***This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points.

***Holy&Symbol.&***A holy symbol is a representation of a god or pantheon. It might be a silver amulet depicting a symbol commonly used to represent a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it emblazoned on a shield.

( ***Holy&Water.&***As(an(action,(you(can(splash(the( contents(of(this(flask(onto(a(creature(within(5( feet(of(you(or(throw(it(up(to(20(feet,(shattering(it( on(impact.(In(either(case,(make(a(ranged(attack( against(a(target(creature.(On(a(hit(against(a(fiend( or(evil(undead(creature,(the(target(takes(1d4( radiant(damage.(

( A(cleric(or(paladin(may(create(holy(water(by( performing(a(special(ritual.(The(ritual(takes(1( hour(to(perform,(uses(25(gp(worth(of(powdered( silver,(and(requires(the(caster(to(expend(a(1stL level(spell(slot.(

( ***Hunting&Trap.&***When(you(use(your(action(to( set(it,(this(trap(forms(a(sawLtoothed(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(stop(moving.(Thereafter,(until(the( creature(breaks(free(of(the(trap,(its(movement(is( limited(by(the(length(of(the(chain((typically(3(feet( long).(Breaking(free(of(the(trap(requires(a( successful(DC(13(Strength(check.(Each(failed( check(deals(1(piercing(damage(to(the(trapped( creature.(

( ***Lamp.&***A(lamp(casts(bright(light(in(a(15Lfoot( radius(and(dim(light(in(a(30Lfoot(radius.(Once(lit,( it(burns(for(6(hours(on(a(flask((1(pint)(of(oil.(

( ***Lantern,&Bullseye.&***A(bullseye(lantern(casts( bright(light(in(a(60Lfoot(cone(and(dim(light(in(a( 120Lfoot(cone.(Once(lit,(it(burns(for(6(hours(on(a( flask((1(pint)(of(oil.(

( ***Lantern,&Hooded.&***A(hooded(lantern(casts( bright(light(in(a(30Lfoot(radius(and(dim(light(in(a( 60Lfoot(radius.(Once(lit,(it(burns(for(6(hours(on(a( flask((1(pint)(of(oil.(As(an(action(you(can(lower( the(hood,(reducing(the(light(to(dim(light(in(a(5L foot(radius.(

**! *Lock.&***A(lock(is(worked(with(a(key(that(is( provided(with(the(lock.(Without(the(key,(a( creature(proficient(with(thieves’(tools(can(pick( this(lock(with(a(successful(DC(15(Dexterity(check.( Better(locks(are(available(for(higher(prices.(

**! *magnifying&glass.&***This(lens(allows(a(closer( look(at(small(objects.(It(is(also(useful(as(a( substitute(for(flint(and(steel(when(starting(fires.( 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.( A(magnifying(glass(grants(advantage(on(any( ability(check(made(to(appraise(or(inspect(an(item( that(is(small(or(highly(detailed.(

( ***Manacles.&***These(metal(restraints(can(bind(a( Small(or(Medium(creature.(Escaping(the(

manacles(requires(a(successful(DC(20(Dexterity( check.(Breaking(them(requires(a(successful(DC( 20(Strength(check.(Each(set(of(manacles(comes( with(one(key.(Without(the(key,(a(creature( proficient(with(thieves’(tools(can(pick(the(

manacles’(lock(with(a(successful(DC(15(Dexterity( check.(Manacles(have(15(hit(points.(

( ***Mess&Kit.&***This(tin(box(contains(a(cup(and( simple(cutlery.(The(box(clamps(together,(and(one( side(can(be(used(as(a(cooking(pan(and(the(other( as(a(plate(or(shallow(bowl.(

( ***Oil.&***A(clay(flask(of(oil(burns(for(6(hours(in(a( lantern(or(household(lamp.(As(an(action,(you(can( splash(the(contents(of(the(flask(onto(a(creature( within(5(feet(of(you(or(throw(it(up(to(20(feet,( shattering(it(on(impact.(Make(a(ranged(attack( against(a(target(creature(or(object.(On(a(hit,(the( target(is(covered(in(oil.(If(the(target(takes(any(fire( damage(before(the(oil(dries((after(1(minute),(the( target(takes(an(additional(5(fire(damage(from(the( burning(oil.(You(can(also(pour(a(flask(of(oil(on(the( ground(to(cover(a(5LfootLsquare(area,(provided( that(the(surface(is(level.(If(lit,(the(oil(burns(for(2( rounds(and(deals(5(fire(damage(to(any(creature( that(enters(the(area(or(ends(its(turn(in(the(area.(A( creature(can(take(this(damage(only(once(per(turn. ( ***Poison,&Basic.&***You(can(use(the(poison(in(this( vial(to(coat(one(slashing(or(piercing(weapon(or( up(to(three(pieces(of(ammunition.(Applying(the( poison(takes(an(action.(A(creature(hit(by(the( poisoned(weapon(or(ammunition(must(make(a( DC(10(Constitution(saving(throw(or(take(1d4( poison(damage.(Once(applied,(the(poison(retains( potency(for(1(minute(before(drying.(

**! *potion&of&healing*.**(This(vial(of(magical(red( fluid(restores(vitality(to(the(individual( consuming(it.(A(character(who(drinks(the( contents(regains(2d4(+(2(hit(points.(Drinking(or( administering(a(potion(takes(an(action.(

( ***Ram,&Portable.&***You(can(use(a(portable(ram(to( break(down(doors.(When(doing(so,(you(gain(a(+4( bonus(on(the(Strength(check.(One(other( character(can(help(you(use(the(ram,(giving(you( advantage(on(this(check.(

( ***Rations.&***Compact,(dry,(highLenergy(foods( suitable(for(extended(travel,(rations(include( jerky,(dried(fruit,(hardtack,(and(nuts.(

( ***Rope.&***Rope,(whether(made(of(hemp(or(silk,(has( 2(hit(points(and(can(be(burst(with(a(DC(17( Strength(check.(

( ***Scale,&Merchant’s.&***A(scale(includes(a(small( balance,(pans,(and(a(suitable(assortment(of( weights(up(to(2(pounds.(With(it,(you(can(measure the(exact(weight(of(small(objects,(such(as(raw( precious(metals(or(small(trade(goods,(to(help( determine(their(worth.(

**! *Spellbook.&***Essential(for(wizards,(a(spellbook(is( a(leatherLbound(tome(with(100(blank(vellum( pages(suitable(for(recording(spells.(

( ***Spyglass.&***Objects(viewed(through(a(spyglass( are(magnified(to(twice(their(size.(

( ***Tent.&***A(simple(and(portable(canvas(shelter,(a( tent(sleeps(two.(

( ***Tinderbox.&***This(small(container(holds(flint,( firesteel,(and(tinder((usually(dry(cloth(soaked(in( light(oil)(used(to(kindle(a(fire.(Lighting(a(torch( with(the(flint(and(steel(takes(an(action,(and( lighting(any(other(fire(takes(at(least(that(long.( ( ***Tome.&***This(heavy(book(contains(text( pertaining(to(a(particular(field(of(lore.(The(DM( assigns(a(DC(to(the(tome’s(lore((15(for(the(basic( tome).(If(you(spend(an(hour(studying(the(tome,( you(automatically(succeed(at(one(Intelligence( (Arcana,(History,(Nature,(or(Religion)(check(with( a(DC(less(than(or(equal(to(the(tome’s(DC(rating.( ( ***Torch.&***A(torch(burns(for(1(hour,(providing( bright(light(in(a(20Lfoot(radius(and(dim(light(in(a( 40Lfoot(radius.(

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here.

***Burglar’s Pack.*** A burglar’s pack includes a backpack, 100 ball bearings, 10 feet of string, a bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, and a waterskin.

***Diplomat’s Pack.*** A diplomat’s pack includes a chest, 2 cases, a set of fine clothes, bottle of ink, ink pen, common lamp, 2 flasks of oil, 5 sheets of paper, perfume, sealing wax, and soap.

***Dungeoneer’s Pack.*** A dungeoneer’s pack includes a backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of the backpack.

***Entertainer’s Pack.*** An entertainer’s pack includes a backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, and a disguise kit.

***Explorer’s Pack.*** An explorer’s pack includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of backpack.

***Priest’s Pack.*** A priest’s pack includes a backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, and a waterskin.

***Scholar’s Pack.*** A scholar’s pack includes a backpack, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife, and a tome.

|  |  |
| --- | --- |
| **Container Capacity** | |
| **Container** | **Capacity** |
| Backpack\* | 1 cubic foot/30 pounds of gear |
| Barrel | 40 gallons liquid, 4 cubic feet solid |
| Basket | 2 cubic feet/40 pounds of gear |
| Bottle | 1% pints liquid |
| Bucket | 3 gallons liquid, % cubic foot solid |
| Chest | 12 cubic feet/300 pounds of gear |
| Flask or tankard | 1 pint liquid |
| Jug or pitcher | 1 gallon liquid |
| Pot, Iron | 1 gallon liquid |
| Pouch | 1/5 cubic foot/6 pounds of gear |
| Sack | 1 cubic foot/30 pounds of gear |
| Vial | 4 ounces liquid |
| Waterskin | 4 pints liquid |
| \* You can also strap items, such as a bedroll or a coil of | |
| rope, to the outside of a backpack. | |

Tools

Your(race,(background,(class,(or(feats(give(you( proficiency(with(certain(tools.(Proficiency(with(a( tool(allows(you(to(add(your(proficiency(bonus(to( any(ability(check(you(make(using(that(tool.(A(tool proficiency(might(also(enable(you(to(do( something(you(otherwise(couldn’t(do;(for( example,(you(can(craft(items(during(the(time( between(adventures(if(you(are(proficient(with( appropriate(artisan’s(tools.(

( Unlike(skills,(the(use(of(tools(is(not(typically( tied(to(a(single(ability,(since(proficiency(with(a( tool(represents(broader(knowledge(of(its(use.( For(example,(the(Dungeon(Master(might(ask(you( to(make(a(Dexterity(check(to(carve(a(fine(detail( with(your(woodcarver’s(tools,(or(a(Strength( check(to(carve(particularly(hard(wood(you encounter(on(an(adventure.(

Tools(

|  |  |  |
| --- | --- | --- |
| **Item(** | **Price(** | **Weight** |
| Artisan’s!tools! | ! | ! |
| ! Alchemist’s!supplies! | 50!gp! | 8!lb.! |
| ! Brewer’s!supplies! | 20!gp! | 9!lb.! |
| ! Calligraphy!supplies! | 10!gp! | 5!lb.! |
| ! Carpenter’s!tools! | 8!gp! | 6!lb.! |
| ! Cartographer’s!tools! | 15!gp.! | 6!lb.! |
| ! Cobbler’s!tools! | 5!gp! | 5!lb.! |
| ! Cook’s!utensils! | 1!gp! | 8!lb.! |
| ! Glassblower’s!tools! | 30!gp! | 5!lb.! |
| ! Jeweler’s!tools! | 25!gp! | 2!lb.! |
| ! Leatherworker’s!tools! | 5!gp! | 5!lb.! |
| ! Mason’s!tools! | 10!gp! | 8!lb.! |
| ! Painter’s!supplies! | 10!gp! | 5!lb.! |
| ! Potter’s!tools! | 10!gp! | 3!lb.! |
| ! Smith’s!tools! | 20!gp! | 8!lb.! |
| ! Tinker’s!tools! | 50!gp! | 10!lb.! |
| ! Weaver’s!tools! | 1!gp! | 5!lb.! |
| ! Woodcarver’s!tools! | 1!gp! | 5!lb.! |
| Disguise!kit! | 25!gp! | 3!lb.! |
| Forgery!kit! | 15!gp! | 5!lb.! |
| Gaming!set! | ! |  |
| ! Dice!set! | 1!sp! | —! |
| ! Dragonchess!set! | 1!gp! | 1/2!lb.! |
| ! Playing!card!set! | 5!sp! | —! |
| ! ThreeZDragon!Ante!set! | 1!gp! | —! |
| Herbalism!kit! | 5!gp! | 3!lb.! |
| Musical!instrument! |  |  |
| ! Bagpipes! | 30!gp! | 6!lb.! |
| ! Drum! | 6!gp! | 3!lb.! |
| ! Dulcimer! | 25!gp! | 10!lb.! |
| ! Flute! | 2!gp! | 1!lb.! |
| ! Lute! | 35!gp! | 2!lb.! |
| ! Lyre! | 30!gp! | 2!lb.! |
| ! Horn! | 3!gp! | 2!lb.! |
| ! Pan!flute! | 12!gp! | 2!lb.! |
| ! Shawm! | 2!gp! | 1!lb.! |
| ! Viol! | 30!gp! | 1!lb.! |
| Navigator’s!tools! | 25!gp! | 2!lb.! |
| Poisoner’s!kit! | 50!gp! | 2!lb.! |
| Thieves’!tools! | 25!gp! | 1!lb.! |
| Vehicles!(land!or!water)! | \*! | \*! |

\*!See!the!“Mounts!and!Vehicles”!section.!

**! *artisan’s&tools.&***These(special(tools(include( the(items(needed(to(pursue(a(craftsman’s(trade.( The(tools(shown(on(the(table(are(examples(of(the most(common(types(of(tools,(each(providing( items(related(to(a(single(craft.(Proficiency(with(a( set(of(artisan’s(tools(lets(you(add(your( proficiency(bonus(to(any(ability(checks(you(make( using(the(tools(in(your(craft.(Each(type(of( artisan’s(tools(requires(a(separate(proficiency.( **! *disguise&kit.&***This(pouch(of(cosmetics,(hair(dye, and(small(physical(props(lets(you(create( disguises(that(change(your(physical(appearance.( Proficiency(with(this(kit(lets(you(add(your( proficiency(bonus(to(any(ability(checks(you(make( to(create(a(visual(disguise.(

( ***Forgery&Kit***.(This(small(box(contains(a(variety( of(papers(and(parchments,(pens(and(inks,(seals( and(sealing(wax,(gold(and(silver(leaf,(and(other( supplies(necessary(to(create(convincing(forgeries( of(physical(documents.(Proficiency(with(this(kit( lets(you(add(your(proficiency(bonus(to(any( ability(checks(you(make(to(create(a(physical( forgery(of(a(document.(

( ***Gaming&Set.&***This(item(encompasses(a(wide( range(of(game(pieces,(including(dice(and(decks(of( cards((for(games(such(as(ThreeLDragon(Ante).(A( few(common(examples(appear(on(the(tables,(but( other(kinds(of(gaming(sets(exist.(If(you(are( proficient(with(a(gaming(set,(you(can(add(your( proficiency(bonus(to(ability(checks(you(make(to( play(a(game(with(that(set.(Each(type(of(gaming( set(requires(a(separate(proficiency.(

**! *herbalism&kit.&***This(kit(contains(a(variety(of( instruments(such(as(clippers,(mortar(and(pestle,( and(pouches(and(vials(used(by(herbalists(to( create(remedies(and(potions.(Proficiency(with( this(kit(lets(you(add(your(proficiency(bonus(to( any(ability(checks(you(make(to(craft(herbal( mixtures(and(infusions,(such(as(antitoxin(or(a( *potion&of&healing*.(

( ***Musical&Instrument.&***Several(of(the(most( common(types(of(musical(instruments(are(shown on(the(table(as(examples.(If(you(have(proficiency( with(a(given(musical(instrument,(you(can(add( your(proficiency(bonus(to(any(ability(checks(you( make(to(play(music(with(the(instrument.(A(bard( can(use(a(musical(instrument(as(a(spellcasting( focus.(Each(type(of(musical(instrument(requires( a(separate(proficiency.(

( ***Navigator’s&Tools.&***This(kit(contains(a(variety( of(instruments(used(for(navigation,(both(over( land(and(sea.(If(you(are(proficient(with( navigator’s(tools,(you(can(add(your(proficiency( bonus(to(any(ability(check(you(make(to(avoid( getting(lost.(

( ***Poisoner’s&Kit.&***A(poisoner’s(kit(includes(the( vials,(chemicals,(and(other(equipment(necessary( for(the(creation(of(poisons.(Proficiency(with(this( kit(lets(you(add(your(proficiency(bonus(to(any( ability(checks(you(make(to(craft(or(use(poisons.( ( ***Thieves’&Tools.&***This(set(of(tools(includes(a( small(file,(a(set(of(lock(picks,(a(small(mirror( mounted(on(a(metal(handle,(a(set(of(narrowL bladed(scissors,(and(a(pair(of(pliers.(Proficiency( with(these(tools(lets(you(add(your(proficiency( bonus(to(any(ability(checks(you(make(to(disarm( traps(or(open(locks.(

Mounts and Vehicles

A(good(mount(can(help(you(move(more(quickly( through(the(wilderness,(but(its(primary(purpose( is(to(carry(the(gear(that(would(otherwise(slow( you(down.(The(Mounts(and(Other(Animals(table( shows(each(animal’s(speed(and(base(carrying( capacity.(

( 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,(they(can(add(their(carrying(capacity( together.(

( Mounts(other(than(those(listed(here(are( available(in(the(worlds(of(D&D,(but(they(are(rare( and(not(normally(available(for(purchase.(These( include(flying(mounts((pegasi,(griffons,( hippogriffs,(and(similar(animals)(and(even( aquatic(mounts((giant(sea(horses(and( hippocampi,(for(example).(Acquiring(such(a( mount(often(means(securing(an(egg(and(raising( the(creature(yourself,(making(a(bargain(with(a( powerful(entity,(or(negotiating(with(the(mount( itself.(

( ***Barding.&***Barding(is(armor(designed(to(protect( an(animal’s(head,(neck,(chest,(and(body.(It’s( available(in(the(same(types(as(armor(intended( for(humanoids(and(offers(the(same(protection.( The(cost(is(four(times(the(equivalent(armor(made for(humanoids,(and(it(weighs(twice(as(much.( ( ***Saddles.&***A(military(saddle(braces(the(rider,( helping(you(keep(your(seat(on(an(active(mount(in( battle.(It(gives(you(advantage(on(any(check(you( make(to(remain(mounted.(An(exotic(saddle(is( required(for(riding(any(aquatic(or(flying(mount.( ( ***Vehicle&Proficiency.&***If(you(have(proficiency( with(a(certain(kind(of(vehicle((land(or(water),( you(can(add(your(proficiency(bonus(to(any(check( you(make(to(control(that(kind(of(vehicle(in( difficult(circumstances.(

( ***Rowed&Vessels.&***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(weighs(100(pounds,(in(case( adventurers(carry(it(over(land.(

Mounts(and(Other(Animals

|  |  |  |  |
| --- | --- | --- | --- |
| **((** | | **( Carrying(** | |
| **Item(** | **Cost(** | **Speed(** | **Capacity(** |
| Camel! | 50!gp! | 50!ft.! | 400!lb.! |
| Dog,!guard!or!sled! | 25!gp! | 40!ft.! | 10!lb.! |
| Donkey!or!mule! | 8!gp! | 40!ft.! | 180!lb.! |
| Elephant! | 200!gp! | 40!ft.! | 1,300!lb.! |
| Horse,!draft! | 200!gp! | 40!ft.! | 340!lb.! |
| Horse,!riding! | 75!gp! | 60!ft.! | 220!lb.! |
| Pony! | 30!gp! | 40!ft.! | 100!lb.! |
| Warhorse! | 400!gp! | 60!ft.! | 250!lb.! |

Tack,(Harness,(and(Drawn(Vehicles

|  |  |  |
| --- | --- | --- |
| **Item(** | **Cost(** | **Weight(** |
| Barding! | x4! | x2! |
| Bit!and!bridle! | 2!gp! | 1!lb.! |
| Carriage! | 100!gp! | 600!lb.! |
| Cart! | 15!gp! | 200!lb.! |
| Chariot! | 500!gp! | 100!lb.! |
| Feed!(per!day)! | 5!cp! | 10!lb.! |
| Saddle! |  |  |
| ! Exotic! | 60!gp! | 40!lb.! |
| ! Military! | 20!gp! | 30!lb.! |
| ! Pack! | 5!gp! | 15!lb.! |
| ! Riding! | 10!gp! | 25!lb. |
| Saddlebags! | 4!gp! | 8!lb. |
| Sled! | 20!gp! | 300!lb. |
| Stabling!(per!day)! | 5!sp! | — |
| Wagon! | 35!gp! | 400!lb. |

Waterborne(Vehicles

|  |  |  |
| --- | --- | --- |
| **Item(** | **Cost(** | **Speed** |
| Galley! | 30,000!gp! | 4!mph |
| Keelboat! | 3,000!gp! | 1!mph |

|  |  |  |
| --- | --- | --- |
| Longship! | 10,000!gp! | 3!mph |
| Rowboat! | 50!gp! | 1/ mph |
| Sailing!ship! | 10,000!gp! | 2!mph |
| Warship! | 25,000!gp! | 2/!mph |

Expenses

When(not(descending(into(the(depths(of(the( earth,(exploring(ruins(for(lost(treasures,(or( waging(war(against(the(encroaching(darkness,( adventurers(face(more(mundane(realities.(Even( in(a(fantastical(world,(people(require(basic( necessities(such(as(shelter,(sustenance,(and( clothing.(These(things(cost(money,(although( some(lifestyles(cost(more(than(others.(

( Expenses(provide(you(with(a(simple(way(to( account(for(the(cost(of(living(in(a(fantasy(world.( They(cover(your(accommodations,(food(and( drink,(and(all(your(other(necessities.( Furthermore,(expenses(cover(the(cost(of( maintaining(your(equipment(so(you(can(be(ready( when(adventure(next(calls.(

( At(the(start(of(each(month,(you(choose(a( lifestyle(from(the(Expenses(table(and(pay(the( monthly(price(to(sustain(that(lifestyle.(Your( lifestyle(might(change(from(month(to(month,( based(on(the(funds(you(have(at(your(disposal,(or( you(might(maintain(the(same(lifestyle( throughout(your(character’s(career.(Your( lifestyle(choice(can(have(consequences.( Maintaining(a(wealthy(lifestyle(might(help(you( make(contacts(with(the(rich(and(powerful,( though(you(run(the(risk(of(attracting(thieves.( Likewise,(living(frugally(might(help(you(avoid( criminals,(but(you(are(unlikely(to(make(powerful( connections(and(your(equipment(might(fail(you( when(you(need(it(most.(

**Expenses( Lifestyle(** Wretched! Squalid! Poor! Modest! Comfortable Wealthy! Aristocratic!

( ***Wretched.&***You(live(in(inhumane(conditions.(

**Price/Month**

3!gp!

5!gp!

25!gp!

50!gp!

100!gp!

250!gp+!

With(no(place(to(call(home,(you(shelter(wherever you(can,(sneaking(into(barns,(huddling(in(old( crates,(and(relying(on(the(good(graces(of(people( better(off(than(you.(A(wretched(lifestyle(presents( abundant(dangers.(Violence,(disease,(and(hunger( follow(you(wherever(you(go.(Other(wretched( people(covet(your(armor,(weapons,(and( adventuring(gear,(which(represent(a(fortune(by( their(standards.(You(are(beneath(the(notice(of( most(people.(

( ***Squalid.&***You(live(in(a(leaky(stable,(a(mudL floored(hut(just(outside(town,(or(a(verminL infested(boarding(house(in(the(worst(part(of( town.(You(have(shelter(from(the(elements,(but( you(live(in(a(desperate(and(often(violent( environment,(in(places(rife(with(disease,(hunger,( and(misfortune.(You(are(beneath(the(notice(of( most(people,(and(you(have(few(legal(protections.( Most(people(at(this(lifestyle(level(have(suffered( some(terrible(setback(or(other.(They(might(be( disturbed,(marked(as(exiles,(or(suffer(from( disease.(

( ***Poor.&***A(poor(lifestyle(means(going(without(the( comforts(available(in(a(stable(community.(Simple( food(and(lodgings,(threadbare(clothing,(and( unpredictable(conditions(result(in(a(sufficient,( though(probably(unpleasant,(experience.(Your( accommodations(might(be(a(room(in(a(flophouse( or(in(the(common(room(above(a(tavern.(You( benefit(from(some(legal(protections,(but(you(still( have(to(contend(with(violence,(crime,(and( disease.(People(at(this(lifestyle(level(tend(to(be( unskilled(laborers,(costermongers,(peddlers,( thieves,(mercenaries,(and(other(disreputable( types.(

( ***Modest.&***A(modest(lifestyle(keeps(you(out(of(the slums(and(ensures(that(you(can(maintain(your( equipment.(You(live(in(an(older(part(of(town,( renting(a(room(in(a(boarding(house,(inn,(or( temple.(You(don’t(go(hungry(or(thirsty,(and(your( living(conditions(are(clean,(if(simple.(Ordinary( people(living(modest(lifestyles(include(soldiers( with(families,(laborers,(students,(priests,(hedge( wizards,(and(the(like.(

( ***Comfortable.&***Choosing(a(comfortable(lifestyle( means(better(accommodations,(food,(and(drink.( You(can(afford(nicer(clothing(and(can(easily( maintain(your(equipment.(You(live(in(a(small( cottage(in(a(middleLclass(neighborhood(or(in(a( private(room(at(a(fine(inn.(You(associate(with( merchants,(skilled(tradespeople,(and(officers.( ( ***Wealthy.&***Choosing(a(wealthy(lifestyle(means( living(a(life(of(luxury,(though(you(might(not(have( achieved(the(social(status(associated(with(the(old money(of(nobility(or(royalty.(You(live(a(lifestyle( comparable(to(that(of(a(highly(successful( merchant,(a(favored(servant(of(the(royalty,(or(the owner(of(a(few(small(businesses.(You(have( respectable(lodgings,(usually(a(sizeable(home(in( a(good(part(of(town(or(a(comfortable(suite(at(a( fine(inn.(You(likely(have(a(small(staff(of(servants( and(cooks,(including(a(footman(or(majordomo.( ( ***Aristocratic.&***You(live(a(life(of(plenty(and( comfort.(You(move(in(circles(populated(by(the( most(powerful(people(in(the(community.(You( have(excellent(lodgings,(perhaps(a(townhouse(in( the(nicest(part(of(town(or(rooms(in(the(finest(inn.( You(dine(at(the(best(restaurants,(retain(the(most( skilled(and(fashionable(tailor,(and(servants( attend(to(your(every(need.(You(receive( invitations(to(the(social(gatherings(of(the(rich( and(powerful(and(spend(evenings(in(the( company(of(politicians,(guild(leaders,(high( priests,(and(nobility.(You(must(also(contend(with( the(highest(levels(of(deceit,(trickery,(and( treachery.(The(wealthier(you(are,(the(greater(the( chance(you(will(be(drawn(into(political(intrigue( as(an(ally,(a(pawn,(or(as(an(enemy.(

Individual(Expenses( The(Food,(Drink,(and(Lodging(table(gives(prices( for(individual(food(items(and(a(single(night’s( lodging.(

Food,(Drink,(and(Lodging(

|  |  |  |
| --- | --- | --- |
| **Item(** | **Cost(** | **Weight** |
| Ale |  | |
| Gallon | 2 sp | 8 lb. |
| Mug | 4 cp | 1 lb. |
| Banquet (per person) | 10 gp | — |
| Bread, loaf | 2 cp | 1/2 lb. |
| Cheese, hunk | 1 sp | 1/2 lb. |
| Inn stay (per day) |  | |
| Squalid | 7 cp | — |
| Poor | 1 sp | — |
| Modest | 5 sp | — |
| Comfortable | 8 sp | — |
| Wealthy | 2 gp | — |
| Aristocratic | 4 gp | — |
| Meals (per day) |  | |
| Squalid | 3 cp | — |
| Poor | 6 cp | — |

|  |  |  |
| --- | --- | --- |
| Modest | 3 sp | — |
| Comfortable | 5 sp | — |
| Wealthy | 8 sp | — |
| Aristocratic | 2 gp | — |
| Meat, chunk | 3 sp | 1/2 lb. |
| Wine |  |  |
| Common (pitcher) | 2 sp | 6 lb. |
| Fine (bottle) | 10 gp | 1Z1/2 lb. |

Trade Goods

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

**Cost Item**

1 cp 1 lb. of wheat

2 cp 1 lb. of flour or one chicken

1 sp 1 lb. of iron or 1 sq. yd. of canvas

5 sp 1 lb. of copper

7 sp 1 sq. yd. of cotton cloth

1 gp 1 lb. of cinnamon or one goat

2 gp 1 lb. of ginger or pepper, or one sheep

3 gp One pig

4 gp 1 sq. yd. of linen

5 gp 1 lb. of salt or silver

10 gp 1 sq. yd. of silk or one cow

15 gp 1 lb. of saffron or cloves, or one ox

50 gp 1 lb. of gold

500 gp 1 lb. of platinum

Services

Adventurers(can(pay(nonplayer(characters(to( assist(them(or(act(on(their(behalf(in(a(variety(of( circumstances.(Most(such(hirelings(have(fairly( ordinary(skills,(while(others(are(masters(of(a( craft(or(art,(and(a(few(are(experts(with( specialized(adventuring(skills.(

( Some(of(the(most(basic(types(of(hirelings( appear(on(the(Services(table.(Other(common( hirelings(include(any(of(the(wide(variety(of(people(who(inhabit(a(typical(town(or(city,(when( the(adventurers(pay(them(to(perform(a(specific( task.(For(example,(a(wizard(might(pay(a( carpenter(to(construct(an(elaborate(chest((and( its(miniature(replica)(for(use(in(the(*Leomund’s& secret&chest*(spell.(A(fighter(might(commission(a( blacksmith(to(forge(a(special(sword.(A(bard( might(pay(a(tailor(to(make(exquisite(clothing(for an(upcoming(performance(in(front(of(the(duke.( ( Other(hirelings(provide(more(expert(or( dangerous(services.(Mercenary(soldiers(paid(to( help(the(adventurers(take(on(a(hobgoblin(army( are(hirelings,(as(are(sages(hired(to(research( ancient(or(esoteric(lore.(If(a(highLlevel( adventurer(establishes(a(stronghold(or(some( kind,(he(or(she(might(hire(a(whole(staff(of( servants(and(agents(to(run(the(place,(from(a( castellan(or(steward(to(menial(laborers(to(keep( the(stables(clean.(These(hirelings(often(enjoy(a( longLterm(contract(that(includes(a(place(to(live( within(the(stronghold(as(part(of(the(offered( compensation.(

**Services( Service(** Coach!cab!

! Between!towns

! Within!a!city!

Hireling!

! Skilled!

! Untrained!

Messenger!

Road!or!gate!toll!

Ship’s!passage!

( Skilled(hirelings(include(anyone(hired(to( perform(a(service(that(involves(a(proficiency( (including(weapon,(tool,(or(skill):(a(mercenary,( artisan,(scribe,(and(so(on.(The(pay(shown(is(a( minimum;(some(expert(hirelings(require(more( pay.(Untrained(hirelings(are(hired(for(menial( work(that(requires(no(particular(skill,(such(as( laborers,(porters,(maids,(and(similar(workers.(

**Pay(**

3!cp!per!mile! 1!cp!

1!gp!per!day! 1!sp!per!day! 2!cp!per!mile! 1!cp!

1!sp!per!mile!

Trinkets

When(you(make(your(character,(you(can(roll( once(on(this(table(to(gain(a(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(a(creature’s(pockets.(

**d100( Result(**

01! A!mummified!goblin!hand!

02! A!piece!of!crystal!that!faintly!glows!in!the!

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!with!an!odd!symbol!

on!the!side!that!would!normally!show!6!pips!on each!die!

08! A!small!idol!depicting!a!nightmarish!creature! that!gives!you!unsettling!dreams!when!you! sleep!near!it!

09! A!blackened!tip!from!a!sorcerer’s!wand!

10! The!deed!for!land!in!a!country!unknown!to!you!

11! A!1Zounce!block!made!from!an!unknown!

material!

12! A!small!rubber!ball!

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!ball!filled!with!moving!smoke!

18! A!1Zpound!egg!with!a!red!shell!

19! A!pipe!that!blows!bubbles!

20! A!glass!jar!containing!a!weird!bit!of!flesh!

floating!in!a!pink!fluid!

21! A!stone!finger!broken!where!it!would!normally!

join!to!a!hand!

22! A!marble!statuette!of!a!smug!halfling!

23! A!brass!orb!

24! A!multicolored!stone!disk!

25! A!tiny!silver!icon!of!a!raven!

26! A!bag!of!46!clean!humanoid!teeth!and!1!rotten!

tooth!

27! A!shard!of!obsidian!that!always!feels!warm!to!

the!touch!

28! A!small!magnet!

29! A!pair!of!old!socks!that!belonged!to!a!

renowned!wizard!

30! A!blank!book!whose!pages!refuse!to!hold!ink,!

chalk,!graphite,!or!any!other!substance!or! marking!

31! A!silver!starZshaped!badge!with!5!points!

32! A!folding!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!single!white!sequined!glove!

A!vest!with!100!tiny!pockets!

A!stone!block!

A!tiny!portrait!of!an!attractive!orc!

An!empty!glass!bottle!that!smells!of!perfume! when!opened!

A!gemstone!that!looks!like!a!clod!of!dirt!when! examined!by!anyone!but!you!

A!scrap!of!cloth!from!an!old!banner! A!rank!insignia!from!a!lost!legionnaire! A!tiny!silver!bell!without!a!clapper!

A!blue!towel!

A!tiny!chest!carved!to!look!like!it!has!numerous! feet!on!the!bottom!

A!dead!sprite!inside!a!clear!glass!bottle!

A!metal!can!that!has!no!opening!but!sounds!as! if!it!is!filled!with!liquid,!sand,!spiders,!or!broken! glass!(your!choice)!

A!clear!glass!filled!with!water!in!which!swims!a! clockwork!goldfish!

A!silver!spoon!with!an!M!initialed!on!the!handle A!whistle!made!from!transparent!metal! A!dead!scarab!beetle!the!size!of!your!hand! Two!toy!soldiers,!one!with!a!missing!head!and! the!other!with!two!heads!

A!small!box!filled!with!differentZsized!buttons! A!candle!that!can’t!be!lit!

A!tiny!cage!with!no!door!

An!old!key!

An!indecipherable!treasure!map!

A!hilt!from!a!broken!sword! A!lucky!rabbit’s!foot!

A!glass!eye!

A!cameo!carved!in!the!likeness!of!a!hideous! person!

A!silver!skull!the!size!of!a!coin! An!alabaster!mask!

A!pyramid!of!sticky!black!incense!that!smells! very!bad!

A!nightcap!that,!when!worn,!gives!you!pleasant! dreams!

A!single!caltrop!made!from!bone! A!tiny!lens!made!from!glass!

A!1Zinch!cube,!each!side!painted!a!different! color!

A!crystal!knob!from!a!door!

A!small!packet!filled!with!pink!dust!

A!sheet!of!music!paper!on!which!are!written! notes!that!when!played!contain!a!beautiful,! though!incomplete,!song!

A!silver!teardrop!earing!made!from!a!real! teardrop!

The!shell!of!an!egg!painted!with!scenes!of! human!misery!in!bizarre!detail!

74! A!fan,!that!when!unfolded,!shows!a!sleeping!cat!

75! A!set!of!bone!pipes!

76! A!strange!flower!pressed!inside!a!book!

discussing!manners!

77! A!folded!piece!of!parchment!bearing!a!complex!

diagram!and!scrawled!with!numerous!codes!

78! An!ornate!scabbard!that!fits!no!blade!you!have!

found!so!far!

79! An!invitation!to!a!party!where!a!murder!

happened!

80! A!bronze!pentacle!with!a!faint!etching!of!a!rat!

in!the!center!

81! A!handkerchief!believed!to!have!been!used!by!a

powerful!wizard!

82! Half!of!a!plan!for!a!temple,!castle,!or!some!

other!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!farZflung!city!

85! A!diary!missing!7!pages!

86! An!empty!silver!snuffbox!bearing!an!inscription!

on!the!surface!that!says!“dreams”!

87! An!iron!holy!symbol!devoted!to!an!unknown!

god!

88! A!book!with!66!blank!pages!and!1!page!holding!

a!single!word!you!have!not!been!able!to!

translate!

89! A!vial!of!full!of!dragon!blood!

90! An!arrowhead!of!elven!design!

91! A!needle!that!never!bends!

92! An!ornate!wooden!broach!of!elven!design!

93! An!empty!wine!bottle!bearing!a!pretty!label!

that!says!“The!Wizard!of!Wines!Winery,!Red! Dragon!Crush,!331422ZW”!

94! A!mosaic!tile!with!a!multicolored!glazed!surface!

95! A!petrified!mouse!

96! A!mechanical!pocket!watch!that!never!keeps!

accurate!time!

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!either!end! of!its!body!

100! A!metal!urn!containing!the!ashes!of!a!hero!

Chapter(6:(Customization(Options

The(combination(of(ability(scores,(race,(class,(and background(defines(your(character’s(capabilities( in(the(game,(and(the(personal(details(you(create( set(your(character(apart(from(every(other( character.((Even(within(your(class(and(race,(you( have(options(to(fineBtune(what(your(character( can(do.(But(this(chapter(is(for(players(who—with( the(DM’s(permission—want(to(go(a(step(further.( ( This(chapter(defines(two(optional(sets(of(rules( for(customizing(your(character:(multiclassing( and(feats.(Multiclassing(lets(you(combine(classes( together,(and(feats(are(special(options(you(can( choose(instead(of(increasing(your(ability(scores( as(you(gain(levels.(Your(DM(decides(whether( these(options(are(available(in(a(campaign.(

Multiclassing(

Multiclassing(allows(you(to(gain(levels(in( multiple(classes.(Doing(so(lets(you(mix(the( abilities(of(those(classes(to(realize(a(character( concept(that(might(not(be(reflected(in(one(of(the( standard(class(options.(

( 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.(Your(levels(in(all(your(classes(are(added( together(to(determine(your(character(level.(For( example,(if(you(have(three(levels(in(wizard(and( two(in(fighter,(you’re(a(5thBlevel(character.( ( As(you(advance(in(levels,(you(might(primarily( remain(a(member(of(your(original(class(with(just( a(few(levels(in(another(class,(or(you(might( change(course(entirely,(never(looking(back(at(the( class(you(left(behind.(You(might(even(start( progressing(in(a(third(or(fourth(class.(Compared( to(a(singleBclass(character(of(the(same(level,( you’ll(sacrifice(some(focus(in(exchange(for( versatility.(

Multiclassing Example

Gary is playing a 4th6level fighter. Upon achieving enough experience points to reach 5th level, Gary decides that his character will multiclass instead of continuing to progress as a fighter. Gary’s fighter has been spending a lot of time with Dave’s rogue, and has even been doing some jobs on the side for the local thieves’ guild as a bruiser. Gary decides that his character will multiclass into the rogue class, and thus his character becomes a 4thNevel fighter and 1st6level rogue (written as fighter 4/rogue 1).

When Gary’s character earns enough experience to reach 6th level, he can decide whether to add another fighter level (becoming a fighter 5/rogue 1), another rogue level (becoming a fighter 4/rogue 2), or a level in a third class, perhaps dabbling in wizardry thanks to the tome of mysterious lore he acquired (becoming a fighter 4/rogue 1/wizard 1).

Prerequisites

To(qualify(for(a(new(class,(you(must(meet(the( ability(score(prerequisites(for(the(class,(as(shown in(the(Multiclassing(Prerequisites(table.( ( Adopting(a(new(class(without(the(full(training( that(a(beginning(character(has(means(that(you( must(be(a(quick(study,(with(a(natural(aptitude( that(is(reflected(by(higherBthanBaverage(ability( scores.(

|  |  |
| --- | --- |
| **Multiclassing+Prerequisites+** | |
| **Class+** | **Ability+Score+Minimum+** |
| Barbarian | Strength 13 |
| Bard | Charisma 13 |
| Cleric | Wisdom 13 |
| Druid | Wisdom 13 |
| Fighter | Strength or Dexterity 13 |
| Monk | Dexterity 13 and Wisdom 13 |
| Paladin | Strength 13 and Charisma 13 |
| Ranger | Dexterity 13 and Wisdom 13 |
| Rogue | Dexterity 13 |
| Sorcerer | Charisma 13 |
| Warlock | Charisma 13 |
| Wizard | Intelligence 13 |

Experience Points

The(experience(point(cost(to(gain(a(level(is( always(based(on(your(total(character(level,(not( your(level(in(a(particular(class.(So,(if(you(are(a( cleric(6/fighter(1,(you(must(gain(enough(XP(to( reach(8th(level(before(you(can(take(your(second( level(as(a(fighter(or(your(seventh(level(as(a(cleric.

You(gain(the(hit(points(from(your(new(class(as( described(for(levels(after(1st.(You(gain(the(1stB level(hit(points(for(a(class(only(when(you(are(a( 1stBlevel(character.(

Hit(Points(and(Hit(Dice

Wizard

( You(add(together(the(Hit(Dice(granted(by(all( your(classes(to(form(your(pool(of(Hit(Dice.(If(the( Hit(Dice(are(the(same(die(type,(you(can(simply( pool(them(together.(For(example,(both(the( fighter(and(the(paladin(have(a(d10,(so(if(you(are(a( paladin(5/fighter(5,(you(have(10d10(Hit(Dice.(If( your(classes(give(you(Hit(Dice(of(different(types,( keep(track(of(them(separately.(If(you(are(a( paladin(5/cleric(5,(for(example,(you(have(5d10( and(5d8(Hit(Dice.(

Proficiency Bonus

When(you(multiclass,(your(proficiency(bonus(is( based(on(your(total(character(level,(not(your( level(in(a(particular(class.(You(add(together(your( levels(in(all(classes,(and(have(the(proficiency( bonus(for(a(character(of(that(level.(For(example,( if(you(are(a(fighter(3/rogue(2,(you(have(the( proficiency(bonus(of(a(5thBlevel(character.***!***

Proficiencies

When(you(gain(a(level(in(a(class(other(than(your( first,(you(gain(only(some(of(that(class’s(starting( proficiencies,(as(shown(in(the(Multiclassing( Proficiencies(table.(

Multiclassing+Proficiencies+

**Class+ Proficiencies+Gained+**

Barbarian! Simple!weapons,!martial!weapons!

Bard! One!skill!of!your!choice,!one!musical!

instrument!of!your!choice!

Cleric! Light!armor,!medium!armor!

Druid! Padded!armor,!leather!armor,!hide!armor!

Fighter! All!armor,!simple!weapons,!martial!weapons!

Monk! Unarmed!strikes!

Paladin! All!armor,!simple!weapons,!martial!weapons!

Ranger! Light!armor,!medium!armor,!simple!

weapons,!martial!weapons!

Rogue! Light!armor,!one!skill!from!the!class’s!skill!

list!

Sorcerer! —!

Warlock! Light!armor,!simple!weapons!

Class Features

When(you(gain(a(new(level(in(a(class,(you(get(its( features(for(that(level.(A(few(features,(however,( have(additional(rules(when(you’re(multiclassing:( Channel(Divinity,(Expertise,(Unarmored(Defense,( and(Spellcasting.(

Channel(Divinity(

If(you(already(have(the(Channel(Divinity(feature( and(gain(a(level(in(a(class(that(also(grants(the( feature,(you(gain(the(Channel(Divinity(effects( granted(by(that(class,(but(getting(the(feature( again(doesn’t(give(you(an(additional(use(of(it.(You( gain(additional(uses(only(when(you(reach(a(class( level(that(explicitly(grants(them(to(you.(For( example,(if(you(are(a(cleric(6/paladin(4,(you(can( use(Channel(Divinity(twice(between(rests( because(you(are(high(enough(level(in(the(cleric( class(to(have(more(uses.(Whenever(you(use(the( feature,(you(can(choose(any(of(the(Channel( Divinity(effects(available(to(you(from(your(two( classes.(

Unarmored(Defense(

If(you(already(have(the(Unarmored(Defense( feature,(you(can’t(gain(it(again(from(another(class.

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,(you(follow(the(rules( as(described(in(that(class.(

( ***Spells!Known!and!Prepared.!***You(determine( what(spells(you(know(and(can(prepare(for(each( class(individually,(as(if(you(were(a(singleBclassed( member(of(that(class.(If(you(are(a(ranger( 4/wizard(3,(for(example,(you(know(three(1stB level(ranger(spells(based(on(your(levels(in(the( ranger(class.(As(3rdBlevel(wizard,(you(know( three(wizard(cantrips,(and(your(spellbook( contains(eight(wizard(spells,(two(of(which((the( two(you(gained(when(you(reached(3rd(level(as(a(wizard)(can(be(2ndBlevel(spells.(If(your( Intelligence(is(16,(you(can(prepare(six(wizard( spells(from(your(spellbook.((

( Each(spell(you(know(and(prepare(is(associated( with(one(of(your(classes,(and(you(use(the( spellcasting(ability(of(that(class(when(you(cast( the(spell.(Similarly,(a(spellcasting(focus,(such(as(a( holy(symbol,(can(be(used(only(for(the(spells(from( the(class(associated(with(that(focus.(

( ***Spell!Slots.!***You(determine(your(available(spell( slots(by(adding(together(all(your(levels(in(the( bard,(cleric,(druid,(sorcerer,(and(wizard(classes,( half(your(levels((rounded(down)(in(the(paladin( and(ranger(classes,(and(a(third(of(your(fighter(or( rogue(levels((rounded(down)(if(you(have(the( Eldritch(Knight(or(the(Arcane(Trickster(feature.( Use(this(total(to(determine(your(spell(slots(by( consulting(the(Multiclass(Spellcaster(table.(

( If(you(have(more(than(one(spellcasting(class,( this(table(might(give(you(spell(slots(of(a(level(that( is(higher(than(the(spells(you(know(or(can( prepare.(You(can(use(those(slots,(but(only(to(cast( your(lowerBlevel(spells.(If(a(lowerBlevel(spell(that(

you(cast,(like(*burning'hands*,(has(an(enhanced( effect(when(cast(using(a(higherBlevel(slot,(you( can(use(the(enhanced(effect,(even(though(you( don’t(have(any(spells(of(that(higher(level.(( ( For(example,(if(you(are(the(aforementioned( ranger(4/wizard(3,(you(count(as(a(5thBlevel( character(when(determining(your(spell(slots:(you have(four(1stBlevel(slots,(three(2ndBlevel(slots,( and(two(3rdBlevel(slots.(However,(you(don’t( know(any(3rdBlevel(spells,(nor(do(you(know(any( 2ndBlevel(ranger(spells.(You(can(use(the(spell( slots(of(those(levels(to(cast(the(spells(you(do( know—and(potentially(enhance(their(effects.( ( ***Pact!Magic***.(If(you(have(both(the(Spellcasting( class(feature(and(the(Pact(Magic(class(feature( from(the(warlock(class,(you(can(use(the(spell( slots(you(gain(from(the(Pact(Magic(feature(to(cast( spells(you(know(or(have(prepared(from(classes( with(the(Spellcasting(class(feature,(and(you(can( use(the(spell(slots(you(gain(from(the(Spellcasting( class(feature(to(cast(warlock(spells(you(know.(

| **Multiclass+Spellcaster:+Spell+Slots+per+Spell+Level** | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Level+** | **1st+** | **2nd+** | **3rd+** | **4th+** | **5th+** | **6th+** |
| 1st! | 2! | —! | —! | —! | —! | —! |
| 2nd! | 3! | —! | —! | —! | —! | —! |
| 3rd! | 4! | 2! | —! | —! | —! | —! |
| 4th! | 4! | 3! | —! | —! | —! | —! |
| 5th! | 4! | 3! | 2! | —! | —! | —! |
| 6th! | 4! | 3! | 3! | —! | —! | —! |
| 7th! | 4! | 3! | 3! | 1! | —! | —! |
| 8th! | 4! | 3! | 3! | 2! | —! | —! |
| 9th! | 4! | 3! | 3! | 3! | 1! | —! |
| 10th! | 4! | 3! | 3! | 3! | 2! | —! |
| 11th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 12th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 13th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 14th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 15th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 16th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 17th! | 4! | 3! | 3! | 3! | 2! | 1! |
| 18th! | 4! | 3! | 3! | 3! | 3! | 1! |
| 19th! | 4! | 3! | 3! | 3! | 3! | 2! |
| 20th! | 4! | 3! | 3! | 3! | 3! | 2! |

**7th+ 8th+ 9th**

1! —! —

1! —! —

1! 1! —

1! 1! —

1! 1! 1

1! 1! 1

1! 1! 1

2! 1! 1

Feats(

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.(

( At(certain(levels,(your(class(gives(you(the( Ability(Score(Improvement(feature.(With(this( rule,(you(can(forgo(taking(that(feature(to(take(a( feat(of(your(choice(instead.(You(can(take(each( feat(only(once,(unless(the(feat’s(description(says( otherwise.(

( You(must(meet(any(prerequisite(specified(in(a( feat(to(take(that(feat.(If(you(ever(lose(a(feat’s( prerequisite,(you(can’t(use(that(feat(until(you( regain(the(prerequisite.(For(example,(the( Grappler(feat(requires(you(to(have(a(Strength(of( 13(at(least.(If(your(Strength(is(reduced(below(13( somehow—perhaps(by(a(withering(curse—you( can’t(benefit(from(the(Grappler(feat(until(your( Strength(is(restored.(

Alert

Always(on(the(lookout(for(danger,(you(gain(the( following(benefits:(

* You(gain(a(+5(bonus(to(initiative.(
* You(can’t(be(surprised(while(you(are(conscious.
* Other(creatures(don’t(gain(advantage(on(attack( rolls(against(you(as(a(result(of(being(hidden( from(you.((

Athlete

You(have(undergone(extensive(physical(training( to(gain(the(following(benefits:(

* Increase(your(Strength(or(Dexterity(score(by(1,( to(a(maximum(of(20.(
* When(you(are(prone,(standing(up(uses(only(5( feet(of(your(movement.(
* Climbing(doesn’t(halve(your(speed.(
* You(can(make(a(running(long(jump(or(a( running(high(jump(after(moving(only(5(feet(on( foot,(rather(than(10(feet.(

Actor

Skilled(at(mimicry(and(dramatics,(you(gain(the( following(benefits:(

* Increase(your(Charisma(score(by(1,(to(a( maximum(of(20.(
* You(have(advantage(on(Charisma((Deception)( and(Charisma((Performance)(checks(when( trying(to(pass(yourself(off(as(a(different(person.(
* You(can(mimic(the(speech(of(another(person(or( the(sounds(made(by(other(creatures.(You(must( have(heard(the(person(speaking,(or(heard(the( creature(make(the(sound,(for(at(least(1(minute.( A(successful(Wisdom((Insight)(check(contested( by(your(Charisma((Deception)(check(allows(a( listener(to(determine(that(the(effect(is(faked.(

Charger

When(you(use(your(action(to(Dash,(you(can(use(a( bonus(action(to(make(one(melee(weapon(attack( or(to(shove(a(creature.((

( If(you(move(at(least(10(feet(in(a(straight(line( immediately(before(taking(this(bonus(action,(you( either(gain(a(+5(bonus(to(the(attack’s(damage(roll( (if(you(chose(to(make(a(melee(attack(and(hit)(or( push(the(target(up(to(10(feet(away(from(you((if( you(chose(to(shove(and(you(succeed).((

Crossbow Expert

Thanks(to(extensive(practice(with(the(crossbow,( you(gain(the(following(benefits:(

* You(ignore(the(loading(quality(of(hand( crossbows(and(light(crossbows(with(which(you( are(proficient.(
* Being(within(5(feet(of(a(hostile(creature(doesn’t( impose(disadvantage(on(your(ranged(attack( rolls.(
* When(you(use(the(Attack(action(and(attack( with(a(oneBhanded(weapon,(you(can(use(a( bonus(action(to(attack(with(a(hand(crossbow( you(are(holding.(

Defensive Duelist

*Prerequisite:'Dexterity'13'or'higher'*

When(you(are(wielding(a(finesse(weapon(with( which(you(are(proficient(and(another(creature( hits(you(with(a(melee(attack,(you(can(use(your( reaction(to(add(your(proficiency(bonus(to(your( AC(for(that(attack,(potentially(causing(the(attack( to(miss(you.(

Dual Wielder

You(master(fighting(with(two(weapons,(gaining( the(following(benefits:(

* You(gain(a(+1(bonus(to(AC(while(you(are( wielding(a(different(melee(weapon(in(each( hand.(
* You(can(use(twoBweapon(fighting(even(when( the(oneBhanded(melee(weapons(you(are( wielding(aren’t(light.((
* You(can(draw(or(stow(two(oneBhanded( weapons(when(you(would(normally(be(able(to( draw(or(stow(only(one.(

Dungeon Delver

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

* You have advantage on Wisdom Perception) and Intelligence Investigation) checks made to detect the presence of secrets doors.
* You have advantage on saving throws made to avoid or resist traps.
* You have resistance to the damage dealt by traps.
* You can search for traps while traveling at a normal pace, instead of only at a slow pace.

Durable

Hardy and resilient, you gain the following benefits:

* Increase your Constitution score by 1, to a maximum of 20.
* When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals your Constitution modifier.

Elemental Adept

*Prerequisite:'The'ability'to'cast'at'least'one'spell'*

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

When you roll damage of the chosen type for a spell you cast, any 1 that you roll is treated as a 2. And all of the spell’s damage of that type ignores damage resistance.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Grappler

*Prerequisite:'Strength'13'or'higher'*

You’ve developed the skills necessary to hold your own in closeBquarters grappling. You gain the following benefits:

* You have advantage on attack rolls against a creature you are grappling.
* You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
* Creatures that are larger than you don’t automatically succeed on checks to escape your grapple.

Great Weapon Master

You’ve learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

* On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
* When you make a melee attack with a heavy weapon that you are proficient with, you can take a -5 penalty to the attack roll. If the attack hits,(you(can(roll(the(weapon’s(damage(dice( one(additional(time,(add(your(Strength( modifier,(and(add(the(total(to(the(attack’s( normal(damage.(

Healer

You(are(an(able(physician,(allowing(you(to(mend( wounds(quickly(and(get(your(allies(back(in(the( fight.(You(gain(the(following(benefits:(

* When(you(use(a(healer’s(kit(to(stabilize(a(dying creature,(that(creature(also(regains(1(hit(point.(
* As(an(action,(you(can(spend(one(use(of(a( healer’s(kit(to(tend(to(a(creature(and(restore( 1d6(+(4(hit(points(to(it,(plus(additional(hit( points(equal(to(the(creature’s(maximum( number(of(hit(dice.(The(creature(can’t(benefit( from(your(care(again(until(it(finishes(a(short( rest(or(a(long(rest.(

Heavily Armored

*Prerequisite:'Proficiency'with'medium'armor'*

You(have(trained(to(master(the(use(of(heavy( armor,(gaining(the(following(benefits:(

* Increase(your(Strength(score(by(1,(to(a( maximum(of(20.(
* You(gain(proficiency(with(heavy(armor.(

Heavy Armor Master

*Prerequisite:'Proficiency'with'heavy'armor'*

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

* Increase your Strength score by 1, to a maximum of 20.
* While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from an attack is reduced by an amount equal to your Constitution modifier.

Inspiring Leader

*Prerequisite:'Charisma'13'or'higher'*

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can’t gain temporary hit points from this feat again until it has finished a short or long rest.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

* Increase your Intelligence score by 1, to a maximum of 20.
* You always know which way is north.
* You always know the number of hours left before the next sunrise or sunset.
* You can accurately recall anything you have seen or heard within the past month.

Lightly Armored

You have trained to master the use of light armor, gaining the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* You gain proficiency with light armor.

Linguist

You have studied languages and codes, gaining the following benefits:

* Increase your Intelligence score by 1, to a maximum of 20.
* You learn three languages of your choice.
* You can ably create written ciphers. Others can’t decipher a code you create unless you teach them, they succeed on an Intelligence check((DC(equal(to(your(Intelligence(score(+( your(proficiency(bonus),(or(they(use(magic.(

Lucky

You(have(inexplicable(luck(that(seems(to(kick(in( at(just(the(right(moment.(

( You(have(3(luck(points.(Whenever(you(make(an attack(roll,(an(ability(check,(or(a(saving(throw,( you(can(spend(one(luck(point(to(roll(an(

additional(d20.(You(choose(which(of(the(d20s(is( used(for(the(attack(roll,(ability(check,(or(saving( throw.(

( You(can(also(spend(one(luck(point(when(an( attack(roll(is(made(against(you.(Roll(a(d20,(and( you(choose(whether(the(attack(uses(the( attacker’s(roll(or(yours.(

( If(more(than(one(creature(spends(a(luck(point( to(influence(the(outcome(of(a(roll,(the(points( cancel(each(other(out;(no(additional(dice(are( rolled.(

( You(regain(your(expended(luck(points(when( you(complete(a(long(rest.(

Mage Slayer

You(have(practiced(techniques(useful(in(melee( combat(against(spellcasters,(gaining(the( following(benefits:(

* When(a(creature(within(5(feet(of(you(casts(a( spell,(you(can(use(your(reaction(to(make(a( melee(weapon(attack(against(that(creature.(
* When(you(damage(a(creature(that(is( concentrating(on(a(spell,(that(creature(has( disadvantage(on(the(saving(throw(it(makes(to( maintain(its(concentration.(
* You(have(advantage(on(saving(throws(against( spells(cast(by(creatures(within(5(feet(of(you.(

Magic Initiate

Choose(a(class:(bard,(cleric,(druid,(sorcerer,( warlock,(or(wizard.(You(learn(two(cantrips(of( your(choice(from(that(class’s(spell(list.(

( In(addition,(choose(one(1stBlevel(spell(from( that(same(list.(You(learn(that(spell(and(can(cast(it( once(per(day(at(its(lowest(level.((

( If(you(don’t(already(have(a(spellcasting(ability,( your(spellcasting(ability(for(these(spells(depends( on(the(class(you(chose:(Charisma(for(bard,( sorcerer,(or(warlock;(Wisdom(for(cleric(or(druid;

Intelligence(for(wizard.(

Medium Armor Master

*Prerequisite:'Proficiency'with'medium'armor'*

You have practiced moving in medium armor to gain the following benefits:

* Wearing medium armor doesn’t impose disadvantage on your Dexterity Stealth) checks.
* When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Mobile

You are exceptionally speedy. You gain the following benefits:

* Your speed increases by 10 feet.
* When you use the Dash action, difficult terrain doesn’t cost you extra movement on that turn.
* When you make a melee attack against a creature, you don’t provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Moderately Armored

*Prerequisite:'Proficiency'with'light'armor'*

You have trained to master the use of medium armor and shields, gaining the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* You gain proficiency with medium armor and shields.

Mounted Combatant

You are a dangerous foe to face while mounted. While you are mounted and aren’t incapacitated, you gain the following benefits:

* You(have(advantage(on(melee(attack(rolls( against(any(unmounted(creature(that(is( smaller(than(your(mount.(
* You(can(force(an(attack(targeted(at(your(mount( to(target(you(instead.(
* If(your(mount(is(subjected(to(an(effect(that( allows(it(to(make(a(Dexterity(saving(throw(to( take(only(half(damage,(it(instead(takes(no( damage(if(it(succeeds(on(the(saving(throw,(and( only(half(damage(if(it(fails.(

Observant

Quick(to(notice(details(of(your(environment,(you( gain(the(following(benefits:(

* Increase(your(Intelligence(or(Wisdom(score(by( 1,(to(a(maximum(of(20.(
* If(you(can(see(a(creature’s(mouth(while(it(is( speaking(a(language(you(understand,(you(can( interpret(what(it’s(saying(by(reading(its(lips.(
* You(have(a(+5(bonus(to(your(passive(Wisdom( (Perception)(and(passive(Intelligence( (Investigation)(checks.(

Polearm Master

You(can(keep(your(enemies(at(bay(with(reach( weapons.(You(gain(the(following(benefits:(

* When(you(take(the(Attack(action(and(attack( with(only(a(glaive,(halberd,(or(quarterstaff,(you( can(use(a(bonus(action(to(make(a(melee(attack( with(the(opposite(end(of(the(weapon.(The( weapon’s(damage(die(for(this(attack(is(a(d4,( and(the(attack(deals(bludgeoning(damage.(
* While(you(are(wielding(a(glaive,(halberd,(or( pike,(other(creatures(provoke(an(opportunity( attack(from(you(when(they(enter(your(reach.(

Resilient

Choose(one(ability(score.(You(gain(the(following( benefits:(

* Increase(the(chosen(ability(score(by(1,(to(a( maximum(of(20.(
* You(gain(proficiency(in(saving(throws(using( the(chosen(ability.(

Ritual Caster

*Prerequisite:'Intelligence'or'Wisdom'13'or'higher'*

You(have(learned(a(number(of(spells(that(you(can cast(as(rituals.(These(spells(are(written(in(a(ritual( book,(which(you(must(have(in(hand(while(casting( one(of(them.(To(cast(a(spell(as(a(ritual,(you(add( 10(minutes(to(the(spell’s(casting(time,(as(normal.( ( When(you(choose(this(feat,(you(acquire(a(ritual( book(holding(two(1stBlevel(spells(of(your(choice.( Choose(one(of(the(following(classes:(bard,(cleric,( druid,(sorcerer,(warlock,(or(wizard.(You(must( choose(your(spells(from(that(class’s(spell(list,(and( the(spells(you(choose(must(have(the(ritual(tag.( The(class(you(choose(also(determines(your( spellcasting(ability(for(these(spells:(Charisma(for( bard,(sorcerer,(or(warlock;(Wisdom(for(cleric(or( druid;(or(Intelligence(for(wizard.(

( If(you(come(across(a(spell(in(written(form,(such as(a(magical(*spell'scroll*(or(a(wizard’s(spellbook,( you(might(be(able(to(add(it(to(your(ritual(book.( The(spell(must(be(on(the(spell(list(for(the(class( you(chose,(the(spell’s(level(can(be(no(higher(than( half(your(level((rounded(up),(and(it(must(have( the(ritual(tag.(The(process(of(copying(the(spell( into(your(ritual(book(takes(2(hours(per(level(of( the(spell,(and(costs(50(gp(per(level.(The(cost( represents(material(components(you(expend(as( you(experiment(with(the(spell(to(master(it,(as( well(as(the(fine(inks(you(need(to(record(it.((

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon’s damage and use either roll.

Scroll Scribe

*Prerequisite:'The'ability'to'cast'at'least'one'spell' of'1st'level'or'higher'*

You learn how to inscribe spells on scrolls, storing the spells for future casting. You can create a *spell'scroll'* detailed in the *Dungeon' Master’s'Guide*) of any spell you can cast of 1st level or higher. The scribing process requires special inks and paper worth 50 gp times the level(of(the(spell,(plus(the(cost(of(any(material( components(for(the(spell.(

( Scribing(a(scroll(takes(2(days(per(level(of(the( spell.(If(you(prepare(spells,(you(must(have(the( spell(prepared(for(the(duration(of(the(process,( and(each(day(you(must(expend(a(spell(slot(of(the( spell’s(level(or(higher.(At(the(end(of(the(process,( you(must(make(an(Intelligence(check,(adding( your(proficiency(bonus(to(the(roll,(against(a(DC( equal(to(10(+(twice(the(spell’s(level.(If(you(

succeed,(you(create(the(*spell'scroll*.(If(you(fail,(you( make(errors(when(creating(the(scroll(and(must( start(the(process(over(from(the(beginning,( including(paying(again(for(inks,(paper,(and( material(components.((

Sentinel

You(have(mastered(techniques(to(take(advantage( of(every(drop(in(any(enemy’s(guard,(gaining(the( following(benefits:(

* When(you(hit(a(creature(with(an(opportunity( attack,(the(creature’s(speed(becomes(0(for(the( rest(of(the(turn.(
* Creatures(within(5(feet(of(you(provoke( opportunity(attacks(from(you(even(if(they(take( the(Disengage(action(before(leaving(your(reach.
* When(a(creature(within(5(feet(of(you(makes(an( attack(against(a(target(other(than(you((and(that( target(doesn’t(have(this(feat),(you(can(use(your( reaction(to(make(a(melee(weapon(attack( against(the(attacking(creature.(

Sharpshooter

You(have(mastered(ranged(weapons(and(can( make(shots(that(others(find(impossible.(You(gain( the(following(benefits:(

* Attacking(at(long(range(doesn’t(impose( disadvantage(on(your(ranged(weapon(attack( rolls.(
* Your(ranged(weapon(attacks(ignore(half(cover( and(threeBquarters(cover.(
* When(you(make(an(attack(with(a(ranged( weapon(that(you(are(proficient(with,(you(can( take a -5 penalty to the attack roll. If the attack hits, you can roll the weapon’s damage dice one additional time, add your Dexterity modifier, and add the total to the attack’s normal damage.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

* If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
* If you aren’t incapacitated, you can add your shield’s AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
* If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Spell Sniper

*Prerequisite:'The'ability'to'cast'at'least'one'spell'*

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

* When you cast a spell that requires you to make an attack roll, the spell’s range is doubled.
* Your ranged spell attacks ignore half cover and threeBquarters cover.
* You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. If you don’t already have a spellcasting ability, your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; Intelligence for wizard.

Skilled

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

Skulker

*Prerequisite:'Dexterity'13'or'higher'*

You(are(expert(at(slinking(through(shadows.(You( gain(the(following(benefits:(

* You(can(try(to(hide(when(you(are(lightly( obscured(from(the(creature(from(which(you( are(hiding.(
* When(you(are(hidden(from(a(creature(and(miss it(with(a(ranged(weapon(attack,(making(the( attack(doesn’t(reveal(your(position.(
* Dim(light(don’t(impose(disadvantage(on(your( Wisdom((Perception)(checks(relying(on(sight.(

Tavern Brawler

Accustomed(to(roughBandBtumble(fighting(using( whatever(weapons(happen(to(be(at(hand,(you( gain(the(following(benefits:((

* Increase(your(Strength(or(Constitution(score( by(1,(to(a(maximum(of(20.(
* You(are(proficient(with(improvised(weapons.(
* Your(unarmed(strike(uses(a(d6(for(damage.(
* When(you(hit(a(creature(with(an(unarmed( strike(or(an(improvised(weapon(on(your(turn,( you(can(use(a(bonus(action(to(attempt(to( grapple(the(target.(
* You(have(advantage(on(saving(throws(to(resist( becoming(intoxicated.(

Tough

Your(hit(point(maximum(increases(by(an(amount( equal(to(twice(your(level(when(you(gain(this(feat.( Whenever(you(gain(a(level(thereafter,(your(hit( point(maximum(increases(by(2.(

War Caster

*Prerequisite:'The'ability'to'cast'at'least'one'spell'*

You(have(practiced(casting(spells(in(the(midst(of( combat,(learning(techniques(that(grant(you(the( following(benefits:(

concentration(on(a(spell(when(you(take( damage.(

* Holding(weapons(or(a(shield(in(each(hand( doesn’t(prevent(you(from(performing(the( somatic(components(of(spells.(
* When(a(hostile(creature’s(movement(provokes( an(opportunity(attack(from(you,(you(can(use( your(reaction(to(cast(a(spell(at(the(creature,( rather(than(making(an(opportunity(attack.(The( spell(must(have(a(casting(time(of(1(action(and( must(target(only(that(creature.(

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* You gain proficiency with four weapons of your choice.

You have advantage on Constitution saving throws that you make to maintain your

Chapter(7:(Using(Ability(Scores

Six(abilities(provide(a(quick(description(of(every( creature’s(physical(and(mental(characteristics:( Strength,(Dexterity,(Constitution,(Intelligence,( Wisdom,(and(Charisma.(Is(a(character(muscleE bound(and(insightful?(Brilliant(and(charming?( Nimble(and(hardy?(Ability(scores(define(these( qualities—a(creature’s(assets(as(well(as( weaknesses.(

( The(three(main(rolls(of(the(game—the(ability( check,(the(saving(throw,(and(the(attack(roll—rely( on(the(six(ability(scores.(The(book’s(introduction( describes(the(basic(rule(behind(these(rolls:(roll(a( d20,(add(an(ability(modifier(derived(from(one(of( the(six(ability(scores,(and(compare(the(total(to(a( target(number.(

( The(remainder(of(this(chapter(discusses(how( to(use(saving(throws(and(ability(checks,(covering( the(fundamental(activities(that(creatures(attempt( in(the(game.(Additional(rules(for(attack(rolls( appear(in(chapter(9.(

Scores(and(Modifiers( Each(of(a(creature’s(abilities(has(a(score,(a( number(that(defines(the(magnitude(of(that( ability.(An(ability(score(is(not(just(a(measure(of( innate(capabilities,(but(also(encompasses(a( creature’s(training(and(competence(in(activities( related(to(that(ability.(A(character(who(has( Strength(16(is(much(stronger(than(a(character( who(has(Strength(6,(and(is(much(better(at(tasks( that(rely(on(physical(might.(

( A(score(of(10(or(11(is(the(normal(human( average,(but(adventurers(and(many(monsters( are(a(cut(above(average(in(most(abilities.(A(score( of(18(is(the(highest(that(a(person(usually(reaches.( Adventurers(can(have(scores(as(high(as(20,(and( monsters(and(divine(beings(can(have(scores(as( high(as(30.(

( Each(ability(also(has(a(modifier,(derived(from( the score and ranging from -5 (for an ability score of 1) to +10 for a score of 30). The Ability Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 round down).

Ability modifiers are the numbers used to modify almost every attack roll, ability check, and saving throw in the game.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ability'Modifiers'** | | | |
| **' Ability'** | **Ability'** | **Ability'** | **Ability'** |
| **' Score'** | **Modifier'** | **Score'** | **Modifier** |
| !1! | -5 | 16-17 | +3 |
| 2-3 | -4 | 18-19 | +4 |
| 4-5 | -3 | 20-21 | +5 |
| 6-7 | -2 | 22-23 | +6 |
| 8-9 | -1 | 24-25 | +7 |
| 10-11 | +0 | 26-27 | +8 |
| 12-13 | +1 | 28-29 | +9 |
| 14-15 | +2 | 30 | +10 |

Advantage and Disadvantage Sometimes you have an edge in a situation. At other times, circumstances conspire against you. Circumstantial modifiers to ability checks, attack rolls, and saving throws are called advantage and disadvantage. When a special ability turns circumstances to your favor, you have advantage. When a special ability turns the circumstances against you, you have disadvantage.

When you have advantage or disadvantage on an ability check, an attack roll, or a saving throw, you roll a second d20 when making that roll. The higher of the two rolls determines the result if you have advantage, but the lower roll determines the result if you have disadvantage.

Sometimes multiple situations affect a single roll, granting advantage or imposing disadvantage on the roll, but you never roll more than one additional d20 because of advantage or disadvantage. If multiple favorable situations grant advantage, you still roll only one additional die. If both favorable and unfavorable situations affect a roll, no matter how many of each apply, you don’t have advantage or disadvantage on the roll, and you make the roll as normal.

( You(usually(gain(advantage(or(disadvantage( through(the(use(of(special(abilities,(actions,(or( spells.(Inspiration((see(chapter(4)(can(also(give(a( character(advantage(on(checks(related(to(the( character’s(personality,(ideals,(or(bonds.(The(DM( can(also(decide(that(circumstances(influence(a( roll(in(one(direction(or(the(other(and(grant( advantage(or(impose(disadvantage(as(a(result.(

Working Together

Sometimes two or more characters team up to attempt a task. As a rule, if it’s reasonable that two or more characters can combine their efforts productively, the character who’s leading the effort-or the one with the highest ability modifier—can make an ability check or an attack roll with advantage to reflect the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves’ tools, so a character who lacks that proficiency can’t help another character in that task.

Saving(Throws(

A(saving(throw,(or(save,(represents(an(attempt(to resist(a(spell,(a(trap,(a(poison,(a(disease,(or(a( similar(threat.(You(don’t(normally(decide(to( make(a(saving(throw;(you(are(forced(to(roll(a( save(because(your(character(or(monster(is(at(risk( of(harm(from(some(other(force,(such(as(a(spell.( ( To(make(a(saving(throw,(roll(a(d20(and(add(the( relevant(ability(modifier,(which(is(specified(in( the(description(of(the(spell(or(effect(you’re( saving(against(or(determined(by(the(DM.( However,(bonuses(and(penalties(that(apply(to( ability(checks(don’t(apply(to(saving(throws,(and( vice(versa.(

( The(Difficulty(Class(for(a(saving(throw(is( determined(by(the(effect(that(causes(it.(When(a( spell(allows(a(saving(throw,(for(instance,(the(DC( for(that(save(is(determined(by(the(spellcaster’s( spellcasting(ability(and(proficiency(bonus.( ( The(result(of(a(successful(or(failed(saving( throw(is(also(detailed(in(the(effect(that(forces(the( save.(Usually,(a(successful(save(means(that(the( character(or(monster(suffers(no(harm,(or( reduced(harm,(from(the(effect.(

Ability(Checks(

An(ability(check(tests(a(character’s(or(monster’s( innate(talent(and(training(in(an(effort(to( overcome(a(challenge.(The(DM(calls(for(an(ability( check(when(a(character(or(monster(attempts(an( action(that(has(a(chance(of(failure.(When(the( outcome(is(uncertain,(the(dice(determine(the( results.(

( For(every(ability(check,(the(DM(decides(which( of(the(six(abilities(is(relevant(to(the(task(at(hand( and(the(difficulty(of(the(task,(represented(by(a( Difficulty(Class((DC)(number.(The(more(difficult(a task,(the(higher(its(DC.(

( To(make(an(ability(check,(roll(a(d20(and(add( the(relevant(ability(modifier.(As(with(other(d20( rolls,(apply(bonuses(and(penalties,(and(compare( the(total(to(the(DC.(If(the(total(equals(or(exceeds( the(DC,(the(ability(check(is(a(success—the( creature(overcomes(the(challenge(at(hand.( Otherwise,(it’s(a(failure,(which(means(the( character(or(monster(makes(no(progress(toward( the(objective(or(makes(progress(combined(with(a( setback(determined(by(the(DM.(

Contests

Sometimes(one(character’s(or(monster’s(efforts( are(directly(opposed(to(another’s.(This(can(occur( when(both(of(them(are(trying(to(do(the(same( thing(and(only(one(can(succeed,(such(as( attempting(to(snatch(up(a(magic(ring(that(has( fallen(on(the(floor.(This(situation(also(applies( when(one(of(them(is(trying(to(prevent(the(other( one(from(accomplishing(a(goal—for(example,( when(a(monster(tries(to(force(open(a(door(that( an(adventurer(is(holding(closed.(In(situations(like( these,(the(outcome(is(determined(by(a(special( form(of(ability(check,(called(a(contest.( ( Both(participants(in(a(contest(make(ability( checks(appropriate(to(their(efforts.(They(apply( all(appropriate(bonuses(and(penalties,(but( instead(of(comparing(the(total(to(a(DC,(they( compare(the(totals(of(their(two(checks.( ( The(one(with(the(higher(check(total(wins(the( contest.(That(character(or(monster(either( succeeds(at(the(action(or(prevents(the(other(one( from(succeeding.(

( If(the(contest(results(in(a(tie,(the(situation( remains(the(same(as(it(was(before(the(contest.(

Thus,(one(contestant(might(win(the(contest(by( default.(If(two(characters(tie(in(a(contest(to( snatch(a(ring,(neither(character(grabs(it.(In(a( contest(between(a(monster(trying(to(open(a(door( and(an(adventurer(trying(to(keep(the(door(closed, a(tie(means(that(the(door(remains(shut.(

( Similarly,(in(a(contest(where(a(character(is( attempting(to(hide(from(a(monster,(a(tie(means( the(situation(doesn’t(change.(If(the(observing( monster(was(already(aware(of(the(hiding( character(before(the(contest,(the(monster( remains(aware(of(the(character,(but(if(it(was(not,( then(the(hiding(character(remains(hidden.(

Group Checks

When(a(number(of(individuals(are(trying(to( accomplish(something(as(a(group,(the(DM(might( ask(for(a(group(ability(check.(In(such(a(situation,( the(characters(who(are(skilled(at(a(particular( task(help(cover(those(who(aren’t.(

( To(make(a(group(ability(check,(everyone(in(the( group(makes(the(ability(check.(If(at(least(half(the( group(succeeds,(the(whole(group(succeeds.( Otherwise,(the(group(fails.(

( Group(ability(checks(can(come(up(in(a(variety( of(situations,(such(as(when(the(adventurers(try( to(sneak(past(some(sentries(using(Dexterity.(

Skills

Each(ability(covers(a(broad(range(of(capabilities,( including(skills(that(a(character(can(be(proficient( in.(A(skill(represents(a(specific(aspect(of(an( ability(score,(and(a(character’s(proficiency(in(a( skill(demonstrates(a(focus(on(that(aspect.( ( A(Dexterity(check(might,(for(example,(reflect(a( character’s(attempt(to(pull(off(an(acrobatic(stunt,( to(palm(an(object,(or(to(stay(hidden.(Each(of( these(aspects(of(Dexterity(has(an(associated(skill:( Acrobatics,(Sleight(of(Hand,(and(Stealth,( respectively.(So(a(character(who(has(proficiency( in(the(Stealth(skill(is(particularly(good(at( Dexterity(checks(related(to(sneaking(and(hiding.(

The(Skill(List( (

The(skills(related(to(each(ability(score(are(shown( in(the(following(list.((No(skills(are(related(to( Constitution.)(See(an(ability’s(description(for( examples(of(how(to(use(a(skill(associated(with(it.(

Strength'

Athletics!

Dexterity'

Acrobatics!

Sleight!of!Hand!

Stealth!

Intelligence'

Arcana!

History!

Investigation!

Nature!

Religion!

Wisdom'

Animal!Handling!

Insight!

Medicine!

Perception!

Survival!

Charisma'

Deception!

Intimidation!

Performance!

Persuasion!

Using(Skills(in(Play(

Sometimes,(the(DM(might(ask(for(an(ability(check( using(a(specific(skill—for(example,(“Make(a( Wisdom((Perception)(check.”(At(other(times,(a( player(might(ask(the(DM(if(proficiency(in(a( particular(skill(applies(to(a(check.(In(either(case,( proficiency(in(a(skill(means(a(character(can(add( his(or(her(proficiency(bonus(to(ability(checks( that(involve(that(skill.(Without(proficiency(in(the( skill,(the(character(makes(a(normal(ability(check.( ( For(example,(if(a(character(attempts(to(climb( up(a(dangerous(cliff,(the(Dungeon(Master(might( ask(for(a(Strength((Athletics)(check.(If(the( character(is(proficient(in(Athletics,(the( character’s(proficiency(bonus(is(added(to(the( Strength(check.(If(the(character(lacks(that( proficiency,(he(or(she(just(makes(a(Strength( check.(

Using(Each(Ability( Every(task(that(a(character(or(creature(in(the( game(might(attempt(is(covered(by(one(of(the(six( abilities.(This(section(explains(in(more(detail( what(those(abilities(mean(and(the(specific(ways( they(are(used(in(the(game.(

Strength

Strength(measures(bodily(power,(athletic( training,(and(the(extent(to(which(you(can(exert( raw(physical(force.(

Strength(Checks(

A(Strength(check(can(model(any(attempt(to(lift,( push,(pull,(or(break(something,(to(force(your( body(through(a(space,(or(to(otherwise(apply( brute(force(to(a(situation.(Athletics(is(a(broad( category(that(covers(many(applications(of( Strength(checks.(

( ***Athletics.\****Your(Strength((Athletics)(check( covers(difficult(situations(you(encounter(while( climbing,(jumping,(or(swimming.(Examples( include(the(following(activities:(

* You(attempt(to(climb(a(sheer(or(slippery(cliff,( avoid(hazards(while(scaling(a(wall,(or(cling(to(a( surface(while(something(is(trying(to(knock(you( off.(
* You(try(to(jump(an(unusually(long(distance(or( pull(off(a(stunt(midjump.(
* You(struggle(to(swim(or(stay(afloat(in( treacherous(currents,(stormEtossed(waves,(or( areas(of(thick(seaweed.(Or(another(creature( tries(to(push(or(pull(you(underwater(or( otherwise(interfere(with(your(swimming.(

( ***Other\*Strength\*Checks.***(The(DM(might(also( call(for(a(Strength(check(when(you(try(to( accomplish(tasks(like(the(following:(

* Force(open(a(stuck,(locked,(or(barred(door(
* Break(free(of(bonds(
* Push(through(a(tunnel(that(is(too(small(
* Hang(on(to(a(wagon(while(being(dragged( behind(it(
* Tip(over(a(statue(
* Keep(a(boulder(from(rolling(

Attack(Rolls(and(Damage(

You(add(your(Strength(modifier(to(your(attack( roll(and(your(damage(roll(when(attacking(with(a( melee(weapon(such(as(a(mace,(a(battleaxe,(or(a( javelin.(You(use(melee(weapons(to(make(melee( attacks(in(handEtoEhand(combat,(and(some(of( them(can(be(thrown(to(make(a(ranged(attack.(

Lifting(and(Carrying(

Your(Strength(score(determines(the(amount(of( weight(you(can(bear.(The(following(terms(define( what(you(can(lift(or(carry.(

( ***Carrying\*Capacity.\****Your(carrying(capacity(is( your(Strength(score(multiplied(by(15.(This(is(the( weight((in(pounds)(that(you(can(carry.(If(you( carry(more(than(your(carrying(capacity,(your( speed(drops(to(0.(

( ***Push,\*Drag,\*or\*Lift.\****You(can(push,(drag,(or(lift(a( weight(in(pounds(up(to(twice(your(carrying( capacity((or(30(times(your(Strength(score).( While(pushing(or(dragging(weight(in(excess(of( your(carrying(capacity,(your(speed(drops(to(5( feet.(

( ***Size\*and\*Strength.\****Larger(creatures(can(bear( more(weight,(whereas(Tiny(creatures(can(carry( less.(For(each(size(category(above(Medium,( double(the(creature’s(carrying(capacity,( maximum(load,(and(maximum(lift.(For(a(Tiny( creature,(halve(these(weights.(

Variant: Encumbrance

The rules for lifting and carrying are intentionally simple.

Here is a variant for you if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment.

If you are using these optional rules, ignore the

Strength column of the Armor table in chapter 5.

***Encumbered.*** If you carry weight in excess of 5 times your Strength score, up to 10 times your Strength score, you are encumbered, which means that your speed drops by 10 feet.

***Heavily Encumbered.*** If you carry weight in excess of

10 times your Strength score, up to your maximum carrying capacity, you are heavily encumbered, which means that your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Dexterity

Dexterity(measures(physical(agility,(reflexes,( balance,(and(poise.(

Dexterity(Checks(

A(Dexterity(check(can(model(any(task(that( requires(physical(finesse,(agility,(balance,( precision,(or(flexibility.(Acrobatics,(sleight(of( hand,(and(stealth(are(key(aspects(of(Dexterity( that(govern(many(Dexterity(checks.(

**! *Acrobatics.[[4]](#footnote-5)***Your(Dexterity((Acrobatics)(check( covers(your(attempt(to(keep(your(feet(in(a(tricky( situation,(such(as(when(you’re(trying(to(run( across(a(sheet(of(ice,(balance(on(a(tightrope,(or( stay(upright(on(a(rocking(ship’s(deck.(The(DM( might(also(call(for(a(Dexterity((Acrobatics)(check( to(see(if(you(can(perform(acrobatic(stunts,( including(dives,(rolls,(somersaults,(and(flips.( **! *Sleight\*of\*Hand.\****Whenever(you(attempt(an(act( of(legerdemain(or(manual(trickery,(such(as( planting(something(on(someone(else(or( concealing(an(object(on(your(person,(make(a( Dexterity((Sleight(of(Hand)(check.(You(can(also( draw(small(weapons(without(alerting(anyone( that(you(have(done(so,(such(as(when(palming(a( knife(or(sliding(darts(out(of(your(sleeve.(The(DM( might(also(call(for(a(Dexterity((Sleight(of(Hand)( check(to(determine(whether(you(can(lift(a(coin( purse(off(another(person(or(slip(something(out(of( another(person’s(pocket.**!**

( ***Stealth.\****Make(a(Dexterity((Stealth)(check(when( you(attempt(to(conceal(yourself(from(enemies,( slink(past(guards,(slip(away(without(being( noticed,(or(sneak(up(on(someone(without(being( seen(or(heard.((

( ***Other\*Dexterity\*Checks.***(The(DM(might(call(for( a(Dexterity(check(when(you(try(to(accomplish( tasks(like(the(following:(

Attack(Rolls(and(Damage( You(add(your(Dexterity(modifier(to(your(attack( roll(and(your(damage(roll(when(attacking(with(a( ranged(weapon,(such(as(a(sling(or(a(longbow.(

Armor(Class(

Depending(on(the(armor(you(wear,(you(might( add(some(or(all(of(your(Dexterity(modifier(to( your(Armor(Class,(as(described(in(chapter(5.(

Initiative(

At(the(beginning(of(every(combat,(you(roll( initiative(by(making(a(Dexterity(check.(Initiative( determines(the(order(of(creatures’(turns(in( combat,(as(described(in(chapter(9.(

Hiding

When you try to hide from one or more creatures, your Dexterity (Stealth) check is contested by the Wisdom (Perception) check of any creature who might notice you or the Intelligence (Investigation) check of a creature that is actively searching for signs of your presence. You make one Dexterity (Stealth) check for this contest. Use that same check for all such contests you engage in until you are discovered or you stop hiding.

***Stay Quiet and Out of Sight.*** You can’t hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can’t be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

***Wisdom or Intelligence?*** A Wisdom (Perception) check is most appropriate when a creature has no idea that any hidden creature is present and thus no reason to be actively searching, or if the creature is taking a moment to scan its surroundings or listen for movement. You might give yourself away with a muffled cough, a trail of disturbed dust, or some other sign.

An Intelligence (Investigation) check is most appropriate if the creature is specifically searching for clues to your location. The creature might look at the curtains for a telltale bulge, check the floor for footprints, or take some other action to deduce where you are hiding.

Constitution

Constitution(measures(health,(stamina,(and(vital( force.(A(character(with(high(Constitution(can( perform(strenuous(physical(activity(for(a(long( time(without(getting(tired.(

Constitution(Checks(

Constitution(checks(are(uncommon,(because(the( endurance(this(ability(represents(is(largely( passive(rather(than(involving(a(specific(effort(on( the(part(of(a(character(or(monster.(A( Constitution(check(can(model(your(attempt(to( push(beyond(normal(limits,(however.( ( The(DM(might(call(for(a(Constitution(check( when(you(try(to(accomplish(tasks(like(the( following:(

* Hold(your(breath**!**
* March(for(hours(without(rest**!**
* Go(without(sleep**!**
* Survive(without(food(or(water**!**
* Quaff(an(entire(stein(of(ale(in(one(go**!**
* Craft(an(object(of(great(size(or(complexity**!**

Hit(Points(

Your(Constitution(modifier(contributes(to(your( hit(points.(Typically,(you(add(your(Constitution( modifier(to(each(Hit(Die(you(roll(for(your(hit( points.(If(your(Constitution(modifier(increases,( your(hit(point(maximum(goes(up(as(well,(as( though(you(had(applied(the(new(modifier(to(each( Hit(Die(you(rolled(as(you(gained(levels.(

Intelligence

Intelligence(measures(mental(acuity,(recalling( information,(and(the(ability(to(reason.(

Intelligence(Checks(

An(Intelligence(check(comes(into(play(when(you( need(to(draw(on(logic,(education,(memory,(or( deductive(reasoning.(Investigation(is(an( important(aspect(of(Intelligence,(and(a( character’s(ability(to(recall(knowledge(is( encompassed(in(the(fields(of(arcana,(history,( nature,(and(religion.(

( ***Arcana.***(Your(Intelligence((Arcana)(check( measures(your(ability(to(recall(lore(about(spells,( magic(items,(eldritch(symbols,(magical(traditions, the(planes(of(existence,(and(the(inhabitants(of( those(planes.(

( ***History.\****Your(Intelligence((History)(check( measures(your(ability(to(recall(lore(about( historical(events,(legendary(people,(ancient( kingdoms,(past(disputes,(recent(wars,(or(lost( civilizations.(

( ***Investigation.\****When(you(look(around(for(clues( and(make(deductions(based(on(those(clues,(you( make(an(Intelligence((Investigation)(check.(You( might(deduce(the(location(of(a(hidden(object,( discern(from(the(appearance(of(a(wound(what( kind(of(weapon(dealt(it,(or(determine(the( weakest(point(in(a(tunnel(that(could(cause(it(to( collapse.(Poring(through(ancient(scrolls(in(search( of(a(hidden(fragment(of(knowledge(might(also( call(for(an(Intelligence((Investigation)(check.(

( ***Nature.\****Your(Intelligence((Nature)(check( measures(your(ability(to(recall(lore(about(terrain, plants(and(animals,(the(weather,(or(natural( cycles.(

( ***Religion.\****Your(Intelligence((Religion)(check( measures(your(ability(to(recall(lore(about(deities,( rites(and(prayers,(ecclesiastical(hierarchies,(holy( symbols,(or(the(practices(of(secret(cults.(

( ***Other\*Intelligence\*Checks.***(The(DM(might(call( for(an(Intelligence(check(when(you(try(to( accomplish(tasks(like(the(following:(

* Communicate(with(a(creature(without(using( words(
* Estimate(the(value(of(a(precious(item(
* Pull(together(a(disguise(to(pass(as(a(city(guard(
* Forge(a(document(
* Recall(lore(about(a(craft(or(trade(
* Win(a(game(of(skill(

Spellcasting(Ability(

Wizards(use(Intelligence(as(their(spellcasting( ability,(which(helps(determine(the(saving(throw( DCs(of(spells(the(wizard(casts.(

Finding a Hidden Object

When your character searches for a hidden object, such as a secret door or a trap, the DM typically asks you to make an Intelligence (Investigation) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the DM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Intelligence (Investigation) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

Wisdom

Wisdom(reflects(how(attuned(you(are(to(your( surroundings,(representing(general( perceptiveness,(intuition,(insight,(and(other,(less( tangible(senses.(

Wisdom(Checks(

A(Wisdom(check(might(arise(in(situations(that( call(for(intuition,(gut(feelings,(empathy,(or( sensitivity(to(the(environment.(Animal(handling,( insight,(medicine,(perception,(and(survival(are( specific(aspects(of(Wisdom(that(govern(many( Wisdom(checks.(

( ***Animal\*Handling.\****When(there(is(any(question( whether(you(can(calm(down(a(domesticated( animal,(keep(a(mount(from(getting(spooked,(or( intuit(an(animal’s(intentions,(the(DM(might(call( for(a(Wisdom((Animal(Handling)(check.(You(also( make(a(Wisdom((Animal(Handling)(check(to( control(your(mount(when(you(attempt(a(risky( maneuver,(or(to(stay(in(the(saddle(when( something(threatens(to(unhorse(you.(

**! *Insight.\****Your(Wisdom((Insight)(check(decides( whether(you(can(determine(the(true(intentions( of(another(person,(such(as(when(searching(out(a( lie(or(predicting(someone’s(next(move.(Doing(so( involves(gleaning(clues(from(body(language,( speech(habits,(and(changes(in(mannerisms.( ( ***Medicine.\****A(Wisdom((Medicine)(check(lets(you try(to(stabilize(a(dying(companion(or(quickly( diagnose(an(illness(afflicting(him(or(her.(

**! *Perception.\****Your(Wisdom((Perception)(check( lets(you(spot,(hear,(or(otherwise(detect(the( presence(of(something.(It(measures(your(general( awareness(of(your(surroundings(and(the( keenness(of(your(senses.(For(example,(you(might( try(to(hear(a(conversation(through(a(closed(door,( eavesdrop(under(an(open(window,(or(hear( monsters(moving(stealthily(in(the(forest.**!**Or(you( might(try(to(spot(things(that(are(obscured(or( easy(to(miss,(whether(they(are(orcs(lying(in( ambush(on(a(road,(thugs(hiding(in(the(shadows( of(an(alley,(or(candlelight(under(a(closed(secret( door.(

( ***Survival.\****The(DM(might(ask(you(to(make(a( Wisdom((Survival)(check(to(follow(tracks,(hunt( wild(game,(guide(your(party(safely(through( frozen(wastelands,(identify(signs(that(owlbears( live(nearby,(predict(the(weather,(or(avoid( quicksand(and(other(natural(hazards.(

( ***Other\*Wisdom\*Checks.***(The(DM(might(call(for(a( Wisdom(check(when(you(try(to(accomplish(tasks( like(the(following:(

* Figure(out(the(direction(to(a(source(of(moving( air(while(underground(
* Discern(whether(a(seemingly(dead(or(living( creature(is(undead(
* Sense(the(true(direction(of(an(echoing(sound(

Spellcasting(Ability( Clerics,(druids,(and(rangers(use(Wisdom(as(their( spellcasting(ability,(which(helps(determine(the( saving(throw(DCs(of(spells(they(cast.(

Listening at a Door

As adventurers explore a dungeon or a similar environment, one way they can be prepared for dangers ahead is to press an ear to a door in an effort to hear signs of activity beyond. If humanoid creatures are occupying the area, the listener might hear the casual conversation of bored sentries or a fierce argument between two rival chieftains. If a dragon is sleeping on its treasure pile, the listener might hear the rhythmic whisper of its breathing, perhaps punctuated by fiery snorts or the crackle of electricity around its nostrils. When you listen at a door or otherwise try to hear noise in an area, the DM calls for a Wisdom (Perception) check, setting the DC based on the volume of whatever you might hear.

Charisma

Charisma(measures(your(ability(to(interact( favorably(with(others.(It(includes(such(factors(as( confidence,(eloquence,(and(even(appearance.(

Charisma(Checks( A(Charisma(check(might(arise(in(a(situation(that( requires(social(skills,(the(ability(to(influence(or( entertain(others,(or(sheer(force(of(personality.( Many(Charisma(checks(involve(deception,( intimidation,(performance,(and(persuasion.( **! *Deception.[[5]](#footnote-6)***Your(Charisma((Deception)(check( determines(whether(you(can(convincingly(hide( the(truth,(either(verbally(or(through(your(actions. This(deception(can(encompass(everything(from( misleading(others(through(ambiguity(to(telling( outright(lies.(Typical(situations(include(trying(to( fastEtalk(a(guard,(con(a(merchant,(earn(money( through(gambling,(pass(off(a(disguise,(dull( someone’s(suspicions(with(false(assurances,(or( maintain(a(straight(face(while(telling(a(blatant(lie.( **! *Intimidation.\****When(you(attempt(to(influence( someone(through(overt(threats,(hostile(actions,( and(physical(violence,(the(DM(might(ask(you(to( make(a(Charisma((Intimidation)(check.(Examples( include(trying(to(pry(information(out(of(a( prisoner,(convincing(street(thugs(to(back(down( from(a(confrontation,(or(using(the(edge(of(a( broken(bottle(to(convince(a(sneering(vizier(to( reconsider(a(decision.(

( ***Performance.\****Your(Charisma((Performance)( check(determines(how(well(you(can(delight(an( audience(with(music,(dance,(acting,(legerdemain,( storytelling,(or(some(other(form(of( entertainment.(

( ***Persuasion.\****When(you(attempt(to(influence( someone(or(a(group(of(people(with(tact,(social( graces,(or(good(nature,(the(DM(might(ask(you(to( make(a(Charisma((Persuasion)(check.(Typically,( you(use(persuasion(when(acting(in(good(faith,(to( foster(friendships,(make(cordial(requests,(or( exhibit(proper(etiquette.(Examples(of(persuading( others(include(convincing(a(chamberlain(to(let( your(party(see(the(king,(negotiating(peace( between(warring(tribes,(or(inspiring(a(crowd(of( townsfolk.(

( ***Other\*Charisma\*Checks.***(The(DM(might(call(for( a(Charisma(check(when(you(try(to(accomplish( tasks(like(the(following:(

helps(determine(the(saving(throw(DCs(of(spells( they(cast.(

Passive Checks

A passive check is a special kind of ability check that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster. The exploration rules in chapter 8 use passive checks.

***Calculating a Passive Check.*** To determine a character’s total for a passive check, start with 10 and add all the modifiers that would normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5.

For example, if a 1stalevel character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) check of 14.

***Passive Perception.*** The most common passive checks are Wisdom (Perception) checks, so it’s a good idea for the DM to record this number for each character at the start of an adventure. Rather than alert the players that a hidden monster lurks nearby by asking for a Wisdom (Perception) check, the DM can compare the adventurers’ passive Wisdom (Perception) checks to the monster’s Dexterity (Stealth) check.

In certain circumstances, characters might also use passive Intelligence (Investigation) or Dexterity (Stealth) checks, so some DMs like to have these numbers written down in advance as well.

Spellcasting(Ability(

Bards,(paladins,(sorcerers,(and(warlocks(use Charisma(as(their(spellcasting(ability,(which(

Chapter(8:(Adventuring

Delving(into(the(ancient(Tomb(of(Horrors,( slipping(through(the(back(alleys(of(Waterdeep,( hacking(a(fresh(trail(through(the(thick(jungles(on( the(Isle(of(Dread—these(are(the(stuff(of( DUNGEONS(&(DRAGONS(adventures.(Your(character in(the(game(might(explore(forgotten(ruins(and( uncharted(lands,(uncover(dark(secrets(and( sinister(plots,(and(slay(foul(monsters.(And(if(all( goes(well,(your(character(will(survive(to(claim( rich(rewards(before(embarking(on(a(new( adventure.(

( This(chapter(covers(the(basics(of(the( adventuring(life,(from(the(mechanics(of( movement(to(the(complexities(of(social( interaction.(The(rules(for(resting(are(also(in(this( chapter,(along(with(a(discussion(of(the(activities( your(character(might(pursue(between( adventures.(

( Whether(adventurers(are(exploring(a(dusty( dungeon(or(the(complex(relationships(of(a(royal( court,(the(game(follows(a(natural(rhythm,(as( outlined(in(the(book’s(introduction:(

1. ( The(DM(describes(the(environment.(
2. ( The(players(describe(what(they(want(to(do.(
3. ( The(DM(narrates(the(results(of(their(actions,.(

Typically,(the(DM(uses(a(map(as(an(outline(of(the( adventure,(tracking(the(adventurers’(progress(as( they(explore(dungeon(corridors(or(wilderness( regions.(The(DM’s(notes,(including(a(key(to(the( map,(describe(what(the(adventurers(find(as(they( enter(each(new(area.(Sometimes,(the(passage(of( time(and(the(adventurers’(actions(determine( what(happens,(so(the(DM(might(use(a(timeline(or( a(flowchart(to(track(their(progress(instead(of(a( map.(

Time(

The(DM(determines(the(time(a(task(requires.(The DM(might(use(a(different(time(scale(depending( on(the(context(of(the(situation(at(hand.(In(a( dungeon(environment,(the(adventurers’( movement(happens(on(a(scale(of(**minutes**:(it( takes(them(about(a(minute(to(creep(down(a(long( hallway,(another(minute(to(check(for(traps(on( the(door(at(the(end(of(the(hall,(and(a(good(ten( minutes(to(search(the(chamber(beyond(for( anything(interesting(or(valuable.(

( In(a(city(or(wilderness,(a(scale(of(**hours**(is(often( more(appropriate:(adventurers(eager(to(reach( the(lonely(tower(at(the(heart(of(the(forest(hurry( across(those(fifteen(miles(in(just(under(four( hours’(time.(

( For(long(journeys,(a(scale(of(**days**(works(best:( following(the(road(from(Baldur’s(Gate(to( Waterdeep,(the(adventurers(spend(four( uneventful(days(before(a(goblin(ambush( interrupts(their(journey.(

( In(combat(and(other(fastWpaced(situations,(the( game(relies(on(**rounds**,(a(6Wsecond(span(of(time( described(in(chapter(9.(

Movement(

Swimming(across(a(rushing(river,(sneaking(down a(dungeon(corridor,(scaling(a(treacherous( mountain(slope—all(sorts(of(movement(play(a( key(role(in(D&D(adventures.(

( The(DM(can(summarize(the(adventurers’( movement(without(calculating(exact(distances(or( travel(times:(“You(travel(through(the(forest(and( find(the(dungeon(entrance(late(in(the(evening(of( the(third(day.”(Even(in(a(dungeon,(particularly(a( large(dungeon(or(a(cave(network,(the(DM(can( summarize(movement(between(encounters:( “After(killing(the(guardian(at(the(entrance(to(the( ancient(dwarven(stronghold,(your(map(leads(you( through(miles(of(echoing(corridors(to(a(chasm( bridged(by(a(narrow(stone(arch.”(

( Sometimes(it’s(important,(though,(to(know( how(long(it(takes(to(get(from(one(spot(to(another, whether(the(answer(is(in(days,(hours,(or(minutes. The(rules(for(determining(travel(time(depend(on( two(factors:(the(speed(and(travel(pace(of(the( creatures(moving(and(the(terrain(they’re(moving( over.(

Speed

monster(can(walk(in(1(round.(This(number( assumes(short(bursts(of(energetic(movement(in( the(midst(of(a(lifeWthreatening(situation.((

( The(following(rules(determine(how(far(a( character(or(monster(can(move(in(a(minute,(an( hour,(or(a(day.(

Travel(Pace(

While(traveling,(a(group(of(adventurers(can( move(at(a(normal,(fast,(or(slow(pace,(as(shown(on the(Travel(Pace(table.(The(table(states(how(far( they(can(move(in(a(period(of(time(and(whether( the(pace(has(any(effect.(A(fast(pace(makes( characters(less(perceptive,(while(a(slow(pace( makes(it(possible(to(sneak(around(and(to(search( an(area(more(carefully((see(the(“Activity(While( Traveling”(section(later(in(this(chapter(for(more( information).(

***! Forced!March.!***The(Travel(Pace(table(assumes( that(characters(travel(for(8(hours(in(day.(They( can(push(on(beyond(that(limit,(at(the(risk(of( exhaustion.(For(each(additional(hour(of(travel( beyond(8(hours,(the(characters(cover(the( distance(shown(in(the(Hour(column(for(their( pace,(and(each(character(must(make(a(

Constitution(saving(throw(at(the(end(of(the(hour.( The(DC(is(10(+(1(for(each(hour(past(8(hours.(On(a( failed(saving(throw,(a(character(suffers(one(level( of(exhaustion((see(the(appendix).(

( ***Mounts!and!Vehicles.***(For(short(spans(of(time( (up(to(an(hour),(many(animals(move(much(faster( than(humanoids.(A(mounted(character(can(ride( at(a(gallop(for(about(an(hour,(covering(twice(the( usual(distance(for(a(fast(pace.(If(fresh(mounts(are( available(every(8(to(10(miles,(characters(can( cover(larger(distances(at(this(pace,(but(this(is( very(rare(except(in(large(civilized(areas.(

( Characters(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((shown(in(chapter(5),(and(they(don’t( suffer(penalties(for(a(fast(pace(or(gain(benefits( from(a(slow(pace.(

Travel'Pace

**Distance Traveled per...**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Pace'** | **Minute'** | **Hour'** | **Day'** | **Effect'** |
| Fast! | 400!feet! | 4!miles! | 30!miles! | -5!penalty!to!passive!Wisdom!checks! |
| Normal! | 300!feet! | 3!miles! | 24!miles! | —! |
| Slow! | 200!feet! | 2!miles! | 18!miles! | Able!to!use!stealth!and!passive!investigation |

Difficult(Terrain(

The(travel(speeds(given(in(the(Travel(Pace(table( assume(relatively(simple(terrain:(roads,(open( plains,(or(clear(dungeon(corridors.(But( adventurers(often(face(dense(forests,(deep( swamps,(rubbleWfilled(ruins,(steep(mountains,( and(iceWcovered(ground—all(considered(difficult( terrain.(

( You(move(at(half(speed(in(difficult(terrain— moving(1(foot(in(difficult(terrain(costs(2(feet(of( speed—so(you(can(cover(only(half(the(normal( distance(in(a(minute,(an(hour,(or(a(day.(

Special Types ofMovement

climb,(crawl,(swim,(or(jump(to(get(where(they( need(to(go.(

Climbing,(Swimming,(and(Crawling( You(move(at(half(speed(while(you(climb,(crawl,( or(swim.(At(the(DM’s(option,(climbing(a(slippery( vertical(surface(or(one(with(few(handholds( requires(a(successful(Strength((Athletics)(check.( Similarly,(gaining(any(distance(in(rough(water( might(require(a(successful(Strength((Athletics)( check.(

Jumping(

Your(Strength(determines(how(far(you(can(jump. ( ***Long!Jump.***(When(you(make(a(long(jump,(you( cover(a(number(of(feet(up(to(your(Strength(score( with(a(running(start(of(at(least(10(feet((you(must( move(at(least(10(feet(on(foot(immediately(before( making(the(jump).(When(you(make(a(standing( long(jump,(you(can(leap(only(half(that(distance.( Either(way,(each(foot(you(clear(on(the(jump(costs( a(foot(of(your(speed.(

( This(rule(assumes(that(the(height(of(your(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(it.(

( To(land(on(your(feet(in(difficult(terrain,(you( must(succeed(on(a(DC(10(Dexterity((Acrobatics)( check.(Otherwise,(you(land(prone.(

( ***High!Jump.***(When(you(make(a(high(jump,(you( leap(into(the(air(a(number(of(feet(equal(to(3(+( your(Strength(modifier(with(a(running(start(of(at( least(10(feet((you(must(move(at(least(10(feet(on( foot(immediately(before(making(the(jump).( When(you(make(a(standing(high(jump,(you(can( jump(only(a(number(of(feet(up(to(your(Strength( modifier((minimum(1).(Either(way,(each(foot(you( clear(on(the(jump(costs(a(foot(of(your(speed.( ( You(can(extend(your(arms(half(your(height( above(yourself(during(the(jump.(Thus,(you(can( reach(above(you(a(distance(equal(to(the(height(of( the jump plus 1% times your height.

Activity While Traveling

As an adventuring party travels through a dungeon or the wilds, they need to remain alert for danger, and some characters might perform other tasks to help the group’s journey.

Marching Order

A party should establish a marching order. A character might occupy the front rank, an amorphous middle rank, or the back rank. The members of the front and back ranks need enough room to travel abreast with others in their rank. When space is too tight, the marching order must change, usually by moving characters to the middle rank.

***Fewer!Than!Three!Ranks.!***A character traveling alone is effectively in the front rank. When two characters travel together, they can walk side by side, so they’re both in the front rank, or one after another, making one character the front and the other the back rank.

If a larger group has enough room to travel abreast, everyone can occupy the front rank.

If a group is missing its back rank, use the front rank’s passive Wisdom Perception) check to detect hidden creatures that approach from the rear.

Splitting Up the Party

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed.

The drawback to this approach is that the party will be split into several, smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. A rogue and a monk moving at a slow pace are much harder to detect when they leave their dwarf paladin friend behind.

Each group has its own ranks and passive checks.

Stealth

While traveling at a slow pace, the characters move stealthily, giving them a chance to surprise or sneak by other creatures. Each member of the group makes a passive Dexterity Stealth) check. As long as the group isn’t traveling entirely in the open, other creatures must succeed on a Wisdom Perception) check to notice a member of the group. A creature might detect some, but not all, members of the stealthy group.

Noticing Threats

A character in the front rank focuses on detecting danger that lies ahead, while a character in the back rank keeps watch behind the group. The DM uses the highest passive Wisdom Perception) check among the characters in a given rank to determine whether the group notices—by sight, sound, or smell— any hidden creatures in the appropriate direction.

***Traveling!at!a!Fast!Pace.!***While traveling at a fast pace, adventurers take a -5 penalty to their passive Wisdom Perception) checks. Focusing on speed makes them less aware of hidden dangers around them.

***Encountering!Creatures.*** If the DM determines that the adventurers encounter other(creatures(while(they’re(traveling,(it’s(up(to( both(groups(to(decide(what(happens(next.(Either( group(might(decide(to(attack,(initiate(a( conversation,(run(away,(or(wait(to(see(what(the( other(group(does.(

( ***Surprising!Foes.!***If(the(adventurers(encounter( a(hostile(creature(or(group,(the(DM(determines( whether(the(adventurers(or(their(foes(might(be( surprised(when(combat(erupts.(See(chapter(9(for more(about(surprise.(

Other(Activities(

Characters(in(the(middle(ranks((are(not(focused( on(watching(for(danger(so(they(can(turn(their( attention(to(other(tasks(as(the(group(travels.( These(characters(don’t(contribute(their(passive( Wisdom((Perception)(checks(to(the(group’s( chance(of(noticing(hidden(threats.(

( ***Foraging.!***A(character(can(forage(for(food(and( water.(The(character(makes(a(Wisdom((Survival) check(each(day.(The(*Dungeon'Master’s'Guide*( provides(complete(rules(for(foraging.(

( ***Making!a!Map.***(A(character(can(make(a(map(to( record(the(group’s(progress,(which(can(help( them(get(back(on(course(if(they(get(lost.(No( ability(check(is(required.(

( ***Navigating.!***A(character(can(navigate(to(make( sure(the(group(doesn’t(get(lost.(The(character( makes(a(Wisdom((Survival)(check(at(the(start(of( each(day’s(travel.(The(*Dungeon'Master’s'Guide'* has(rules(to(determine(whether(the(group(gets( lost.(

( ***Searching.!***While(traveling(at(a(slow(pace((see( “Travel(Pace”),(a(character(can(search(the(area( for(traps,(secret(doors,(hidden(inscriptions,(cave( mouths,(dungeon(entrances,(or(other(hidden( objects.(The(character(makes(a(passive(

Intelligence((Investigation)(check,(which(the(DM( uses(to(determine(whether(the(character(finds( anything(hidden(along(the(way.(

( ***Tracking.!***A(character(can(follow(the(tracks(of( another(creature(as(the(group(travels.(The( character(makes(a(Wisdom((Survival)(check(at( appropriate(intervals,(as(determined(by(the(DM.( The(*Dungeon'Master’s'Guide*(includes(rules(for( tracking.(

The(Environment( By(its(nature,(adventuring(involves(venturing( into(places(that(are(dark,(dangerous,(and(full(of( mysteries(to(be(explored.(The(rules(in(this( section(cover(some(of(the(most(important(ways( in(which(adventurers(interact(with(the( environment(in(this(places.(The(*Dungeon' Master’s'Guide*(has(additional(rules(covering( more(unusual(situations.(

Falling

A(fall(from(a(great(height(is(one(of(the(most( common(hazards(facing(an(adventurer.( ( At(the(end(of(a(fall,(a(creature(takes(1d6( bludgeoning(damage(for(every(10(feet(it(fell,(to(a( maximum(of(20d6.(The(creature(lands(prone,( unless(it(avoids(taking(damage(from(the(fall.(

Suffocating

A(creature(can(hold(its(breath(for(a(number(of( minutes(equal(to(1(+(its(Constitution(modifier( (for(a(minimum(of(30(seconds).(

( A(creature(that(runs(out(of(breath(when(no(air( is(available(starts(suffocating.(It(drops(to(0(hit( points(at(the(start(of(its(turn(if(it(has(been( suffocating(for(a(number(of(rounds(equal(to(its( Constitution(modifier((minimum(of(1(round).(A( creature(can’t(be(stabilized(or(regain(hit(points( until(it(breathes.(

( For(example,(a(creature(with(a(Constitution(of( 14(can(hold(its(breath(for(3(minutes.(If(it(starts( suffocating,(it(has(2(rounds(to(reach(air(before(it( drops(to(0(hit(points.(

Vision and Light

The(most(fundamental(tasks(of(adventuring— noticing(danger,(finding(hidden(objects,(hitting( an(enemy(in(combat,(and(targeting(a(spell,(to( name(just(a(few—rely(heavily(on(a(character’s( ability(to(see.(Darkness(and(other(effects(that( obscure(vision(can(prove(a(significant(hindrance. ( A(given(area(might(be(lightly(or(heavily( obscured.(In(a(**lightly0obscured**(area,(such(as dim(light,(patchy(fog,(or(moderate(foliage,( creatures(have(disadvantage(on(Wisdom( (Perception)(checks(that(rely(on(sight.(

( A(**heavily0obscured**(area—such(as(darkness,( opaque(fog,(or(dense(foliage—blocks(vision( entirely.(A(creature(in(a(heavily(obscured(area( effectively(suffers(from(the(blinded(condition( (see(the(appendix).(

( The(presence(or(absence(of(light(in(an( environment(creates(three(categories(of( illumination:(bright(light,(dim(light,(and(darkness. ( **Bright0light**(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.(

( **Dim0light**,(also(called(shadows,(creates(a( lightly(obscured(area.(An(area(of(dim(light(is( usually(a(boundary(between(a(source(of(bright( light,(such(as(a(torch,(and(surrounding(darkness.( The(soft(light(of(twilight(and(dawn(also(counts(as( dim(light.(A(particularly(brilliant(full(moon(may( cover(the(land(beneath(in(dim(light.(

( **Darkness0**creates(a(heavily(obscured(area.( Characters(face(darkness(outdoors(at(night((even( most(moonlit(nights),(within(the(confines(of(an( unlit(dungeon(or(a(subterranean(vault,(or(in(an( area(of(magical(darkness.(

Darkvision(

Many(creatures(in(the(worlds(of(D&D,(especially( those(that(dwell(underground,(have(darkvision.( Within(a(specified(range,(a(creature(with( darkvision(can(see(in(darkness(as(if(the(darkness( were(dim(light,(so(areas(of(darkness(are(only( lightly(obscured(as(far(as(that(creature(is( concerned.(However,(the(creature(can’t(discern( color(in(darkness,(only(shades(of(gray.(

Food and Drink

On(long(journeys,(carrying(enough(food(and( water(is(critical(to(survival.(Characters(who(run( short(of(either(suffer(the(effects(of(exhaustion( (see(the(appendix).((

Water(

Characters(need(one(gallon(of(water(per(day(or( two(gallons(each(day(if(the(weather(is(hot.(A( character(who(drinks(only(half(that(much(water( must(succeed(on(a(DC(10(Constitution(saving( throw(or(suffer(one(level(of(exhaustion(at(the( end(of(the(day.(A(character(with(access(to(even( less(water(automatically(suffers(one(level(of( exhaustion(at(the(end(of(the(day.(

( If(the(character(already(has(one(or(more(levels( of(exhaustion,(the(character(takes(two(levels(in( either(case.(

Food(

A(character(needs(one(pound(of(food(each(day.(A( character(can(go(without(food(for(a(number(of( days(equal(to(3(+(his(or(her(Constitution(modifier. At(the(end(of(each(day(beyond(that(limit,(a( character(automatically(suffers(one(level(of( exhaustion.(

( Characters(can(make(food(last(longer(by( subsisting(on(half(rations.(Eating(half(a(pound(of( food(in(a(day(counts(as(half(a(day(without(food.( At(the(end(of(each(day(with(half(rations,(a( character(must(succeed(on(a(DC(10(Constitution( saving(throw(or(suffer(a(level(of(exhaustion.( ( (A(normal(day(of(eating(resets(the(count(of( days(without(food(to(zero.(

Interacting with Objects

A(pile(of(rubble(blocks(the(entrance(to(a(dungeon. The(bridge(over(a(rushing(river(sways(in(the( wind.(A(hand(crank(raises(or(lowers(an(iron( portcullis.((

( A(character’s(interaction(with(the(wide(variety( of(objects,(items,(and(contraptions(in(an( environment(is(often(simple(to(resolve(in(the( game.(The(player(tells(the(DM(that(his(or(her( character(is(moving(the(lever(on(the(right,(and( the(DM(describes(what(happens((if(anything).( The(lever(might(be(part(of(a(puzzle(that(requires( several(levers(to(be(pulled(in(the(right(order(to( stop(the(room(from(filling(with(water.(Such(a( puzzle(can(test(players’(ingenuity(to(the(limit,(but( rules(aren’t(necessary(for(pulling(a(lever.(The( player(simply(tell(the(DM(which(lever(the( character(pulls.(

( If(a(lever(is(rusted(in(position,(though,(a( character(might(need(to(force(it.(In(such(a( situation,(the(DM(might(call(for(a(Strength(check( to(see(whether(the(character(can(wrench(the( lever(into(place.(

( A(character(who(attempts(to(break(an(object( attacks(it(with(a(weapon(or(spell,(making(an( attack(as(described(in(chapter(9.(An(object,(just( like(a(creature,(has(an(Armor(Class(and(hit(points, provided(by(the(DM.(When(an(object(drops(to(0( hit(points,(it(breaks.(

( A(character(can(also(attempt(a(Strength(check( to(break(an(object.(The(DC(of(this(check(equals( the(object’s(current(hit(points.(

Social(Interaction(

Exploring(dungeons,(overcoming(obstacles,(and( slaying(monsters(are(key(parts(of(D&D( adventures,(but(no(less(important(are(the(social( interactions(that(adventurers(have(with(other( people(and(monsters(in(the(world.((

( Interaction(takes(on(many(forms.(You(might( need(to(convince(a(merchant(to(reveal(the( secrets(of(a(thieves’(guild,(or(you(might(try(to( flatter(a(dragon(so(that(it(will(spare(your(life.(In( every(case,(the(DM(takes(on(the(role(of(any( characters(who(are(participating(in(the( conversation(but(don’t(belong(to(another(player( at(the(table.(These(characters(are(called( nonplayer(characters((NPCs).(

( In(general(terms,(an(NPC’s(attitude(toward(you is(described(as(friendly,(indifferent,(or(hostile.( Friendly(NPCs(are(predisposed(to(help(you,(and( hostile(ones(are(inclined(to(get(in(your(way.(It’s( easier(to(get(what(you(want(from(a(friendly(NPC,( of(course.(

( There(are(two(primary(aspects(to(social( interactions:(roleplaying(and(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.(

( While(roleplaying(is(a(part(of(every(aspect(of( the(game,(it(comes(to(the(fore(during(social( interactions.(Your(character’s(quirks,( mannerisms,(and(personality(influence(how( interactions(resolve.(

( You(can(roleplay(a(character(in(one(of(two( ways:(a(descriptive(approach(and(an(active( approach.(Most(players(use(a(combination(of(the( two(styles;(you(should(use(whichever(mix(of(the( two(works(best(for(you.(

Descriptive(Roleplaying( With(this(approach,(you(describe(your( character’s(words(and(actions(to(the(DM(and(the( other(players.(Drawing(on(your(mental(image(of( your(character,(you(tell(everyone(what(your( character(does(and,(more(importantly,(how(he(or she(does(it.(

( For(instance,(Chris(plays(Tordek(the(dwarf.( Tordek(has(a(quick(temper(and(blames(the(elves( of(the(Cloakwood(for(his(family’s(misfortune.(At( a(tavern,(an(obnoxious(elf(minstrel(sits(at( Tordek’s(table(and(tries(to(strike(up(a( conversation(with(the(dwarf.(

( Chris(says,(“Tordek(spits(on(the(floor,(growls( an(insult(at(the(bard,(and(stomps(over(to(the(bar.( He(sits(on(a(stool(and(glares(at(the(minstrel( before(ordering(another(drink.”(

( In(this(example,(Chris(has(conveyed(Tordek’s( mood(and(given(the(DM(a(clear(idea(of(his( character’s(mood(and(actions.(

( When(using(descriptive(roleplaying,(keep(the( following(things(in(mind:(

* Describe(your(character’s(emotions(and( attitude.(
* Focus(on(your(character’s(intent(and(how( others(might(perceive(it.(
* Provide(as(much(embellishment(as(you(feel( comfortable(with.(

( Don’t(worry(about(getting(things(exactly(right.( Just(focus(on(thinking(about(what(your(character( would(do(and(describing(what(you(see(in(your( mind.(

Active(Roleplaying(

Descriptive(roleplaying(tells(your(DM(and(your( fellow(players(what(your(character(thinks(and( does;(active(roleplaying(shows(them.(

( When(you(use(active(roleplaying,(you(speak( with(your(character’s(voice,(like(an(actor(taking( on(a(role.(You(might(even(echo(your(character’s( movements(and(body(language.(

( This(approach(is(more(immersive(than( descriptive(roleplaying,(but(it(requires(a(bit( more(work.(You(also(still(need(to(describe(things( that(you(couldn’t(reasonably(act(out.(

( Going(back(to(the(example(of(Chris(roleplaying( Tordek(above,(here’s(how(the(scene(might(play( out(if(Chris(used(active(roleplaying:(

( Speaking(as(Tordek,(Chris(says(in(a(gruff,(deep( voice,(“I(was(wondering(why(it(suddenly(smelled( awful(in(here.(If(I(wanted(to(hear(anything(out(of( you,(I’d(snap(your(arm(and(enjoy(your(screams.”( In(his(normal(voice,(he(then(adds,(“I(get(up,(glare( at(the(elf,(and(head(to(the(bar.”(

Results(of(Roleplaying(

The(DM(uses(your(character’s(actions(and( attitudes(to(determine(how(an(NPC(reacts.(A( cowardly(NPC(buckles(under(threats(of(violence.( A(stubborn(dwarf(refuses(to(let(anyone(badger( her.(A(vain(dragon(laps(up(flattery.(

( When(interacting(with(an(NPC,(pay(close( attention(to(the(DM’s(portrayal(of(the(character’s( mood,(dialogue,(and(personality.(If(you(can,( gather(information(about(an(NPC(ahead(of(an( interaction.(By(learning(what(motivates(the(NPC,( you(might(be(able(to(shift(his(or(her(attitude(in( your(favor.(Specifically,(you(might(be(able(to( determine(an(NPC’s(personality(traits,(ideals,( flaws,(and(bonds(and(play(on(them(to(influence( the(NPC’s(attitude.(

( Interactions(in(D&D(are(much(like(interactions( in(real(life.(If(you(can(offer(NPCs(something(they( want,(threaten(them(with(something(they(fear,( or(play(on(their(sympathies(and(goals,(you(can( use(words(to(get(almost(anything(you(want.(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(fall(short.(

Ability Checks

In(addition(to(roleplaying,(ability(checks(are(key( in(determining(the(outcome(of(an(interaction.( ( Your(efforts(at(roleplaying(can(alter(an(NPC’s( attitude,(but(there(might(still(be(an(element(of( chance(in(the(situation.(Your(DM(can(call(for(a( Charisma(check(at(any(point(during(an( interaction(if(he(or(she(wants(the(dice(to(play(a( role(in(determining(an(NPC’s(reactions.(Or(the( DM(might(call(for(a(Wisdom((Insight)(check(to( measure(your(success(in(identifying(the(NPC’s( character(traits.(Other(checks(might(be( appropriate(in(certain(situations,(at(your(DM’s( discretion.(

( It’s(a(good(idea(to(pay(attention(to(your(skill( proficiencies(when(thinking(of(how(you(want(to( approach(an(NPC.(Stack(the(deck(in(your(favor(by( using(an(approach(that(relies(on(your(best( bonuses(and(skills.(If(the(group(needs(to(trick(a( guard(into(letting(them(into(a(castle,(the(rogue( who(is(proficient(in(Deception(is(the(best(bet(to( lead(the(discussion.(When(negotiating(for(a( hostage’s(release,(the(cleric(with(Persuasion( should(do(most(of(the(talking.(

Resting(

Heroic(though(they(are,(adventurers(can’t(spend( every(hour(of(every(day(in(the(thick(of( exploration,(interaction,(and(combat.(They(need( rest—time(to(sleep(and(eat,(tend(the(wounds( they’ve(suffered,(refresh(their(minds(and(spirits( for(spellcasting,(and(brace(themselves(for(further adventure.((

( Adventurers(can(take(short(rests(in(the(midst( of(an(adventuring(day(and(a(long(rest(to(end(the( day.(

Short Rest

A(short(rest(is(a(period(of(downtime,(at(least(1( hour(long,(during(which(characters(catch(their( breath,(eat,(drink,(and(tend(to(their(wounds.( ( A(character(can(spend(one(or(more(Hit(Dice( during(a(short(rest,(up(to(the(character’s( maximum(number(of(Hit(Dice.(For(each(Hit(Die( spent(in(this(way,(the(player(rolls(the(die(and( adds(the(character’s(Constitution(modifier(to(it.( The(character(regains(hit(points(equal(to(the( total.(The(player(can(decide(to(spend(an( additional(Hit(Die(after(each(roll.(Once(all(Hit( Dice(are(spent,(the(character(must(finish(a(long( rest(to(regain(them.(

Long Rest

A(long(rest(is(a(period(of(extended(downtime,(at( least(8(hours(long,(during(which(characters(sleep( or(perform(light(activity:(reading,(talking,(eating,( or(standing(watch(for(no(more(than(2(hours(of( the(rest(period.(If(the(rest(is(interrupted(by(a( long(period(of(strenuous(activity—at(least(an( hour(of(walking,(fighting,(casting(spells,(or( similar(adventuring(activity—the(characters( must(begin(the(rest(again(to(gain(any(benefit( from(it.(

( A(character(must(have(at(least(1(hit(point(to( take(a(long(rest.(At(the(end(of(the(rest,(the( character(regains(all(lost(hit(points(and(half(of( the(character’s(maximum(number(of(Hit(Dice( (round(up).(

( A(character(can’t(benefit(from(more(than(one( long(rest(in(a(24Whour(period.(

Between(Adventures( Between(trips(to(dungeons(and(battles(against( ancient(evils,(adventurers(need(time(to(rest,( recuperate,(and(prepare(for(their(next(adventure. Many(adventurers(also(use(this(time(to(perform( other(tasks,(such(as(crafting(arms(and(armor,( performing(research,(or(spending(their(hardW earned(gold.(

( In(some(cases,(the(passage(of(time(is( something(that(occurs(with(little(fanfare(or( description.(When(starting(a(new(adventure,(the( DM(might(simply(declare(that(a(certain(amount( of(time(has(passed(and(allow(you(to(describe(in( general(terms(what(your(character(has(been( doing.(At(other(times,(the(DM(might(want(to(keep( track(of(just(how(much(time(is(passing(as(events( beyond(your(perception(stay(in(motion.(

Lifestyle Expenses

While(not(out(in(the(world(going(on(adventures,( you(still(do(the(dayWtoWday(things(that(everyone( else(in(the(world(does.(Of(course,(how(you(do(so( and(how(well(you(do(it(depend(on(how(much( gold(you(have(to(spend.(

( For(each(week(that(passes(between(adventures,( you(choose(a(particular(quality(of(lifestyle(and( pay(the(perWweek(cost(of(maintaining(that( lifestyle((described(in(chapter(5).((

( Though(most(of(the(time(this(doesn’t(have(a( huge(effect(on(your(character,(occasionally(your( lifestyle(can(affect(the(way(other(individuals(and( groups(react(to(you.(For(example,(when(you(lead( an(aristocratic(lifestyle,(it(might(be(easier(for(you( to(influence(the(nobles(of(the(city(than(if(you(live( in(poverty.(

Downtime Activities

Long(periods(of(time(between(adventures(are( often(measured(in(weeks.(The(DM(might(ask(you( what(your(character(is(doing(each(week.(Your( character’s(background,(ambitions,(and(the( things(that(have(happened(up(to(this(point(in(the( campaign(should(inform(your(character’s( activities.((

( Below(are(several(examples(of(things(that(your( character(can(do(between(adventures.(You(can( use(these(options(for(inspiration(or(invent(your( own.(Your(DM(might(have(some(suggestions( based(on(where(your(character(is(in(the(world(or( on(the(nature(of(the(campaign.(

Crafting(

You(can(craft(nonmagical(objects,(from( adventuring(equipment(to(works(of(art.(You( must(be(proficient(with(tools(related(to(the( object(you(are(trying(to(create((typically(artisan’s tools).(You(might(also(need(access(to(special( materials(or(locations(necessary(to(create(it.(For( example,(someone(proficient(with(blacksmith’s( tools(needs(a(forge(in(order(to(craft(a(new(sword.( ( Each(week,(you(can(craft(up(to(100(gp((market( value)(worth(of(objects,(expending(raw(materials( worth(half(the(object’s(cost.(If(something(you( want(to(create(has(a(market(value(greater(than( 100(gp,(you(make(progress(each(week(in(100(gp( increments(until(you(reach(the(market(value(of( the(item.(Thus,(if(something(you(want(to(make( has(a(market(value(of(300(gp,(it(takes(3(weeks(to( craft(it.(

( Multiple(characters(can(combine(their(efforts( toward(the(crafting(of(a(single(item,(provided( that(the(characters(are(also(proficient(with(the( requisite(tools,(with(each(character(contributing( 100(gp(worth(of(effort(each(week(spent(helping( to(craft(the(item.(

Performing(Research(

The(time(between(adventures(is(a(great(chance( to(perform(research,(gaining(insight(into( mysteries(that(have(unfurled(over(the(course(of( the(campaign.(Research(can(include(poring(over( dusty(tomes(and(crumbling(scrolls(in(the(nearest( library(or(buying(drinks(for(the(locals(to(pick(up( rumors(and(gossip.(

( When(you(begin(your(research,(the(DM( determines(whether(the(information(is(available,( how(long(it(will(take(to(find(it,(and(whether(there( are(any(restrictions(on(your(research((such(as( needing(to(seek(out(a(specific(individual,(tome,( or(location).(The(DM(might(also(require(you(to( make(one(or(more(ability(checks,(such(as(an(

Intelligence((Investigation)(check(to(find(clues( pointing(toward(the(information(you(seek,(or(a( Charisma((Persuasion)(check(to(secure( someone’s(aid.(Once(those(conditions(are(met,( you(learn(the(information(if(it(is(available.(

( For(each(week(of(research,(you(must(spend(5( gp(in(bribes,(drinks(purchased,(fees(paid(to(local( sages,(and(so(on.(

Recuperating(

Adventuring(can(be(dangerous(business,(and(you( might(find(yourself(troubled(with(injuries(and( maladies(as(a(result.(You(can(use(the(time( between(adventures(to(focus(your(efforts(on( getting(better,(healing(any(longWterm(wounds,(or( recovering(from(illnesses.(

( You(have(advantage(on(any(saving(throws(you( make(against(diseases,(poisons,(and(other( afflictions(while(recuperating.(

Training(

You(can(spend(time(between(adventures( learning(a(new(language(or(training(with(a(set(of( tools.(Your(DM(might(also(make(additional( training(options(available(to(you.(

( You(must(find(an(instructor(willing(to(teach( you.(Training(costs(10(gp(per(week(in(expenses,( covering(both(the(teacher’s(time(and(the(supplies you(need.(After(you(spend(a(total(of(50(weeks( training(with(one(language(or(tool,(you(learn(that( language(or(become(proficient(with(that(tool.( Weeks(spent(training(don’t(need(to(be( consecutive;(you(can(study(off(and(on(between( adventures(over(a(year(or(more,(as(long(as(you( spend(50(weeks(total.(

Practicing(a(Profession(

You(can(spend(the(time(between(adventures( working,(allowing(you(to(maintain(a(lifestyle( appropriate(to(the(job(you(are(performing.( During(a(week(you(spend(working,(you(earn( enough(money(to(cover(the(costs(of(your(lifestyle( expenses.(Over(time(you(might(also(establish(a( reputation(for(yourself(as(a(master(of(a( particular(profession,(as(others(see(the(fruits(of( your(labor.(

( At(a(minimum,(you(earn(enough(money(to( cover(a(poor(lifestyle,(performing(menial(labor( or(other(unskilled(work.(If(you(are(a(member(of( an(organization(that(can(provide(gainful( employment,(such(as(a(temple(or(a(thieves’(guild, you(earn(enough(to(cover(a(modest(lifestyle.(If( you(are(proficient(with(artisan’s(tools,(with(a( musical(instrument,(or(in(the(Performance(skill,( you(earn(enough(to(pay(for(a(comfortable( lifestyle.(Certain(background(features(might( allow(you(to(earn(enough(to(cover(a(more(lavish( lifestyle.(

Chapter(9:"Combat

The!clatter!of!a!sword!striking!against!a!shield.! The!terrible!rending!sound!as!monstrous!claws! tear!through!armor.!A!brilliant!flash!of!light!as!a! ball!of!flame!blossoms!from!a!wizard’s!spell.!The! sharp!tang!of!blood!in!the!air,!cutting!through! the!stench!of!vile!monsters.!Roars!of!fury,!shouts! of!triumph,!cries!of!pain.!Combat!in!D&D!can!be! chaotic,!deadly,!and!thrilling.!

! This!chapter!provides!the!rules!you!need!for! your!characters!and!monsters!to!engage!in! combat,!whether!it!is!a!brief!skirmish!or!an! extended!conflict!in!a!dungeon!or!on!a!field!of! battle.!Throughout!this!chapter,!the!rules! address!you,!the!player!or!Dungeon!Master.!The! Dungeon!Master!controls!all!the!monsters!and! nonplayer!characters!(NPCs)!involved!in!combat,! and!each!other!player!controls!his!or!her! adventurer,!or!player!character.!“You”!can!also! mean!the!character!or!monster!that!you!control.!

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!the!chaos!of!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!a!combat!

encounter,!when!everyone!rolls!initiative.!Once! everyone!has!taken!a!turn,!the!fight!continues!to! the!next!round!if!neither!side!has!defeated!the! other.!

Combat Step by Step

1. **Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The DM decides 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.
3. **Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants’ turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until one side stops fighting.

Surprise

A!band!of!adventurers!sneaks!up!on!a!bandit! camp,!springing!from!the!trees!to!attack!them.!A! gelatinous!cube!glides!down!a!dungeon!passage,! unnoticed!by!the!adventurers!until!the!cube! engulfs!one!of!them.!In!these!situations,!one!side! of!the!battle!gains!surprise!over!the!other.!

! If!you’re!surprised,!you!lose!your!turn!during! the!first!round!of!combat.!

! The!DM!determines!who!might!be!surprised.!If! neither!side!tries!to!be!stealthy,!they!

automatically!notice!each!other.!Otherwise,!the! DM!compares!the!passive!Dexterity!(Stealth)! checks!of!the!hiding!party!with!the!passive! Wisdom!(Perception)!checks!of!the!other!group.! Any!character!or!monster!that!doesn’t!notice!a! threat!is!surprised!at!the!start!of!the!encounter.! ! A!member!of!a!group!of!characters!or! monsters!can!be!surprised!even!if!the!other! members!aren’t.!

Initiative

Initiative!determines!the!order!of!turns!during! combat.!When!combat!starts,!every!participant! makes!a!Dexterity!check!to!determine!their!place in!the!initiative!order.!The!DM!makes!one!roll!for! an!entire!group!of!identical!creatures,!so!each! member!of!the!group!acts!at!the!same!time.!

! The!DM!ranks!the!combatants!in!order!from! the!one!with!the!highest!initiative!result!to!the! one!with!the!lowest.!This!is!the!order!(called!the! initiative!order)!in!which!they!act!during!each! round.!The!initiative!order!remains!the!same! from!round!to!round.!

! If!a!tie!occurs,!the!DM!decides!the!order!among tied!DMPcontrolled!creatures,!and!the!players! decide!the!order!among!their!tied!characters.! The!DM!can!decide!the!order!if!the!tie!is!between! a!monster!and!a!player!character.!Optionally,!the! DM!can!have!the!tied!characters!and!monsters! each!roll!a!d20!to!determine!the!order,!highest! roll!going!first.!

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!most!common!actions!you!can!take!are! described!in!the!“Actions!in!Combat”!section! later!in!this!chapter.!Many!class!features!and! other!abilities!provide!additional!options!for! your!action.!

! The!“Movement!and!Position”!section!gives!the! rules!for!your!move.!

! You!can!forgo!moving,!taking!an!action,!or! doing!anything!at!all!on!your!turn.!If!you!can’t! decide!what!to!do!on!your!turn,!consider!using! your!action!to!dodge!or!ready!an!action,!as! described!in!“Actions!in!Combat.”!

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!only!one!bonus!action!per!turn,! so!you!must!choose!which!bonus!action!to!use! when!you!have!more!than!one!available.!

! You!choose!when!to!take!the!bonus!action! during!the!turn,!unless!the!bonus!action’s!timing! is!specified.!

Other!Activity!on!Your!Turn!

Your!turn!can!include!a!variety!of!flourishes!that! require!neither!your!action!nor!your!move.!

! First,!you!can!communicate!however!you!like,! through!brief!utterances!and!gestures,!as!you! take!your!turn.!

! Second,!you!can!interact!with!one!object!or! feature!of!the!environment!for!free,!either!during your!move!or!your!action.!For!example,!you! could!open!a!door!during!your!move,!as!you! stride!toward!a!foe,!or!you!could!draw!your! weapon!as!part!of!the!same!action!you!use!to! attack!a!monster.!

! If!you!want!to!interact!with!a!second!object,! you!need!to!use!your!action.!And!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!could!reasonably!expect!you!to! use!an!action!to!open!a!stuck!door,!command! panicking!villagers,!swing!on!a!chandelier,!turn!a! crank!to!lower!a!drawbridge,!or!shout!

instructions!on!how!to!disarm!a!magical!trap.!

Interacting with Objects Around You Here are a few examples of the sort of thing you can do in tandem with your movement and action:

* draw or sheathe a sword
* open or close a door
* withdraw a potion from your backpack
* place a jeweled necklace inside your sack
* pick up a dropped axe
* take a bauble from a table
* remove a ring from your finger
* stuff some food into your mouth
* plant a banner in the ground
* fish a few coins from your belt pouch
* drink all the ale in a flagon
* wrap your arms around a column
* throw a lever or a switch
* pull a torch from a sconce
* take a book from a shelf you can reach
* extinguish a small flame
* don a mask
* pull the hood of your cloak up and over your head
* put your ear to a door
* kick a small stone
* turn a key in a lock
* tap the floor with a 10Pfoot pole
* hand an item to another character

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!and!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.***!***

! You!can!take!only!one!reaction!per!round.!

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.!

Movement!and!Position! In!combat,!characters!and!monsters!are!in! constant!motion,!often!using!movement!and! position!to!gain!the!upper!hand.!

! On!your!turn,!you!can!move!a!distance!up!to! your!speed.!You!can!use!as!much!or!as!little!of! your!speed!as!you!like!on!your!turn,!following! the!rules!here.!

Breaking Up Your Move

You!can!break!up!your!movement!on!your!turn,! using!some!of!your!speed!both!before!and!after! your!action.!For!example,!if!you!have!a!speed!of! 30!feet,!you!can!move!10!feet,!search!for!a!trap! door,!and!then!move!20!feet.!

! Similarly,!if!you!take!an!action!that!includes! more!than!one!weapon!attack,!you!can!break!up! your!movement!even!further!by!moving!between those!attacks.!

Moving!Around!Other!

Creatures

You!can!move!through!a!friendly!creature’s! space.!In!contrast,!you!can!move!through!a! hostile!creature’s!space!only!if!it!is!at!least!two! sizes!larger!or!smaller!than!you.!

! Whether!a!creature!is!a!friend!or!an!enemy,! you!can’t!willingly!end!your!move!in!its!space.! ! If!you!leave!an!enemy’s!reach!during!your! move,!you!might!provoke!an!opportunity!attack,! as!described!in!the!“Attack!Options”!section!later! in!the!chapter.!

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. BoulderPstrewn caverns, briarPchoked forests, treacherous staircases— the setting of a typical fight contains difficult terrain.

In difficult terrain, you move at half speed; moving 1 foot costs 2 feet of your speed.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are all examples of difficult terrain that might appear in a fight.

Jumping, Climbing, and Swimming

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you’re moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The “Special Types of Movement” section in chapter 8 gives the particulars for jumping, climbing, and swimming.**'**

Using Different Speeds

If a creature has more than one speed, such as a walking speed and a flying speed, the creature can use any of its speeds as part of the same move. When the creature switches from one speed to another, take the distance it has already covered during its current move and subtract that distance from the new speed. The result is the distance the creature can move using the new speed. If the result is 0 or less, the creature can’t use the new speed during the current move.

For example, a dragon moves 30 feet on the ground and then leaps into the air to fly. The dragon has a speed of 40 feet and a fly speed of 80 feet. Because the dragon has already moved 30 feet during its move, it can fly up to 50 feet. During another turn, the dragon flies 60 feet and lands. Because its normal speed is 40 feet, the dragon can’t walk during the same move.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or they throw themselves down. In the game, they are prone, a condition described in the appendix.

You can **drop'prone** using none of your speed. But **standing'up** is costly; doing so halves your speed!for!the!rest!of!the!turn.!If!your!speed!is!0,! you!can’t!stand!up.!

! To!move!while!prone,!you!must!**crawl**!or!use! magic,!such!as!teleportation.!You!move!at!half! speed!while!crawling;!crawling!1!foot!costs!2!feet! of!your!speed.!

Creature Size

Each!creature!takes!up!a!different!amount!of! space—a!factor!that!can!greatly!effect!where!you! can!position!yourself!in!combat.!Size!determines! how!much!space!a!creature!takes!up!and!how! many!enemies!can!gang!up!on!it.!A!Large!ogre! can!block!off!a!10PfootPwide!bridge,!while!over!a! dozen!Small!goblins!could!surround!a!Huge! storm!giant.!!

! The!Size!Categories!table!shows!how!much! space!a!creature!of!a!particular!size!takes!up.! Objects!sometimes!use!the!same!categories.!

Size#Categories

|  |  |  |  |
| --- | --- | --- | --- |
| **Size#** | **Space#** | **Surround#** | **Fills** |
| Tiny | 2% x 2% ft. | 8 | 1 |
| Small | 5 x 5 ft. | 8 | 1 |
| Medium | 5 x 5 ft. | 8 | 1 |
| Large | 10 x 10 ft. | 12 | 1% |
| Huge | 15 x 15 ft. | 16 | 2 |
| Gargantuan | 20 x 20 ft.\* | 20 | 2% |

\*!or!larger!

Space!

A!creature’s!space!is!the!area!in!feet!that!it! effectively!controls!in!combat,!not!an!expression! of!its!physical!dimensions.!A!typical!Medium! creature!isn’t!5!feet!wide,!for!example,!but!it! does!control!a!space!that!wide.!If!a!Medium! hobgoblin!stands!in!a!5PfootPwide!doorway,! other!creatures!can’t!get!through!unless!the! hobgoblin!lets!them.!

! The!**Surround**!column!of!the!Size!Categories! table!shows!the!number!of!creatures!that!can!fit! in!a!5Pfoot!radius!around!a!creature!of!a!

particular!size,!unless!the!creatures!are!Large!or! bigger.!

! Because!larger!creatures!take!up!more!space,! fewer!of!them!can!surround!a!creature.!The!**Fills**! column!of!the!table!shows!how!much!of!the!

Surround!number!a!particular!creature!takes!up. For!example,!eight!Medium!creatures!can! surround!a!fellow!Medium!creature.!If!two! Gargantuan!creatures!and!two!Large!creatures! surround!a!Medium!or!smaller!creature,!there’s! no!room!for!anyone!else.!

Squeezing!into!a!Smaller!Space! A!creature!can!squeeze!through!a!space!large! enough!for!a!creature!one!size!category!smaller! than!itself.!When!squeezing!through!such!a!space, the!creature’s!speed!is!halved.!While!squeezing,! a!creature!has!disadvantage!on!attacks!and!on! Dexterity!saving!throws,!and!attacks!against!it! have!advantage.!

Variant: Playing on a Grid

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

***Squares.*** Each square on the grid represents 5 feet.

***Speed.*** Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5Pfoot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 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 at least 1 square of movement left (in other words, 5 feet of movement left).

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

***Diagonals.*** Entering a square diagonally also costs 1 square of movement. This rule sacrifices realism for the sake of smooth play. The *Dungeon Master's Guide* provides guidance on using a more realistic approach.

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

Actions!in!Combat!

When!you!take!your!action!on!your!turn,!you!can! take!one!of!the!common!actions!presented!here! or!an!action!you!gained!from!your!class!or!a! special!feature.!Monsters!have!additional!action! options!in!their!stat!blocks.!

Attack

The!most!common!action!to!take!in!combat!is!the! Attack!action,!whether!you!are!swinging!a!sword, launching!an!arrow!from!a!bow,!or!brawling! with!your!fists.!

! With!this!action,!you!make!one!melee!or! ranged!attack.!See!the!“Making!an!Attack”! section!for!the!rules!that!govern!attacks.! ! Certain!features,!such!as!the!fighter’s!Extra! Attack,!allow!you!to!make!more!than!one!attack! with!this!action.!

Casting a Spell

Spellcasters like wizards and clerics, as well as many monsters, have access to potent spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. A spellcaster typically uses his or her action to cast a spell that has a casting time of 1 action. See chapter 10 for the rules on spellcasting.

Dash

When!you!take!the!Dash!action,!you!gain! additional!movement!for!this!turn.!The!increase! equals!your!current!speed,!after!applying!any! modifiers.!With!a!speed!of!30,!for!example,!you! can!move!up!to!60!feet!on!your!turn!if!you!dash.! ! Any!increase!or!decrease!to!your!speed! changes!this!additional!movement!by!the!same! amount.!If!your!speed!of!30!is!halved,!for! instance,!you!can!move!up!to!30!feet!this!turn!if! you!dash.!

Disengage

If!you!take!the!Disengage!action,!your!movement! doesn’t!provoke!opportunity!attacks!for!the!rest! of!the!turn.!

Dodge

When!you!take!the!Dodge!action,!you!focus! entirely!on!avoiding!attacks.!Until!the!start!of! your!next!turn,!any!attack!roll!against!you!has! disadvantage!if!you!can!see!the!attacker,!and!you! make!Dexterity!saving!throws!with!advantage.!

You!lose!this!benefit!if!you!are!incapacitated!or! your!speed!drops!to!0.!

Help

You!can!lend!your!aid!to!another!creature!in!the! completion!of!a!task.!When!you!take!the!Help! action,!the!creature!you!aid!gains!advantage!on! the!next!relevant!ability!check!to!perform!that! task!before!the!start!of!your!next!turn.!

! Alternatively,!you!can!aid!a!friendly!creature!in! attacking!a!creature!within!5!feet!of!you.!You! feint,!distract!the!target,!or!in!some!other!way! team!up!to!make!your!ally’s!attack!more!effective If!your!ally!attacks!the!target!before!your!next! turn,!the!attack!roll!is!made!with!advantage.!

Hide

When!you!take!the!Hide!action,!you!make!a! Dexterity!(Stealth)!check!in!an!attempt!to!hide,! following!the!rules!in!chapter!7!for!hiding.!If!you! succeed,!you!gain!certain!benefits,!as!described! in!the!“Unseen!Attackers!and!Targets”!section! later!in!this!chapter.!

Ready

Sometimes!you!want!to!get!the!jump!on!a!foe!or! wait!for!a!particular!circumstance!before!you!act. To!do!so,!you!can!take!the!Ready!action!on!your! turn!so!that!you!can!act!later!in!the!round!using! your!reaction.!

! First,!you!decide!what!perceivable! circumstance!will!trigger!your!reaction.!Then,! you!choose!the!action!you!will!take!in!response! to!that!trigger.!Examples!include!“If!the!cultist! steps!on!the!trapdoor,!I’ll!pull!the!lever!that! opens!it,”!“If!the!goblin!moves!next!to!me,!I!dash! away,”!and!“If!the!lich!starts!casting!a!spell,!I! clobber!it!with!my!mace.”!

! When!the!trigger!occurs,!you!can!either!take! your!reaction!right!after!the!trigger!finishes!or! ignore!the!trigger.!Remember!that!you!can!take! only!one!reaction!per!round.!

! A!spell!must!have!a!casting!time!of!1!action!to! be!readied,!and!holding!onto!the!spell’s!magic! until!you!release!it!with!your!reaction!requires! concentration!(explained!in!chapter!10).!For! example,!if!you!are!concentrating!on!the!*web*! spell!and!ready!*magic)missile*,!your!*web*!spell! ends,!and!if!you!take!damage!before!you!release! *magic)missile*!with!your!reaction,!you!might!lose! the!spell!as!a!result!of!your!concentration!being! broken.!

Search

When!you!take!the!Search!action,!you!devote! your!attention!to!finding!something.!Depending! on!the!nature!of!your!search,!the!DM!might!have! you!make!a!Wisdom!(Perception)!check!or!an! Intelligence!(Investigation)!check.!

Use an Object

You!normally!interact!with!an!object,!such!as! when!you!draw!a!sword,!while!doing!something! else.!When!an!object!requires!your!action!for!its! use,!you!take!the!Use!an!Object!action.!This! action!is!also!useful!when!you!want!to!interact! with!more!than!one!object!on!your!turn.!

Improvising an Action

Your ability scores allow you to do things not covered by the actions described in this section, such as breaking down doors, intimidating your enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can take are your imagination and your ability scores.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Making!an!Attack!

Whenever!you!make!an!attack!roll,!you’re! making!an!attack.!Whether!you’re!striking!with!a! melee!weapon,!firing!a!weapon!at!range,!or! making!an!attack!roll!as!part!of!a!spell,!an!attack! has!a!simple!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!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.**!You!make!the!attack!roll.! On!a!hit,!you!roll!damage,!unless!the! particular!attack!specifies!otherwise.!

Attack Rolls

When!you!make!an!attack,!your!attack!roll! determines!whether!the!attack!hits!or!misses.!An! attack!roll!is!one!of!the!three!basic!kinds!of!rolls! in!the!game.!

! An!attack!roll!looks!like!this:!

d20 + ability modifier + proficiency bonus (if any) +  
situational modifiers

If!the!total!of!the!roll!plus!modifiers!equals!or! exceeds!the!target’s!Armor!Class!(AC),!the!attack! hits.!A!character’s!AC!is!determined!at!character! creation,!whereas!a!monster’s!AC!is!in!the! monster’s!stat!block.!

Rolling!a!1!or!20!

Sometimes!fate!blesses!or!curses!a!combatant,! causing!the!novice!to!hit!and!the!veteran!to!miss.! ! If!the!d20!roll!for!an!attack!is!a!20,!the!attack! hits!regardless!of!any!modifiers!or!the!target’s! AC.!In!addition,!the!attack!is!a!critical!hit,!as! described!in!the!“Critical!Hits”!section!later!in! this!chapter.!

! If!the!d20!roll!for!an!attack!is!a!1,!the!attack! misses!regardless!of!any!modifiers!or!the!target’s AC.!

Modifiers!to!the!Roll!

When!a!character!makes!an!attack!roll,!the!two! most!common!modifiers!to!the!roll!are!an!ability! modifier!and!the!character’s!proficiency!bonus.! When!a!monster!makes!an!attack!roll,!it!uses! whatever!modifier!is!provided!in!its!stat!block.! ! ***Ability!Modifier.***!The!ability!modifier!used!for! a!melee!weapon!attack!is!Strength,!and!the!

ability!modifier!used!for!a!ranged!weapon!attack! is!Dexterity.!Certain!weapon!properties,!such!as! the!finesse!and!thrown!properties,!break!this! rule.!

! The!ability!modifier!used!for!a!spell!attack! depends!on!the!spellcaster’s!spellcasting!ability,! as!explained!in!chapter!10.!

! ***Proficiency!Bonus.!***If!you!are!proficient!with! the!weapon!you!are!attacking!with,!you!can!add! your!proficiency!bonus!to!the!attack!roll.!If!you! make!an!attack!with!a!weapon!that!you!aren’t! proficient!with,!not!only!do!you!not!add!your! proficiency!bonus,!but!you!also!make!the!attack! roll!with!disadvantage.!

! When!you!make!a!spell!attack,!you!add!your! proficiency!bonus!to!the!attack!roll.!

Unseen Attackers and Targets

Combatants!often!try!to!escape!their!foes’!notice! by!hiding,!casting!the!*invisibility*!spell,!or!lurking! in!darkness.!

! When!you!attack!a!target!that!you!can’t!see,! you!have!disadvantage!on!the!attack!roll,! whether!or!not!you!know!where!the!target!is! located.!Your!attack!might!miss!because!you! rolled!too!low!or!because!the!target!is!nowhere! near!where!your!attack!struck.!

! In!contrast,!you!have!advantage!on!the!attack! roll**'**when!you!attack!a!creature!that!can’t!see!you. ! If!you!are!hidden—unseen!and!unheard— when!you!make!an!attack,!you!are!no!longer! hidden!as!soon!as!the!attack!hits!or!misses.!

Ranged Attacks

When you make a ranged attack, you loose a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

A weapon has two ranges. The smaller number indicates the weapon’s normal range. The larger number is its long range. Your attack roll has disadvantage when your target is beyond normal range. You can’t attack a target beyond your weapon’s long range.

A spell’s description sets its maximum range.

You can’t attack a target beyond this range.

Ranged Attacks in Melee

Aiming a ranged attack is more difficult for a when an enemy is right next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature that can see you and that isn’t incapacitated.

Melee Attacks

A melee attack allows you to attack a foe within your reach. Melee attacks typically use handheld weapons such as a sword, a warhammer, an axe, or even bare fists. Monsters attacking with their claws, teeth, tails, or tentacles make melee attacks. A few spells also involve making melee attacks.

Reach

Most creatures have a 5Pfoot reach, and can thus attack targets within 5 feet of them. Certain creatures (typically those that are larger than a human) have greater reach, as noted in their descriptions.

Unarmed Strikes

When you are unarmed, you can still fight by making an unarmed strike, as described in chapter 5. Most characters are not proficient with their unarmed strikes.

Other than certain humanoids, monsters rarely need to resort to unarmed strikes, since they have claws, vicious bites, and other natural weapons.

Special Attacks

Several attacks have special rules.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use!your!reaction!to!make!one!melee!attack! against!the!provoking!creature.!The!attack! interrupts!the!provoking!creature’s!movement,! occurring!right!before!it!leaves!your!reach.!

! 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!someone!or!something!moves! you!without!using!your!movement,!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!gravity!causes!you!to!fall! past!an!enemy.!

TwoPWeapon!Fighting!

When!you!take!the!Attack!action!and!attack!with! a!light!melee!weapon!that!you’re!holding!in!one! hand,!you!can!use!a!bonus!action!to!attack!with!a! different!light!melee!weapon!that!you’re!holding! in!the!other!hand.!You!don’t!add!your!ability! modifier!to!the!damage!of!the!bonus!attack,! unless!that!modifier!is!negative.!

! If!either!weapon!has!the!thrown!property,!you! can!make!a!ranged!attack!with!that!weapon.!

Grappling!

When!you!want!to!grab!a!creature!or!wrestle! with!it,!you!can!use!the!Attack!action!to!make!a! special!melee!attack,!a!grapple.!If!you’re!able!to! make!multiple!attacks!using!that!action,!this! attack!replaces!one!of!them.!

! Using!at!least!one!free!hand,!you!try!to!seize! the!target!of!your!grapple!by!making!a!grapple! check,!a!Strength!(Athletics)!check!contested!by! the!target’s!Strength!(Athletics)!or!Dexterity! (Acrobatics)!check!(the!target!chooses!the!ability! to!use).!If!you!succeed,!you!subject!the!target!to! the!grappled!condition!(see!appendix!A).!The! condition!specifies!the!things!that!end!it.!In! addition,!you!can!release!the!target!whenever! you!like.!

! ***Escaping!a!Grapple.***!A!grappled!creature!can! use!its!action!to!escape.!To!do!so,!it!must!succeed! on!a!Strength!(Athletics)!or!Dexterity!

(Acrobatics)!check!contested!by!your!Strength! (Athletics)!check.!If!the!target!is!more!than!one! size!larger!than!you,!it!automatically!succeeds!on! this!check.!

! ***Moving!a!Grappled!Creature.!***When!you!move,! you!can!drag!or!carry!the!grappled!creature!with! you,!but!your!speed!is!halved,!unless!the! creature!is!two!or!more!sizes!smaller!than!you.!

Shoving!a!Creature!

Using!the!Attack!action,!you!can!make!a!special! melee!attack!to!shove!a!creature,!either!to!knock! it!prone!or!push!it!away!from!you.!If!you’re!able! to!make!multiple!attacks!using!that!action,!this! attack!replaces!one!of!them.!

! The!target!of!your!shove!must!be!no!more!than! one!size!larger!than!you,!and!it!must!be!within! your!reach.!You!make!a!Strength!(Athletics)! check!contested!by!the!target’s!Strength!

(Athletics)!or!Dexterity!(Acrobatics)!check!(the! target!chooses!the!ability!to!use).!If!you!win!the! contest,!you!either!knock!the!target!prone!or! push!it!5!feet!away!from!you.!

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The DM can use these contests as models for improvising others.

Cover!

Cover!is!provided!by!creatures!and!solid!objects! between!you!and!your!target,!whether!it’s!the! target!of!a!weapon!attack!or!a!spell.!Walls,!pillars, and!trees,!for!example,!can!provide!cover.!A! target!behind!cover!that!blocks!at!least!half!its! body!is!harder!to!hit.!

Half!Cover!

A!target!has!half!cover!if!an!obstacle!blocks!at! least!half!of!its!body.!The!obstacle!might!be!a!low! wall,!a!large!piece!of!furniture,!a!narrow!tree! trunk,!or!a!creature,!whether!that!creature!is!an! enemy!or!a!friend.!

! A!target!with!half!cover!has!a!+2!bonus!to!AC! and!Dexterity!saving!throws,!but!only!against! attacks!and!effects!that!originate!from!the! opposite!side!of!the!cover.!

ThreePQuarters!Cover!

A!target!has!threePquarters!cover!if!about!threeP quarters!of!it!is!covered!by!an!obstacle.!The! obstacle!might!be!a!portcullis,!an!arrow!slit,!or!a! thick!tree!trunk.!

! A!target!with!threePquarters!cover!has!a!+5! bonus!to!AC!and!Dexterity!saving!throws,!but! only!against!attacks!and!effects!that!originate! from!the!opposite!side!of!the!cover.!

Total!Cover!

A!target!has!total!cover!if!it!is!completely! concealed!by!an!obstacle.!Under!normal! circumstances,!a!target!with!total!cover!can’t!be! targeted!directly!by!an!attack!or!a!spell,!although! many!spells!can!reach!such!a!target!by!including! it!in!an!area!of!effect.!

Damage,!Healing,!and! Dying!

Injury!and!the!risk!of!death!are!constant! companions!of!those!who!explore!the!worlds!of! D&D.!A!strike!from!a!sword,!a!puncture!from!an! arrow,!or!a!blast!of!flame!from!a!wellPplaced! *fireball)*spell!all!have!the!potential!to!damage,!or! even!kill,!the!hardiest!of!creatures.!

Hit Points and Damage

Hit!points!represent!a!combination!of!physical! and!mental!durability,!the!will!to!live,!and!luck.! Hit!points!are!an!abstraction,!representing!a! creature’s!overall!ability!to!survive!the!many! perils!it!faces.!Creatures!with!more!hit!points!are! more!durable!and,!therefore,!more!difficult!to!kill. Those!with!fewer!hit!points!are!more!fragile.!

! A!creature’s!current!hit!points!(usually!just! called!hit!points),!can!be!any!number!from!the! creature’s!hit!point!maximum!down!to!0.!This! number!changes!frequently!as!a!creature!takes! damage!or!receives!healing.!

! Whenever!a!creature!takes!damage,!that! damage!is!subtracted!from!its!hit!points.!The!loss! of!hit!points!has!no!effect!on!a!creature’s! capabilities!until!the!creature!drops!to!0!hit! points.!

Damage Rolls

Each weapon and spell notes the damage it deals with a successful attack. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. In addition, certain special abilities give extra damage represented by bonus dice.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage.

A **spell** tells you which to dice to roll for damage and whether to add any modifiers.

If a spell or another effect deals damage to **more'than'one'target** at the same time, roll the damage once for all the targets.

Critical Hits

When you score a critical hit, you get to 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 as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue’s Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks deal different types of damage. Damage types help describe how a creature or an object is being harmed when it loses hit points. For instance, a battleaxe deals slashing damage, a club deals bludgeoning damage, a red dragon’s breath deals fire damage, and a mind flayer’s telepathic blast deals psychic damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

***Acid.*** The corrosive spray of a black dragon’s breath and the dissolving enzymes secreted by a black pudding deal acid damage.

***Bludgeoning.*** Blunt force attacks, including hammers, falling, and constriction, deal bludgeoning damage.

***Cold.*** The infernal chill radiating from an ice devil’s spear and the frigid blast of a white dragon’s breath deal cold damage.

***Fire.*** Red dragons breathe fire, and many spells conjure flames to deal fire damage.

***Force.*** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

***Lightning.*** A *lightning bolt* spell and a blue dragon’s breath deal lightning damage.

***Necrotic.*** Necrotic damage, dealt by a wight’s energy drain attack or a spell such as *chill touch,* both kills the flesh and withers the soul.

***Piercing.*** Puncturing and impaling attacks, including spears and monsters’ bites, deal piercing damage.

***Poison.*** Venomous bites and the toxic gas of a green dragon’s breath deal poison damage.

***Psychic.*** Mental abilities such as a mind flayer’s psionic blast power or the *feeblemind* spell, deal psychic damage.

***Radiant.*** Radiant damage, dealt by a cleric’s *flame strike* spell or an angel’s smiting weapon, sears the flesh like fire and overloads the spirit with power.

***Slashing.*** Swords, axes, and monsters’ claws deal slashing damage.

***Thunder.*** A concussive burst of sound, such as the effect of the *thunderwave* spell or the resounding blast accompanying a storm giant’s melee attacks, deals thunder damage.

Damage!Resistance!and!

Vulnerability

Some!creatures!and!objects!are!exceedingly! difficult!or!unusually!easy!to!hurt!with!certain! types!of!damage!because!of!two!different!traits:! damage!resistance!and!damage!vulnerability.! **' *resistance!halves.!***if!a!creature!has!resistance! to!a!type!of!damage!or!to!all!damage,!it!takes! only!half!that!kind!of!damage!from!any!source.!

! ***Vulnerability!Doubles.!***If!a!creature!has! vulnerability!to!a!type!of!damage!or!to!all! damage,!it!takes!double!that!kind!of!damage! from!any!source.!

! ***After!Other!Modifiers.!***If!a!creature!has! resistance!or!vulnerability,!damage!is!halved!or! doubled!after!all!other!modifiers!to!the!damage! have!been!applied.!

! For!example,!a!creature!has!resistance!to! bludgeoning!damage!and!is!hit!by!an!attack!that! deals!25!bludgeoning!damage.!The!creature!is! also!within!a!magical!aura!that!reduces!all! damage!by!5.!The!25!damage!is!first!reduced!by! 5!and!then!halved,!so!the!creature!takes!10! damage.!

Describing the Effects of Damage Dungeon Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

Healing

Unless!it!results!in!death,!damage!is!not! permanent!(and!even!death!is!reversible,!though! it!requires!powerful!magic).!Good!rest!can! restore!a!creature’s!hit!points,!and!magical! means—such!as!a!*cure)wounds*!spell!or!a!*potion) of)healing*—can!heal!damage!in!an!instant.!

! When!a!creature!receives!healing!of!any!kind,! any!hit!points!regained!are!added!to!its!current! hit!points.!A!creature’s!hit!points!can’t!exceed!its! hit!point!maximum,!so!any!hit!points!regained!in! excess!of!this!number!are!lost.!A!creature!that! has!died!can’t!regain!hit!points!until!magic!(such! as!a!*raise)dead*!spell)!has!restored!it!to!life.!

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals its hit point maximum, the cleric dies.

Falling!Unconscious!

If!damage!reduces!you!to!0!hit!points!and!fails!to! kill!you,!you!fall!unconscious!(see!appendix!A).! This!unconsciousness!ends!if!you!regain!any!hit! points.!

Monsters and Death

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Death!Saving!Throws!

Whenever!you!start!your!turn!with!0!hit!points,! you!must!make!a!special!saving!throw,!called!a! death!saving!throw,!to!determine!whether!you! creep!closer!to!death!or!hang!onto!life.!Unlike! other!saving!throws,!this!one!isn’t!tied!to!any! ability!score.!You!are!in!the!hands!of!fate!now,! aided!only!by!spells!and!features!that!improve! your!chances!at!succeeding!on!a!saving!throw.!

! Roll!a!d20.!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!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!make!a!death! saving!throw!and!roll!a!1!on!the!d20,!it!counts!as! two!failures.!And!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,!however,!you!suffer!two!failures! instead.!

! If!the!damage!equals!or!exceeds!your!hit!point! maximum,!you!die,!as!normal.!

Stabilizing!a!Creature!

The!best!way!to!save!a!creature!with!0!hit!points! is!to!heal!it.!If!healing!is!unavailable,!the!creature can,!at!least,!be!stabilized!so!that!it!isn’t!killed!by! a!failed!death!saving!throw.!

! ***How!to!Stabilize.***!You!can!use!your!action!to! administer!first!aid!to!an!unconscious!creature! and!attempt!to!stabilize!it.!You!must!succeed!on! a!DC!10!Wisdom!(Medicine)!check!to!stabilize! the!creature.!

! ***The!Effects!of!Being!Stable.!***A!stable!creature! doesn’t!make!death!saving!throws,!even!though! it!has!0!hit!points,!but!it!does!remain!

unconscious.!The!creature!stops!being!stable,! and!must!start!making!death!saving!throws! again,!if!it!takes!any!damage.!

! A!stable!creature!that!is!not!healed!regains!1! hit!point!after!1d4!hours.!

Knocking a Creature Out

Sometimes!an!attacker!wants!to!incapacitate!a! foe,!rather!than!deal!a!killing!blow.!When!an! attacker!reduces!a!creature!to!0!hit!points!with!a! melee!attack,!the!attacker!can!knock!the!creature out.!The!attacker!can!make!this!choice!the! instant!the!damage!is!dealt.!The!creature!falls! unconscious!and!is!stable.!

Temporary Hit Points

Some spells and special abilities confer temporary hit points. Temporary hit points aren’t actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

Temporary hit points are separate from your actual hit points, so they can exceed your hit point maximum. If you have temporary hit points and take damage, the temporary hit points are lost first. And they can’t be restored with healing.

Temporary hit points are also not cumulative. 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.

Finally, temporary hit points don’t restore you to consciousness or stabilize you if you have 0 hit points. They can still absorb damage directed you while you’re in that state, but only true healing can save you.

Chapter(10:"Spellcasting

This!chapter!provides!the!rules!for!how! spellcasting!works!in!the!worlds!of!D&D.! Different!character!classes!have!distinctive!ways! of!learning!and!preparing!their!spells,!and! monsters!use!spells!in!unique!ways.!Regardless! of!its!source,!a!spell!follows!the!rules!here.!

What!Is!a!Spell?!

A!spell!is!a!discrete!magical!effect,!a!single! shaping!of!the!magical!energies!that!suffuse!the! multiverse!into!a!specific,!limited!expression.!In! casting!a!spell,!a!character!carefully!plucks!at!the! invisible!strands!of!raw!magic!suffusing!the! world,!pins!them!in!place!in!a!particular!pattern,! sets!them!vibrating!in!a!specific!way,!and!then! releases!them!to!unleash!the!desired!effect—in! most!cases,!all!in!the!span!of!seconds.!

! Spells!can!be!versatile!tools,!weapons,!or! protective!wards.!They!can!deal!damage!or!heal! it,!impose!or!remove!conditions!(see!the! appendix),!drain!life!energy!away!and!restore! life!to!the!dead.!Many!spells!are!useful!for! altering!the!environment!in!some!way,!from! opening!a!locked!door!to!quelling!a!violent!storm. ! Uncounted!thousands!of!spells!have!been! created!over!the!course!of!the!multiverse’s! history,!and!many!of!them!are!long!forgotten.! Some!might!yet!lie!recorded!in!crumbling! spellbooks!hidden!in!ancient!ruins!or!trapped!in! the!minds!of!dead!gods.!Or!they!might!someday! be!reinvented!by!a!character!who!has!amassed! enough!power!and!wisdom!to!do!so.!

Spell Level

Every!spell!has!a!level,!from!0!to!9.!A!spell’s!level! is!a!general!indicator!of!how!powerful!it!is,!with! the!lowly!(but!still!impressive)!*magic&missile*!at! 1st!level!and!the!earthQshaking!*wish*!at!9th.! Cantrips—simple!but!powerful!spells!that! characters!can!cast!almost!by!rote—are!level!0.! The!higher!a!spell’s!level,!the!higher!level!a! spellcaster!must!be!to!use!that!spell.!

! Spell!level!and!character!level!don’t! correspond!directly.!Typically,!a!character!has!to! be!at!least!17th!level,!not!9th!level,!to!cast!a!9thQ level!spell.!

Known and Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. Other spellcasters undergo a process of preparing spells. This process varies for members of different classes, as described in those classes. In every case, the number of spells a caster can have fixed in mind at any given time depends on the character’s level.

Spell Slots

Regardless of how many spells a caster knows or prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higherQlevel spells are increasingly so. Thus, each spellcasting class’s description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at a given character level. For example, the 3rdQlevel wizard Umara has four 1stQlevel spell slots and two 2ndQlevel slots.

When a character casts a spell, he or she expends a slot of that spell’s level or higher, effectively “filling” a slot with the spell. You can think of a spell slot as a groove of a certain size— small for a 1stQlevel slot, larger for a spell of higher level. A 1stQlevel spell fits into a slot of any size, but a 9thQlevel spell will fit only in a 9thQlevel slot. So when Umara casts *magic&missile,* a 1stQlevel spell, she spends one of her four 1stQ level slots and has only three remaining.

Finishing a long rest (see chapter 8) refreshes any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell!slots.!For!example,!a!monk!who!follows!the! Way!of!the!Four!Elements,!a!warlock!who! chooses!certain!eldritch!invocations,!and!a!pit! fiend!from!the!Nine!Hells!can!all!cast!spells!in! such!a!way.!!

Casting!a!Spell!at!a!Higher!Level! When!a!spellcaster!casts!a!spell!using!a!slot!that! is!of!a!higher!level!than!the!spell,!the!spell! assumes!the!higher!level!for!that!casting.!For! instance,!if!Umara!casts!*magic&missile*!using!one! of!her!2ndQlevel!slots,!that!*magic&missile&*is!2nd! level.!Effectively,!the!spell!expands!to!fill!the!slot! it!is!put!into.!

! Some!spells!have!more!powerful!effects!when! cast!at!a!higher!level,!as!detailed!in!the!spell.!

Cantrips

A!cantrip!is!a!spell!that!can!be!cast!at!will,! without!using!a!spell!slot!and!without!being! prepared!in!advance.!Repeated!practice!has!fixed the!spell!in!the!caster’s!mind!and!infused!the! caster!with!the!magic!needed!to!produce!the! effect!over!and!over.!A!cantrip’s!spell!level!is!0,! though!as!a!spellcaster!advances!in!levels!his!or! her!cantrips!might!become!as!powerful!as!spells! with!a!higher!level.!

Rituals

Certain!spells!have!a!special!tag:!ritual.!Such!a! spell!can!be!cast!following!the!normal!rules!for! spellcasting,!or!the!spell!can!be!cast!as!a!ritual.! The!ritual!version!of!a!spell!takes!10!minutes! longer!to!cast!than!normal,!and!it!doesn’t!expend! a!spell!slot.!

! To!cast!a!spell!as!a!ritual,!a!spellcaster!must! have!a!feature!that!grants!the!ability!to!do!so.! The!caster!must!also!have!the!spell!prepared!or! on!his!or!her!list!of!spells!known,!unless!the! character’s!ritual!feature!specifies!otherwise.!

Casting in Armor

Because!of!the!mental!focus!and!precise!gestures! required!for!spellcasting,!you!must!be!proficient! with!the!armor!you!are!wearing!to!cast!a!spell.! You!are!otherwise!too!distracted!and!physically! hampered!by!your!armor!for!spellcasting.!

The Schools of Magic

The academic study of magic is supported by a rich theoretical framework that attempts to explain its underpinnings and functioning. Part of that underpinning is a division of spells into eight so>called schools based on their essential operation. Scholars of magic, particularly wizards, apply these categories to all spells. They believe that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

**Abjuration** spells are fundamentally protective in nature, though some of them have clearly aggressive uses. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or banish creatures to another plane of existence.

**Conjuration** spells involve the transportation of objects from one location to another. Some spells summon creatures or objects to the caster’s side, whereas others allow the caster to teleport to a distant location. Some conjurations actually create objects or effects from nothing.

**Divination** spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**Enchantment** spells affect the minds of others, influencing or controlling their behavior. They can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet on a string.

**Evocation** spells manipulate energy or tap mystical sources of power to produce a desired effect. Some call up blasts of fire or lightning, and others channel positive energy to heal wounds.

**Illusion** spells deceive the senses or minds of others. They cause people to see things that are not there, to not see things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image in the mind of another creature, making the image entirely real for that creature.

**Necromancy** spells manipulate the very energies of life and death. They can grant an extra reserve of life force, drain the life energy from another creature, give the semblance of life to an undead creature, or even bring the dead back to life.

Creating an undead creature through the use of necromancy spells such as *animate dead* is not a good act, and only evil casters use such spells frequently.

**Transmutation** spells change the properties of some creature, object, or condition. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster’s command, or enhance a creature’s innate healing abilities to rapidly recover from injury.

Casting!a!Spell!

When!a!character!casts!any!spell,!the!same!basic! rules!are!followed,!regardless!of!the!character’s! class!or!the!spell’s!effects.!

! First,!to!cast!a!spell!you!must!have!access!to!it,! either!from!your!class,!a!magic!item,!or!some! other!source.!Certain!classes!also!require!that! you!have!the!spell!prepared!in!advance.!

! Second,!in!combat,!you!must!cast!a!spell!as!an! action!(see!“Actions!in!Combat”!in!chapter!9),! unless!a!spell’s!description!says!otherwise.! Outside!combat,!you!can!effectively!cast!a!spell! whenever!you!want,!but!you!must!complete!one! spell!before!casting!the!next.!

! Each!spell!description!in!chapter!11!begins! with!a!block!of!information,!including!the!spell’s! name,!level,!school!of!magic,!casting!time,!range,! components,!and!duration.!The!rest!of!a!spell! entry!describes!the!spell’s!effect.!

Casting Time

Most!spells!require!a!single!action!to!cast,!a!few! seconds!of!time!during!which!the!caster!recites!a! magical!word!or!phrase!and!completes!a!set!of! hand!motions.!

Swift!Spells!

A!swift!spell!requires!but!a!moment!to!cast.!You! use!your!action!to!cast!it,!but!you!can!take! another!action!on!the!same!turn!as!a!bonus! action,!immediately!before!or!after!casting!the! spell.!You!can’t!cast!another!spell!with!that! bonus!action,!except!for!a!cantrip!with!a!casting! time!of!1!action.!

Reactions!

Some!spells!can!be!cast!as!reactions.!These!spells take!a!fraction!of!a!second!to!bring!about!and!are cast!in!response!to!some!event.!If!a!spell!can!be! cast!as!a!reaction,!the!spell!description!tells!you! exactly!when!you!can!do!so.!

Longer!Casting!Times!

Certain!spells!require!more!time!to!cast:!minutes! or!even!hours.!While!you!cast!a!spell!with!a! casting!time!longer!than!a!single!action!or! reaction,!you!must!spend!your!action!each!turn! casting!the!spell,!and!you!must!maintain!your! concentration!while!you!do!so!(see!

“Concentration”!below).!If!your!concentration!is! broken,!the!spell!fails,!but!you!don’t!expend!a! spell!slot.!If!you!want!to!cast!the!spell!again,!you! must!start!over.!

Range

The!target!of!a!spell!must!be!within!the!spell’s! range.!In!a!spell!like!*magic&missile*,!the!target!is!a! creature.!In!a!spell!like!*fireball*,!the!target!is!the! point!in!space!where!the!ball!of!fire!erupts.!

! Most!spells!have!ranges!expressed!in!feet.! Some!spells!can!target!only!a!creature!(including! you)!that!you!touch.!

! Other!spells!affect!only!you.!These!spells!have! a!range!of!self.!For!example,!the!*shield*!spell! protects!you!and!only!you.!

! Spells!that!create!cones!or!lines!of!effect!that! originate!from!you!also!have!a!range!of!self,! indicating!that!the!origin!point!of!the!spell’s! effect!must!be!you.!

! Once!a!spell!is!cast,!its!effects!are!not!limited! by!its!range.!

Components

A!spell’s!components!are!the!physical! requirements!you!must!meet!in!order!to!cast!it.! Each!spell’s!description!indicates!whether!it! requires!verbal!(V),!somatic!(S),!or!material!(M)! components.!If!you!can’t!provide!one!or!more!of! a!spell’s!components,!you!are!unable!to!cast!the! spell.!

Verbal!(V)!

Most!spells!require!the!chanting!of!mystic!words.! The!words!themselves!are!not!the!source!of! power;!instead,!the!particular!combination!of! sounds,!with!specific!pitch!and!resonance,!sets! the!threads!of!magic!in!the!desired!motion.!Thus,! a!character!who!is!gagged!or!in!an!area!of!silence, such!as!one!created!by!the!*silence*!spell,!can’t!cast! a!spell!with!a!verbal!component.!

Somatic!(S)!

Spellcasting!gestures!might!include!a!forceful! gesticulation!or!an!intricate!set!of!gestures.! ! If!a!spell!requires!a!somatic!component,!the! caster!must!have!free!use!of!at!least!one!hand!to! perform!these!gestures.!

Material!(M)!

Casting!some!spells!requires!particular!items!or! objects,!specified!in!parentheses!in!the!

component!entry.!Usually,!a!character!can!use!a! spell!component!pouch!or!a!spellcasting!focus,!as! described!in!class!descriptions!and!in!chapter!6,! in!place!of!the!specified!components.!But!if!an! exceptional!cost!is!indicated,!a!character!must! purchase!that!specific!component!before!he!or! she!can!cast!the!spell!in!question.!

! If!a!spell!specifies!that!the!material!component! is!consumed!by!the!spell,!the!caster!must!

provide!this!component!for!each!casting!of!the! spell.!

! A!spellcaster!must!have!a!hand!free!to!access! these!components,!but!it!can!be!the!same!hand! that!he!or!she!uses!to!perform!somatic! components.!

Duration

A!spell’s!duration!is!the!length!of!time!the!spell! persists.!A!duration!can!be!expressed!in!rounds,! minutes,!hours,!or!even!years.!Some!spells! specify!that!their!effects!last!until!the!spells!are! dispelled!or!destroyed.!

Instantaneous!

Many!spells!are!instantaneous.!The!spell!harms,! heals,!creates,!or!alters!something!or!someone!in! a!way!that!can’t!be!dispelled,!because!its!magic! exists!only!for!an!instant.!

Concentration!

Some!spells!require!you!to!maintain!

concentration!in!order!to!keep!their!magic!active. If!you!lose!concentration,!such!a!spell!ends.!

! If!a!spell!must!be!maintained!with!

concentration,!that!fact!appears!in!its!Duration! entry,!and!the!spell!specifies!how!long!you!can! concentrate!on!it.!You!can!end!concentration!at! any!time!(no!action!required).!

! Normal!activity,!such!as!moving!and!attacking,! doesn’t!interfere!with!concentration.!The! following!factors!or!events!can!break!

concentration:!

* **Casting(another(spell(that(requires( concentration.**!You!lose!your!concentration! on!a!spell!if!you!cast!another!spell!that!

requires!concentration.!You!can’t!concentrate! on!two!spells!at!once.!

* **Taking(damage.**!Whenever!you!take!damage! while!you!are!concentrating!on!a!spell,!you! must!make!a!Constitution!saving!throw!to! maintain!your!concentration.!The!DC!is!equal! to!half!the!damage!you!just!took.!If!you!take! damage!from!multiple!sources,!such!as!an! arrow!and!a!dragon’s!breath,!you!make!a! saving!throw!for!each!source!of!damage! separately.!
* **Losing(consciousness.**!You!lose!your!

concentration!on!a!spell!if!you!fall!asleep!or!are stunned!or!knocked!unconscious.!(An!elf!

character!in!trance!remains!conscious.)!By! extension,!the!spell!ends!if!you!die.!

You!can!also!lose!your!concentration!if!an!event! or!an!effect!distracts!you!too!much.!If!an!attack! or!another!effect!can!disrupt!your!concentration! in!this!way,!its!description!says!so.!

! The!DM!might!also!decide!that!certain! environmental!phenomena,!such!as!a!wave! crashing!over!you!while!you’re!on!a!stormQ tossed!ship,!require!you!to!make!a!DC!10! Constitution!saving!throw!to!maintain! concentration!on!a!spell.!

Targets

The!bulk!of!a!spell!description!provides! information!about!what!the!spell!does,!including! the!creatures!or!area!it!affects!and!how!creatures might!resist!its!effects.!

! A!typical!spell!requires!you!to!pick!one!or! more!targets!to!be!affected!by!the!spell’s!magic.! A!spell’s!description!tells!you!whether!the!spell! targets!creatures,!objects,!a!point!of!origin!for!an! area!of!effect,!or!a!combination!of!these!things.!

A!Clear!Path!to!the!Target!

To!target!someone!or!something,!you!must!have! a!clear!path!to!it,!so!it!can’t!be!behind!total!cover.! ! If!you!place!an!area!of!effect!at!a!point!that!you! can’t!see!and!an!obstruction!is!between!you!and! that!point,!the!point!of!origin!comes!into!being! on!the!near!side!of!that!obstruction.!

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.!

! If!you!are!in!the!area!of!effect!of!a!spell!you! cast,!you!can!target!yourself.!

Areas of Effect

A!*fireball*!explodes,!burning!an!entire!group!of! orcs.!A!*cone&of&cold*!blasts!forth,!freezing!a!gang! of!ogres!in!place.!Spells!such!as!these!cover!an! area,!allowing!them!to!affect!multiple!creatures! at!once.!

! A!spell’s!description!specifies!its!area!of!effect,! which!typically!has!one!of!five!different!shapes:! cone,!cube,!cylinder,!line,!or!sphere.!Every!area! of!effect!has!a!point!of!origin,!a!location!from! which!the!spell’s!energy!erupts.!The!rules!for! each!shape!specify!how!you!position!its!point!of! origin.!Typically,!a!point!of!origin!is!a!point!in! space,!but!some!spells!require!it!to!be!a!creature! or!an!object.!

! A!spell’s!effect!expands!in!straight!lines!from! the!point!of!origin.!Thus,!if!no!unblocked!straight! line!extends!from!the!point!of!origin!to!a!location! within!the!area!of!effect,!that!location!is!not! included!in!the!spell’s!area.!

Cone!

A!cone!extends!in!a!direction!you!choose!from!its! point!of!origin.!A!cone’s!width!at!a!given!point! along!its!length!is!equal!to!that!point’s!distance! from!the!point!of!origin.!A!cone’s!area!of!effect! specifies!its!maximum!length.!

! A!cone’s!point!of!origin!is!not!included!in!the! cone’s!area!of!effect,!unless!you!decide!otherwise.

Cube!

You!select!a!cube’s!point!of!origin,!which!lies! anywhere!on!a!face!of!the!cubic!effect.!The!cube’s! size!is!expressed!as!the!length!of!each!side.!

! A!cube’s!point!of!origin!is!not!included!in!the! cube’s!area!of!effect,!unless!you!decide!otherwise.

Cylinder!

A!cylinder’s!point!of!origin!is!the!center!of!a! circle!of!a!particular!radius,!as!given!in!the!spell! description.!The!circle!must!either!be!on!the! ground!or!at!the!height!of!the!spell!effect.!The! energy!in!a!cylinder!expands!in!straight!lines! from!the!point!of!origin!to!the!perimeter!of!the! circle,!forming!the!base!of!the!cylinder.!The! spell’s!effect!then!shoots!up!from!the!base!or! down!from!the!top,!to!a!distance!equal!to!the! height!of!the!cylinder.!

! A!cylinder’s!point!of!origin!is!included!in!the! cylinder’s!area!of!effect.!

Line!

A!line!extends!from!its!point!of!origin!in!a! straight!path!up!to!its!length!and!covers!an!area! defined!by!its!width.!

! A!line’s!point!of!origin!is!not!included!in!the! line’s!area!of!effect,!unless!you!decide!otherwise.!

Sphere!

You!select!a!sphere’s!point!of!origin,!and!the! sphere!extends!outward!from!that!point.!The! sphere’s!size!is!expressed!as!a!radius!in!feet!that! extends!from!the!point.!

! A!sphere’s!point!of!origin!is!included!in!the! sphere’s!area!of!effect.!

Saving Throws

Many!spells!specify!that!a!target!can!make!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.!

! The!DC!to!resist!one!of!your!spells!equals!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!effect!hits!the intended!target.!Your!attack!bonus!with!a!spell! you!cast!equals!your!spellcasting!ability!modifier! +!your!proficiency!bonus.!

! Most!spells!that!require!attack!rolls!involve! ranged!attacks.!Remember!that!you!have! disadvantage!on!a!ranged!attack!roll!if!you!are! within!5!feet!of!a!hostile!creature!that!can!see! you!and!that!isn’t!incapacitated!(see!chapter!9).!

Combining Magical Effects

Although!individual!spells!are!fairly!easy!to! adjudicate,!sometimes!the!situation!can!be! confusing!when!more!than!one!spell!is!affecting! the!same!creature.!

! The!effects!provided!by!spells!all!add!together! while!the!durations!of!those!spells!overlap,!

except!for!one!case.!Unless!otherwise!noted!in!a! spell’s!description,!the!effects!of!the!same!spell! cast!multiple!times!(including!higherQ!or!lowerQ level!versions!of!the!same!spell)!don’t!combine.! Instead,!the!most!potent!effect—such!as!the! highest!bonus!or!the!worst!penalty—from!those! castings!applies.!Each!spell!still!expires! individually.!

! For!example,!if!two!clerics!cast!*bless*!on!the! same!target,!that!character!gains!the!spell’s! benefit!only!once;!he!or!she!doesn’t!get!to!roll! two!bonus!dice.!

Chapter(11:(Spells

|  |  |
| --- | --- |
| This(chapter(describes(the( | Calm!Emotions! |
| most(common(spells(in(the( | Crown!of!Madness! |
| worlds(of(Dungeons(&(Dragons.( | Detect!Thoughts! |
| The(chapter(begins(with(the( | Heat!Metal! |
| spell(lists(of(the(spellcasting( | Hold!Person! |
| classes.(The(remainder( | Invisibility! |
| contains(spell(descriptions,( | Knock! |
| presented(in(alphabetical( | Lesser!Restoration!  Locate!Animals!or!Plants |
| order(by(the(name(of(the(spell.(( | Locate!Object! |
| Bard Spells | Magic!Mouth!  Phantasmal!Force! |
|  | See!Invisibility! |
| **Cantrips)** | Shatter! |
| Dancing!Lights! | Silence! |
| Light! | Suggestion! |
| Mage!Hand!  Mending! | Zone!of!Truth! |
| Message! | **Level)3)Spells)** |
| Minor!Illusion! | Aura!of!Invisibility! |
| Prestidigitation! | Clairvoyance! |
| Vicious!Mockery! | Fear!  Feign!Death! |
| **Level)1)Spells)** | Dispel!Magic! |
| Animal!Friendship! | Glyph!of!Warding! |
| Charm!Person! | Hypnotic!Pattern! |
| Cloud!of!Daggers! | Leomund’s!Tiny!Hut! |
| Comprehend!Languages! | Nondetection! |
| Cure!Wounds! | Plant!Growth! |
| Detect!Magic! | Sending! |
| Disguise!Self! | Speak!with!Dead! |
| Faerie!Fire! | Speak!with!Plants! |
| Feather!Fall! | Stinking!Cloud! |
| Healing!Word! Identify! | Tongues! |
| Illusory!Script! | **Level)4)Spells)** |
| Longstrider! | Confusion! |
| Silent!Image! | Dimension!Door! |
| Sleep! | Freedom!of!Movement! |
| Speak!with!Animals! | Greater!Invisibility! |
| Tasha’s!Hideous!Laughter! | Hallucinatory!Terrain! |
| Thunderwave! | Locate!Creature! |
| Unseen!Servant! | Polymorph! |
| **Level)2)Spells)** | **Level)5)Spells)** |
| Animal!Messenger! | Animate!Objects! |
| Blindness/Deafness! | Awaken! |
| Blistering!Satire! | Dominate!Person! |

Dream/Nightmare!

Feeblemind!

Geas!

Hold!Monster!

Legend!Lore! Mass!Cure!Wounds! Mislead!

Modify!Memory! Planar!Binding!

Raise!Dead!

Scrying!

Seeming!

Teleportation!Circle! True!Seeing!

Level)6)Spells)

Eyebite!

Greater!Dispel!Magic! Guards!and!Wards! Mass!Suggestion! Permanent!Image!

**Level)7)Spells)** Find!the!Path! Greater!Restoration! Mass!Hold!Person! Mass!Invisibility!

Project!Image!

**Level)8)Spells)** Dominate!Monster! Mass!Charm!Monster! Mind!Blank!

Otto’s!Irresistible!Dance Power!Word!Stun!

Level)9)Spells)

Foresight!

Mass!Hold!Monster! Power!Word!Heal! Power!Word!Kill!

Cleric Spells

**Cantrips)** Amanuensis! Guidance!

|  |  |
| --- | --- |
| Light! | Holy!Vigor! |
| Resistance! | Magic!Circle! |
| Produce!Flame! | Mass!Healing!Word! |
| Sacred!Flame! | Prayer! |
| Spare!the!Dying! | Protection!from!Energy! |
| Thaumaturgy! | Remove!Curse! |
|  | Revivify! |
| **Level)1)Spells)** | Sending! |
| Bestow!Curse! | Speak!with!Dead! |
| Bless! | Tongues! |
| Celestial!Bolt! | Water!Walk! |
| Command! |  |
| Create!or!Destroy!Water! | **Level)4)Spells)** |
| Cure!Wounds! | Air!Walk! |
| Detect!Good!and!Evil! | Banishment! |
| Detect!Magic! | Contagion! |
| Detect!Poison!and!Disease! | Control!Water! |
| Healing!Word! | Death!Ward! |
| Inflict!Wounds! | Divination! |
| Protection!from!Evil! | Freedom!of!Movement! |
| Purify!Food!and!Drink! | Guardian!of!Faith! |
| Sanctuary! | Locate!Creature! |
| Shield!of!Faith! | Stone!Shape! |
| **Level)2)Spells)** | **Level)5)Spells)** |
| Aid! | Commune! |
| Augury! | Dispel!Evil!or!Good! |
| Blindness/Deafness! | Flame!Strike! |
| Calm!Emotions! | Geas! |
| Continual!Flame! | Hallow! |
| Find!Traps! | Insect!Plague! |
| Gentle!Repose! | Legend!Lore! |
| Hold!Person! | Mass!Cure!Wounds! |
| Lesser!Restoration! | Planar!Binding! |
| Locate!Object! | Raise!Dead! |
| Prayer!of!Healing! | Scrying! |
| Protection!from!Poison! | True!Seeing! |
| Silence! |  |
| Spirit!Guardians! | **Level)6)Spells)** |
| Spiritual!Weapon! | Blade!Barrier! |
| Warding!Bond! | Forbiddance! |
| Zone!of!Truth! | Greater!Dispel!Magic! |
|  | Heroes’!Feast! |
| **Level)3)Spells)** | Harm! |
| Animate!Dead! | Heal! |
| Beacon!of!Hope! | Planar!Ally! |
| Clairvoyance! | Word!of!Recall! |
| Create!Food!and!Water! |  |
| Daylight! | **Level)7)Spells)** |
| Dispel!Magic! | Conjure!Celestial! |
| Feign!Death! | Control!Weather! |
| Glyph!of!Warding! | Destruction! |

Divine!Word!

Greater!Restoration!

Find!the!Path!

Fire!Storm!

Plane!Shift!

Regenerate!

Resurrection!

Symbol!

Level)8)Spells)

Antimagic!Field!

Earthquake!

Holy!Aura!

Level)9)Spells)

Astral!Projection!

Gate!

Mass!Heal!

True!Resurrection!

Druid Spells

Cantrips)

Druidcraft!

Guidance!

Produce!Flame!

Resistance!

Shillelagh!

Level)1)Spells)

Animal!Friendship!

Charm!Person!

Create!or!Destroy!Water!

Cure!Wounds!

Detect!Magic!

Detect!Poison!and!Disease

Entangle!

Faerie!Fire!

Fog!Cloud!

Goodberry!

Gust!of!Wind!

Healing!Word!

Jump!

Longstrider!

Purify!Food!and!Drink!

Speak!with!Animals!

Thunderwave!

Level)2)Spells)

Animal!Messenger!

Beast!Sense!

Paladin Spells

Level)1)Spells)

Bless!

Barkskin!

Darkvision!

Find!Traps!

Heat!Metal!

Flame!Blade!

Flaming!Sphere!

Hold!Person!

Lesser!Restoration!

Locate!Animals!or!Plants!

Locate!Object!

Moonbeam!

Pass!without!Trace!

Protection!from!Poison!

Spike!Growth!

Tree!Shape!

Level)3)Spells)

Call!Lightning!

Conjure!Animals!

Daylight!

Dispel!Magic!

Feign!Death! Meld!into!Stone! Plant!Growth! Protection!from!Energy!

Sleet!Storm!

Speak!with!Plants!

Water!Breathing!

Water!Walk!

Wind!Wall!

Level)4)Spells)

Air!Walk!

Blight!

Confusion!

Conjure!Woodland!Beings!

Contagion!

Control!Water!

Dominate!Beast!

Freedom!of!Movement!

Giant!Insect!

Hallucinatory!Terrain!

Ice!Storm!

Locate!Creature!

Polymorph!

Stoneskin!

Stone!Shape!

Wall!of!Fire!

Level)5)Spells)

Antilife!Shell!

Awaken!

Changestaff! Commune!with!Nature Conjure!Elemental! Feeblemind!

Geas! Insect!Plague! Mass!Cure!Wounds! Planar!Binding!

Reincarnate! Scrying!

Tree!Stride! Wall!of!Stone!

Level)6)Spells)

Heal!

Heroes’!Feast! Move!Earth! Sunbeam! Transport!via!Plants! Wall!of!Thorns! Wind!Walk!

**Level)7)Spells)** Chariot!of!Sustarre! Control!Weather! Creeping!Doom! Find!the!Path!

Fire!Storm! Greater!Restoration! Mirage!Arcane! Plane!Shift!

Regenerate! Reverse!Gravity!

**Level)8)Spells)** Animal!Shapes! Antipathy/Sympathy! Earthquake! Sunburst! Tsunami!

**Level)9)Spells)** Foresight! Shapechange! Storm!of!Vengeance!

Command! Cure!Wounds!

Demand!

Detect!Magic!

Detect!Poison!and!Disease Divine!Favor!

Protection!from!Evil! Purify!Food!and!Drink! Searing!Smite! Shield!of!Faith! Thunderous!Smite! Wrathful!Smite!

Level)2)Spells)

Aid!

Branding!Smite! Find!Steed!

Holy!Accord! Lesser!Restoration! Locate!Object! Magic!Weapon! Protection!from!Poison! Righteous!Shield! Zone!of!Truth!

**Level)3)Spells)** Aura!of!Vitality! Create!Food!and!Water! Crusader’s!Mantle! Daylight!

Dispel!Magic! Elemental!Weapon! Magic!Circle!

Prayer!

Remove!Curse! Revivify!

Sunburst!Smite!

**Level)4)Spells)** Aura!of!Life! Aura!of!Purity! Banishment! Death!Ward! Divine!Power!

Locate!Creature! Staggering!Smite!

**Level)5)Spells)** Circle!of!Power! Damning!Smite! Disintegrating!Smite! Dispel!Evil!or!Good!

Level)2)Spells) Alter!Self!

Blindness/Deafness! Blur!

Crown!of!Madness! Darkness!

Darkvision!

Detect!Thoughts!

Hold!Person! Invisibility!

Knock!

Levitate!

Mirror!Image!

Misty!Step!

Phantasmal!Force! Scorching!Ray! See!Invisibility! Shatter!

Spider!Climb! Suggestion! Web!

**Level)3)Spells)** Aura!of!Invisibility! Blink!

Clairvoyance! Counterspell!

Daylight!

Dispel!Magic!

Fear!

Fireball!

Fly!

Gaseous!Form!

Haste!

Hypnotic!Pattern! Lightning!Bolt! Major!Image! Protection!from!Energy! Sleet!Storm!

Slow!

Stinking!Cloud!

Tongues! Water!Breathing! Water!Walk!

Level)4)Spells)

Banishment!

Blight!

Confusion!

Dimension!Door! Dominate!Beast! Greater!Invisibility!

Geas!

Raise!Dead! True!Seeing!

Ranger Spells

Level)1)Spells)

Alarm!

Animal!Friendship! Cure!Wounds! Detect!Magic!

Detect!Poison!and!Disease Ensnaring!Strike!

Fog!Cloud!

Goodberry! Hail!of!Thorns! Hunter’s!Mark! Jump!

Longstrider!

Speak!with!Animals!

**Level)2)Spells)** Animal!Messenger! Barkskin!

Beast!Sense! Cordon!of!Arrows!

Darkvision!

Find!Traps! Hunter’s!Veil! Lesser!Restoration! Locate!Animals!or!Plants! Locate!Object!

Pass!without!Trace! Protection!from!Poison! Silence!

Spike!Growth! Tree!Shape!

**Level)3)Spells)** Conjure!Barrage! Conjure!Animals! Daylight!

Plant!Growth!

Protection!from!Energy! Lightning!Arrow!

Nondetection! Speak!with!Plants! Water!Breathing! Water!Walk!

Wind!Wall!

Level)4)Spells)

Conjure!Woodland!Beings! Freedom!of!Movement! Grasping!Vine!

Locate!Creature!

**Level)5)Spells)** Commune!with!Nature! Conjure!Volley!

Swift!Quiver!

Sorcerer Spells

Cantrips)

Acid!Splash! Chill!Touch! Dancing!Lights! Light!

Mage!Hand!

Mending! Message! Minor!Illusion! Poison!Cloud! Prestidigitation! Ray!of!Frost! Scorching!Burst! Shocking!Grasp!

**Level)1)Spells)** Bestow!Curse! Burning!Hands! Charm!Person! Chromatic!Orb! Cloud!of!Daggers! Color!Spray! Comprehend!Languages! Detect!Magic!

Disguise!Self! Enlarge!

False!Life! Feather!Fall!

Fog!Cloud!

Gust!of!Wind!

Jump!

Mage!Armor! Magic!Missile! Ray!of!Sickness! Shield!

Silent!Image!

Sleep!

Thunderwave!

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| Ice!Storm! | **Level)9)Spells)** | Magic!Circle! |
| Polymorph! | Gate! | Major!Image! |
| Stoneskin! | Mass!Hold!Monster! | Protection!from!Energy! |
| Wall!of!Fire! | Meteor!Swarm! | Remove!Curse! |
|  | Power!Word!Kill! | Slow! |
| **Level)5)Spells)** | Time!Stop! | Tongues! |
| Animate!Objects! | Wish! | Vampiric!Touch! |
| Cloudkill!  Cone!of!Cold!  Creation! | Warlock Spells | **Level)4)Spells)**  \_ Banishment |
| Dominate!Person! | **Cantrips)** | Blight |
| Hold!Monster! | Confusion! |
| Insect!Plague! | Chill!Touch! | Dimension!Door! |
| Seeming! | Eldritch!Blast! | Hallucinatory!Terrain! |
| Telekinesis!  Teleportation!Circle! | Mage!Hand! Minor!Illusion! Poison!Cloud! Prestidigitation! | Polymorph! |
| True!Seeing!  Wall!of!Stone! | **Level)5)Spells)** Cloudkill! |
| **Level)6)Spells)** | **Level)1)Spells)** | Conjure!Elemental!  Contact!Other!Plane! |
| Arcane!Gate! | Bestow!Curse! | Dream/Nightmare! |
| Chain!Lightning! | Charm!Person! | Feeblemind! |
| Circle!of!Death! | Cloud!of!Daggers! | Hold!Monster! |
| Disintegrate! | Comprehend!Languages! | Scrying! |
| Eyebite!  Globe!of!Invulnerability! | Hellish!Rebuke!  Illusory!Script!  Protection!from!Evil!  Ray!of!Sickness! | True!Seeing! |
| Greater!Dispel!Magic! | **Level)6)Spells)** |
| Mass!Suggestion! | Thunderwave! | Arcane!Gate! |
| Move!Earth! | Unseen!Servant! Witch!Bolt! | Circle!of!Death! |
| Sunbeam! | Create!Undead! Eyebite! |
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| --- | --- | --- |
| **Level)7)Spells)**  Delayed!Blast!Fireball!  Destruction! | **Level)2)Spells)**  Crown!of!Madness! | Flesh!to!Stone!  Greater!Dispel!Magic!  Mass!Suggestion! |
| Etherealness! | Dark!Discorporation! | Permanent!Image! |
| Finger!of!Death! | Darkness!  Hold!Person! | Level!7!SpellsEtherealness |
| Fire!Storm! | Finger!of!Death! |
| Mass!Hold!Person! | Invisibility! | Mass!Hold!Person! |
| Mass!Invisibility! | Mirror!Image! | Mass!Invisibility! |
| Plane!Shift! | Misty!Step! | Plane!Shift! |
| Prismatic!Spray! Reverse!Gravity! Teleport! | Ray!of!Enfeeblement!  Shatter!  Spider!Climb!  Suggestion! | **Level)8)Spells)**  Antipathy/Sympathy! |
| **Level)8)Spells)** | Level!3!Spells! Counterspell! Dispel!Magic! Fear! | Bind!Elemental!  Dominate!Monster! |
| Dominate!Monster! | Mass!Charm!Monster! |
| Earthquake! | Power!Word!Stun! |
| Incendiary!Cloud! | Fly! y | Trap!the!Soul! |
| Mass!Charm!Monster! | Gaseous!Form! |  |
| Power!Word!Stun! | Haste! | **Level)9)Spells)** |
| Sunburst! | Hypnotic!Pattern! | Astral!Projection!  Eternal!Binding! |

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| --- | --- | --- |
| Foresight!  Mass!Hold!Monster! Power!Word!Kill!  Wizard Spells  **Cantrips)**  Amanuensis! | Thunderwave!  Unseen!Servant!  Witch!Bolt!  **Level)2)Spells)**  — Alter Self  Arcane!Lock!  Blindness/Deafness!  Blur!  Continual!Flame! | Leomund’s!Tiny!Hut!  Lightning!Bolt!  Magic!Circle!  Major!Image!  Nondetection!  Phantom!Steed!  Protection!from!Energy!  Remove!Curse!  Sending!  Sleet!Storm!  Slow!  Stinking!Cloud! |
| Chill!Touch! |
| Dancing!Lights! Eldritch!Blast! Light! Mage!Hand! Mending! Message! |
| Crown!of!Madness! Darkness! |
| Darkvision!  Detect!Thoughts! | Tongues!  Vampiric!Touch! |
| Flaming!Sphere! | Water!Breathing! |
| Minor!Illusion! | Gentle!Repose! | **Level)4)Spells)** |
| Prestidigitation! | Hold!Person! |
| Ray!of!Frost! | Invisibility! | Arcane!Eye! |
| Scorching!Burst! | Knock! | Banishment! |
| Shocking!Grasp! | Levitate! | Blight! |
| Locate!Object! | Confusion! |
| **Level)1)Spells)**  Alarm! Bestow!Curse! | Magic!Mouth! | Control!Water! |
| Magic!Weapon! | Dimension!Door! |
| Melf’s!Acid!Arrow! | Evard’s!Black!Tentacles! |
| Mirror!Image! | Fabricate! |
| Burning!Hands! | Misty!Step! | Fire!Shield! |
| Charm!Person!  Chromatic!Orb! | Nystul’s!Magic!Aura! Phantasmal!Force! | Greater!Invisibility!  Hallucinatory!Terrain! |
| Cloud!of!Daggers! | Ray!of!Enfeeblement! | Ice!Storm! |
| Color!Spray! | Rope!Trick! | Leomund’s!Secret!Chest! |
| Comprehend!Languages! | Scorching!Ray! | Locate!Creature! |
| Detect!Magic! | See!Invisibility! | Mordenkainen’s!Faithful!Hound! |
| Disguise!Self! | Shatter! | Mordenkainen’s!Private!Sanctum |
| Enlarge/Reduce!  False!Life!  Feather!Fall! | Spider!Climb!  Suggestion! | Otiluke’s!Resilient!Sphere! Phantasmal!Killer! |
| Find!Familiar! | Web! | Polymorph!  Stone!Shape! |
| Fog!Cloud! Grease! | **Level)3)Spells)** | Stoneskin! |
| Gust!of!Wind! | Animate!Dead! | Wall!of!Fire! |
| Identify!  Illusory!Script! | Aura!of!Invisibility! Blink! | **Level)5)Spells)** |
| Jump! | Clairvoyance! | Animate!Objects! |
| Longstrider! | Counterspell! | Bigby’s!Hand! |
| Mage!Armor! | Dispel!Magic! | Cloudkill! |
| Magic!Missile! | Fear! | Cone!of!Cold! |
| Protection!from!Evil! | Feign!Death! | Conjure!Elemental! |
| Ray!of!Sickness! | Fireball! | Contact!Other!Plane! |
| Shield! | Fly! | Creation! |
| Silent!Image! Sleep! | Gaseous!Form! | Dominate!Person! |
| Glyph!of!Warding! | Dream/Nightmare! |
| Tasha’s!Hideous!Laughter! | Haste! | Feeblemind! |
| Tenser’s!Floating!Disk! | Hypnotic!Pattern! | Geas! |

Project!Image!

Reverse!Gravity!

Simulacrum!

Symbol!

Teleport!

Level)8)Spells)

Antimagic!Field!

Antipathy/Sympathy!

Bind!Elemental!

Clone!

Dominate!Monster!

Incendiary!Cloud!

Mass!Charm!Monster!

Maze!

Mind!Blank!

Otto’s!Irresistible!Dance Power!Word!Stun!

Sequester!

Sunburst!

Trap!the!Soul!

Level)9)Spells)

Army!of!the!Dead!

Astral!Projection!

Foresight!

Gate!

Imprisonment!

Mass!Hold!Monster!

Meteor!Swarm!

Power!Word!Kill!

Prismatic!Wall!

Shapechange!

Time!Stop!

True!Polymorph!

Weird!

Wish!

Hold!Monster!

Legend!Lore!

Magic!Jar!

Mislead!

Modify!Memory!

Passwall!

Planar!Binding!

Rary’s!Telepathic!Bond!

Scrying!

Seeming!

Telekinesis!

Teleportation!Circle!

True!Seeing!

Wall!of!Force!

Wall!of!Stone!

Level)6)Spells)

Arcane!Gate!

Chain!Lightning!

Circle!of!Death!

Contingency!

Create!Undead!

Disintegrate!

Eyebite!

Flesh!to!Stone!

Globe!of!Invulnerability!

Greater!Dispel!Magic!

Guards!and!Wards!

Mass!Suggestion!

Move!Earth!

Otiluke’s!Freezing!Sphere!

Permanent!Image! Programmed!Illusion! Sunbeam!

Wall!of!Ice!

Level)7)Spells)

Control!Weather! Delayed!Blast!Fireball! Drawmij’s!Instant!Summons! Etherealness!

Finger!of!Death!

Forcecage!

Insanity!

Mass!Hold!Person!

Mass!Invisibility!

Mirage!Arcane!

Mordenkainen’s!Magnificent!

Mansion!

Mordenkainen’s!Sword!

Plane!Shift!

Prismatic!Spray!

Spell(Descriptions(

The(spells(are(presented(in(alphabetical(order.(

Acid(Splash(

*Conjuration\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Choose(two(creatures(that(are(within(5(feet(of( each(other(that(are(both(within(range.(Each( creature(must(succeed(on(a(Dexterity(saving( throw(or(take(1d6(acid(damage.(

( ***At#Higher#Levels.****\**The(spell’s(damage(increases by(1d6(when(you(reach(a(caster(level(of(5th( (2d6),(10th((3d6),(15th((4d6),(and(20th((5d6).(

Aid(

*2nd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(tiny(strip(of(white(cloth( with(a(sticky(substance(on(the(ends)(

**Duration:**(8(hours(

Your(prayer(calls(down(a(divine(blessing(of( toughness(and(resolve.(Choose(up(to(three( creatures(within(range(that(are(not(currently( affected(by(this(spell.(Each(target’s(hit(point( maximum(and(current(hit(points(increase(by(5( for(the(duration.(This(spell(has(no(effect(upon( undead(or(constructs.(

Air(Walk(

*4th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(bit(of(thistledown)( **Duration:**(Concentration,(up(to(1(hour(

Choose(a(willing(creature(within(range.(Until(the( spell(ends,(the(target(can(tread(on(air(as(if( walking(on(solid(ground.(The(target(can(move( upward(or(downward(at(a(45(degree(angle(at( half(its(speed.(Treat(strong(winds((twenty(miles( per(hour(or(more)(as(difficult(terrain.(

( If(the(spell(ends(while(the(target(is(airborne,(it( falls(if(this(spell(is(the(only(thing(keeping(it(aloft.( ( *at\*higher\*levels:*(When(you(cast(this(spell(using( a(spell(slot(of(5th(level(or(higher,(you(can(add( one(target(for(each(level(above(4th.(

Alarm(

*1st/level\*abjuration\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(tiny(bell(and(a(piece(of( fine(silver(wire)(

**Duration:**(8(hours(

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( Tiny(or(larger(creature(touches(or(enters(the( warded(area.(When(you(cast(the(spell,(you(can( designate(creatures(that(won’t(set(off(the(alarm.( Also,(choose(whether(the(alarm(is(mental(or( audible.(

( A(mental(alarm(alerts(you(with(a(psychic(ping( if(you(are(within(1(mile(of(the(warded(area.(This( ping(awakens(you(from(sleep.(

( An(audible(alarm(produces(the(sound(of(a(hand( bell(for(10(seconds.(Anyone(within(60(feet(of(the( warded(area(can(hear(the(bell.(Reduce(the( distance(by(10(feet(for(each(interposing(closed( door(and(by(20(feet(for(each(interposing(wall.(

Alter(Self(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(hour(

You(assume(a(different(form(for(the(duration(or( until(you(use(your(action(to(dismiss(the(spell.( When(you(cast(the(spell,(choose(one(or(more(of( the(following(options,(the(effects(of(which(last( for(the(duration(of(the(spell.(

( ***Aerial#Adaptation.***(You(adapt(your(body(to(an( aerial(environment,(growing(wings((the( appearance(of(which(you(can(choose).(You(can( fly(at(your(normal(land(speed.(

( ***Aquatic#Adaptation.***(You(adapt(your(body(to( an(aquatic(environment,(sprouting(gills(and( growing(webbing(between(your(fingers.(You(can( breathe(underwater,(and(swim(at(your(normal( land(speed.(

( ***Change#Appearance.***(You(transform(your( appearance.(You(decide(what(you(look(like,( including(your(height,(weight,(facial(features,( sound(of(your(voice,(hair(length,(coloration,(and( distinguishing(characteristics,(if(any.(You(can( make(yourself(appear(as(a(member(of(another( race,(though(none(of(your(statistics(change.(At( any(time(for(the(duration(of(the(spell,(you(can( use(your(action(to(change(your(appearance(in( this(way(again.(

***# Natural#Weapons.#***You(grow(claws,(fangs,( spines,(horns,(or(a(different(natural(weapon(of( your(choice.(Your(unarmed(strikes(deal(1d6( bludgeoning,(piercing,(or(slashing(damage,(as( appropriate(to(the(natural(weapon(you(chose,( and(you(are(proficient(with(your(unarmed( strikes.(Finally,(the(natural(weapon(is(magic(and( you(have(a(+1(bonus(to(attack(rolls(and(damage( rolls(on(attacks(you(make(using(it.(

Amanuensis(

*Conjuration\*cantrip\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Components:(**v,(s**(**

**Duration:**(Instantaneous(

You(choose(a(piece(of(non[magical(writing,(map,( art,(image(or(scene(within(range,(and(a(blank( book,(scroll(or(parchment(within(range.(The( chosen(text(or(image(is(transcribed(onto(the( blank(book,(scroll,(or(parchment(as(though( written(or(drawn(by(a(master(scribe(or(artist.(A( single(casting(of(the(spell(is(enough(to(transcribe about(50(pages(of(text(and(images.(

Animal(Friendship(

*1st/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(morsel(of(food)( **Duration:**(24(hours(

This(spell(lets(you(show(an(animal(or(similar( beast(that(you(mean(it(no(harm.(Choose(a(beast( within(range(that(can(see(and(hear(you.(If(the( beast’s(Intelligence(is(4(or(higher,(the(spell(fails.( Otherwise,(the(beast(must(succeed(on(a(Wisdom( saving(throw(or(be(charmed(by(you(until(the( spell(ends.(If(you(or(one(of(your(companions( harms(the(target,(the(spells(ends(early.(

Animal(Messenger(

*2nd/level\*transmutation\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(morsel(of(food)( **Duration:**(8(hours(

By(means(of(this(spell,(you(can(use(an(animal(to( deliver(a(message.(Choose(a(Tiny(beast(you(can( see(within(range,(such(as(a(squirrel,(a(blue(jay,(or( a(bat.(You(specify(a(location,(which(you(must( have(visited,(and(a(recipient(who(matches(a( general(description,(such(as(“a(man(or(woman( dressed(in(the(uniform(of(the(town(guard”(or(“a( red[haired(dwarf.”(You(also(speak(a(message(of( up(to(25(words.(The(target(beast(travels(as(fast( as(it(can(to(the(specified(location.(When(the( animal(arrives,(it(delivers(your(message(to(the( creature(that(you(described,(replicating(the( sound(of(your(voice.(The(messenger(speaks(only( to(a(creature(matching(the(description(you(gave.( ( If(the(messenger(does(not(reach(its(destination( before(the(spell(ends,(the(message(is(lost.(

Animal(Shapes(

*8th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(24(hours(

Choose(any(number(of(willing(creatures(within( range(that(you(can(see.(This(spell(has(no(effect(on constructs(or(undead.(You(transform(the(target( creatures(into(the(form(of(a(Large(or(smaller( beast(for(the(duration(or(until(you(use(an(action( to(dismiss(the(spell(for(all(creatures.(( ( The(transformation(lasts(for(the(duration,(or( until(the(target(is(reduced(to(0(hit(points(or(dies.( The(new(form(can(be(any(beast(the(same(size(or( smaller(than(a(chosen(creature,(and(you(can( choose(different(forms(for(each(target.(The( target’s(game(statistics(are(replaced(by(the( statistics(of(the(chosen(beast,(though(it(retains(its alignment(and(Intelligence,(Wisdom,(and( Charisma(scores.(The(target(assumes(the(hit( points(of(its(new(form,(and(when(it(reverts(to(its( normal(form(the(creature(returns(to(the(number( of(hit(points(it(had(before(it(transformed.(If(it( reverts(as(a(result(of(dropping(to(0(hit(points,( any(excess(damage(carries(over(to(its(normal( form.(The(creature(is(limited(in(the(actions(it(can( perform(by(the(nature(of(its(new(form,(and( cannot(speak,(cast(spells,(or(take(any(other( action(that(requires(hands(or(speech.(

( The(target’s(gear(melds(into(the(new(form.(The( creature(cannot(activate,(use,(wield,(or(otherwise( benefit(from(any(of(its(equipment.( ((

Animate(Dead(

*3rd/level\*necromancy\**

**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.(Your(spell( imbues(the(target(with(a(foul(mimicry(of(life,( raising(it(as(an(undead(creature.(The(target( becomes(a(skeleton(if(you(chose(bones(or(a( zombie(if(you(chose(a(corpse((the(DM(has(the( creature’s(game(statistics).(

( The(creature(is(under(your(control(for(24( hours,(after(which(it(stops(obeying(any(command you(have(given(it.(As(part(of(your(action,(you(can( mentally(command(any(creature(you(made(with( this(spell(if(the(creature(is(within(60(feet(of(you.( You(decide(what(action(the(creature(will(take( and(where(it(will(move(during(its(next(turn,(or( you(can(issue(a(general(command,(such(as(to( guard(a(particular(chamber(or(corridor.(

( 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(the( creature,(rather(than(animating(a(new(creature.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(you( create(or(reassert(control(over(two(additional( undead(creatures(for(each(level(above(3rd.(Each( of(the(creatures(must(come(from(a(different( corpse(or(pile(of(bones.(

Animate(Objects(

*5th/level\*transmutation\*\**

**Casting(Time:**(1(action( **Range:**(120(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(up(to(five(Large(or(smaller(objects(within( range(that(are(not(being(worn(or(carried.(The( objects(animate(and(become(creatures(under( your(control(for(the(duration.((

( When(you(cast(the(spell(and(as(part(of(your( action(on(each(turn(until(the(spell(ends,(you(can( decide(what(action(each(animated(object(takes( and(how(it(moves.(The(objects(act(on(your(turn.( ( An(animated(object(is(a(construct(with(AC(10( and(hit(points(determined(by(its(size.(Tiny( objects(have(2(hit(points,(Small(have(5,(Medium( have(10,(and(Large(have(50.(An(object(is(immune( to(any(effect(that(requires(a(Constitution,(

Intelligence,(Wisdom,(or(Charisma(saving(throw,( is(immune(to(necrotic,(poison,(psychic,(and( radiant(damage.(It(is(immune(to(disease(and( cannot(be(charmed(or(frightened.(If(the(object( makes(a(saving(throw,(it(uses(your(modifier.( ( If(you(command(an(object(to(attack,(it(can( make(a(single(melee(attack(against(a(creature( within(5(feet(of(it.(The(object(has(a(bonus(to(hit( equal(to(your(magic(ability(modifier(+(your( spellcasting(bonus.(On(a(hit,(the(target(takes( damage(determined(by(the(object’s(size.(A(Tiny( object(deals(1d3(damage,(a(Small(object(deals( 1d4(damage,(a(Medium(object(deals(1d6(damage,( and(a(Large(object(deals(1d8(damage.(The(type(of( damage(depends(on(the(nature(of(the(object(as( determined(by(the(Dungeon(Master.(

* ***At#Higher#Levels.***(If(you(cast(this(spell(using(a( spell(slot(of(6th(level(or(higher,(you(can(animate( one(additional(object(for(each(level(above(5th.(

Antilife(Shell(

*5th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(hour(

A(shimmering(barrier(extends(out(from(you(in(a( 10[foot(radius(and(moves(with(you,(remaining( centered(on(you(and(hedging(out(living(things.( The(barrier(lasts(for(the(duration.(

( The(barrier(prevents(living(creatures(from( passing(or(reaching(through,(but(it(has(no(effect( on(undead,(constructs,(or(objects.(If(a(creature( attempts(to(enter(past(the(barrier,(it(must(make( a(Wisdom(saving(throw.(On(a(failed(save,(it( cannot(move(through(the(barrier(or(make(a( melee(attack(against(any(creature(inside(it(until( the(start(of(its(next(turn.(

( A(creature(that(starts(its(turn(within(the( barrier(can(pass(through(the(barrier(to(exit(it(or( make(melee(attacks(against(creatures(beyond(it.( If,(however,(such(a(creature(moves(beyond(the( barrier(it(can’t(reenter(without(a(successful( Wisdom(saving(throw.(

( If(you(move(so(that(a(living(creature(is(forced( to(pass(through(the(barrier,(you(must(initiate(a( contest(using(your(magic(ability(against(the( creature’s(Strength.(If(you(do(not(win(the(contest, the(barrier(allows(the(creature(through(as( though(it(had(made(a(successful(saving(throw.(If( you(win(the(contest,(you(can(move(up(to(half( your(speed,(pushing(the(creature(away(from(you( as(you(do(so.(If(you(move(in(such(a(way(that(you( would(push(a(living(creature(and(the(creature( cannot(be(pushed(because(of(an(obstacle,(or( because(it(would(be(forced(into(hazardous( terrain,(the(spell(ends.(

Antimagic(Field(

*8th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(pinch(of(powdered(iron( or(iron(filings)(

**Duration:**(Concentration,(up(to(1(hour(

A(10[foot[radius(invisible(cloud(of(antimagic( surrounds(you.(This(area(is(divorced(from(the( weave(of(magical(energy(that(suffuses(the( multiverse.(Within(the(cloud,(spellcasting(fails,( summoned(creatures(disappear,(and(even(magic( items(become(mundane.(Until(the(spell(ends,(the( cloud(moves(with(you,(centered(on(you.(

( Magical(effects,(except(those(created(by(an( artifact(or(a(deity,(are(suppressed(in(the(cloud( and(cannot(protrude(into(it.(While(an(effect(is( suppressed,(it(does(not(function,(but(the(time(it( spends(suppressed(counts(against(its(duration.( ***# Targeted#Effects.***(Spells(and(other(magical( effects,(such(as(*magic\*missile*(and(*charm\*person*,( that(target(a(creature(or(an(object(in(the(cloud( have(no(effect(on(that(target.(

* ***Areas#of#Magic.****\**The(area(of(another(spell(or( magical(effect,(such(as(*fireball,*(cannot(extend( into(the(cloud,(and(if(the(cloud(overlaps(an(area( of(magic,(the(part(of(that(area(that(is(covered(by( the(cloud(is(suppressed.(For(example,(the(flames( created(by(a(*wall\*of\*fire*(are(suppressed(within( the(cloud,(creating(a(gap(in(the(wall(if(the(overlap( is(large(enough.(
* ***Magic#on#Creatures#and#Objects.****\**Any(active( magical(effect(on(a(creature(or(an(object(in(the( cloud(is(suppressed(while(the(creature(or(object( is(in(it.(
* ***Magic#Items.****\**The(properties(and(powers(of( magic(items(are(suppressed(in(the(cloud.(For( example,(a(*+1\*longsword*(in(the(cloud(functions( as(a(nonmagical(longsword.(

( A(magic(weapon’s(properties(and(powers(are( suppressed(if(it(is(used(against(a(target(in(the( cloud(or(wielded(by(an(attacker(in(the(cloud.(If(a( magic(weapon(or(a(piece(of(magic(ammunition( fully(leaves(the(cloud((for(example,(if(you(fire(a( magic(arrow(or(throw(a(magic(spear(at(a(target( outside(the(cloud),(the(magic(of(the(item(ceases( to(be(suppressed(as(soon(as(it(exits.(

( ***Magical#Travel.***(Teleportation(fails(to(work(in( the(cloud,(whether(the(cloud(is(the(destination(or the(departure(point(for(such(magical(travel.(A( portal(to(another(world(or(plane(of(existence,(as( well(as(an(opening(to(an(extradimensional(space,( such(as(that(created(by(a(*rope\*trick*(spell,( temporarily(closes(while(in(the(cloud.(

* ***Summoned#Creatures.****\**A(creature(summoned( by(magic(temporarily(winks(out(of(existence(in( the(cloud.(Such(a(creature(instantly(reappears( once(the(space(the(creature(occupied(is(no( longer(within(the(cloud.(
* ***Dispel#Magic.****\**Spells(and(magical(effects(such( as(d*ispel\*magic*(and(*greater\*dispel\*magic*(have(no( effect(on(the(cloud.(Likewise,(the(clouds(created( by(different(*antimagic\*fields*(do(not(nullify(each( other.(

Antipathy/Sympathy(

*8th/level\*enchantment\**

**Casting(Time:(**1(hour(

**Range:**(60(feet(

**Components:**(V,(S,(M((either(a(lump(of(alum( soaked(in(vinegar(for(the(*antipathy\**effect(or( drop(of(honey(for(the(*sympathy\**effect)(

**Duration:**(10(days(

Choose(a(Huge(or(smaller(object(or(an(area(up(to( a(200[foot(cube(within(range,(and(name(a( specific(kind(of(intelligent(creature,(such(as(a(red( dragon,(goblin,(or(vampire,(or(a(creature(with(a( specific(alignment,(such(as(lawful(good(or( neutral(evil.(You(invest(the(object(or(area(with(a( powerful(aura(of(primal(feeling(that(either( attracts(or(repels(the(creatures(you(specify(for( the(duration.(Choose(one(of(the(following(effects.( ***# Antipathy.***(The(enchantment(causes(creatures( of(the(kind(you(designated(to(feel(an(intense(urge to(leave(the(area(and(avoid(the(target.(When(such a(creature(can(see(the(target(or(comes(within(60( feet(of(it,(the(creature(must(succeed(on(a(Wisdom saving(throw(or(become(frightened.(The(creature( remains(frightened(for(as(long(as(it(can(see(the( target(or(remains(within(60(feet(of(it.(If(the( creature(moves(more(than(60(feet(from(the( target(and(cannot(see(it,(the(creature(is(no(longer( frightened.(The(creature(becomes(frightened( again(if(it(regains(sight(of(the(target(or(moves( within(60(feet(of(it.(

( If(an(affected(creature(starts(its(turn(while(not( frightened(by(the(target,(the(creature(can( attempt(to(break(the(enchantment(by(using(an( action(to(make(a(Wisdom(check(against(your( spell(save(DC.(On(a(successful(check,(the(creature( is(no(longer(frightened(by(the(object(and( recognizes(its(repugnance(as(magical.(

( The(effect(of(a(successful(save(or(check(lasts( only(1(minute,(after(which(time(the(creature(can( be(affected(again.(

***# Sympathy.***(The(enchantment(causes(creatures( of(the(kind(you(designated(to(feel(bliss(while( within(60(feet(of(the(target(or(able(to(see(it.( When(such(a(creature(can(see(the(target(or( comes(within(60(feet(of(it,(the(creature(must( succeed(on(a(Wisdom(saving(throw(or(it(must( use(its(movement(on(each(of(its(turns(to(enter( the(area(or(move(to(within(reach(of(the(target.( When(the(creature(has(done(so,(it(cannot( willingly(move(away(from(the(target.( ( Whenever(an(affected(creature(starts(its(turn( in(a(place(where(it(cannot(see(the(target(or(is( more(than(60(feet(from(it,(the(creature(can( attempt(to(break(the(enchantment(by(making(a( Wisdom(saving(throw.(On(a(successful(save,(the( effect(ends(for(the(creature,(and(it(recognizes(its( attraction(as(magical.(Any(creature(affected(by( this(spell(also(makes(a(Wisdom(saving(throw( each(time(it(takes(damage;(on(a(successful(save,( the(effect(ends(for(that(creature.(

( The(effect(of(a(successful(save(or(check(lasts( only(1(minute,(after(which(time(the(creature(can( be(affected(again.(

Arcane(Eye(

*4th/level\*divination\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s,(m((a(bit(of(bat(fur)( **Duration:**(Concentration,(up(to(1(hour(

You(create(an(invisible,(magical(eye(within(range that(hovers(in(the(air(for(the(duration.(

( You(mentally(receive(visual(information(from( the(eye,(which(has(normal(vision(and(darkvision( out(to(10(feet.(The(eye(can(look(in(every( direction.(

( As(an(action,(you(can(move(the(eye(up(to(30( feet(in(any(direction.(There(is(no(limit(to(how(far( away(from(you(the(eye(can(move,(but(it(cannot( enter(another(plane(of(existence.(A(solid(barrier( blocks(the(eye’s(movement,(but(the(eye(can(pass( through(an(opening(as(small(as(1(inch(in( diameter.(

Arcane(Gate(

*6th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(500(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(two(points(on(the(ground(that(you(can( see,(one(point(within(10(feet(of(you(and(one( point(within(500(feet(of(you.(A(circular(portal,(10 feet(in(diameter,(opens(over(each(point.(The( portals(are(two[dimensional(glowing(rings(filled( with(mist,(hovering(inches(from(the(ground(and( perpendicular(to(it(at(the(points(you(choose.(A( ring(is(visible(only(from(one(side((your(choice),( which(is(the(only(side(that(functions(as(a(portal.( The(portals(remain(open(for(the(duration.( ( Any(creature(or(object(entering(the(correct( side(of(one(portal(exits(from(the(active(side(of(the other(portal(as(if(the(two(were(adjacent(to(each( other.(The(mist(that(fills(each(portal(prevents( vision(through(it.(On(your(turn,(as(long(as(you( are(not(incapacitated,(you(can(rotate(the(rings(so( that(the(active(side(faces(in(a(different(direction.(

Arcane(Lock(

*2nd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((gold(dust(worth(at(least( 25(gp,(which(is(consumed(when(you(cast(the( spell)(

**Duration:**(Permanent(

Touch(a(door,(window,(gate,(chest,(or(other( entryway(that(is(closed.(The(chosen(object(is( locked(for(the(duration.(You(and(the(creatures( you(designate(when(you(cast(this(spell(can(open( the(object(normally.(Otherwise,(it(is(impassable( until(it(is(broken(or(the(spell(is(dispelled(or( suppressed.(Casting(*knock*(on(the(object( suppresses(*arcane\*lock\**for(10(minutes.(

( While(affected(by(this(spell,(the(object(is(more( difficult(to(break;(the(DC(to(break(it(increases(by( 10.(

Army(of(the(Dead(

*9th/level\*necromancy\**

**Casting(Time:**(1(minute(

**Range:**(500(feet(

**Components:**(V,(S,(M((a(human,(which(you(must( kill(no(more(than(10(minutes(before(you(cast( this(spell)(

**Duration:**(Concentration,(up(to(1(hour(

Choose(a(point(you(can(see(within(range.(You( must(be(on(a(battlefield,(cemetery,(or(some(other( place(where(the(remains(of(one(hundred(or(more( creatures(can(be(found.(Bones(and(corpses(pull( free(from(the(ground(and(animate(into(a(mass(of( undead(monsters.(The(army(covers(the(ground( within(50(feet(of(the(point(you(chose,(stands(10( feet(tall,(spreads(around(corners(and(remains(for( the(duration.((

( The(area(of(undead(can(be(harmed(by(radiant( damage.(Any(5[foot(section(of(the(area(that(takes( radiant(damage(is(cleared(of(undead.(Any(spell( or(effect(that(would(deal(radiant(damage(to(a( creature(deals(radiant(damage(to(the(area(of(the( spell((if(such(an(effect(depends(on(an(attack(roll( or(saving(throw,(the(attack(automatically(hits( and(the(saving(throw(automatically(fails).(When( the(last(area(is(cleared(of(undead,(the(spell(also( ends.(

( The(area(covered(by(the(undead(army(is( difficult(terrain(and(grants(partial(cover(to( creatures(in(it(and(superior(cover(to(creatures( behind(it.(

( The(undead(army(claws(and(grasps(other( creatures.(Any(creature(that(enters(or(starts(its( turn(in(the(area(must(make(a(Dexterity(saving( throw.(A(creature(takes(4d6(slashing(damage( and(falls(prone(on(a(failed(save,(or(just(half(as( much(damage(on(a(successful(one.(Any(prone( creature(in(the(area(cannot(stand(up(unless(it( uses(an(action(to(make(a(Strength(check(and( succeeds(on(that(check.(If(a(creature(ends(its(turn prone(in(the(area,(it(takes(4d6(slashing(damage.( ( At(the(start(of(each(of(your(turns,(the(area(of( undead(moves(up(to(30(feet(in(a(direction(you( choose.(You(can(move(the(area(through(gaps( wide(enough(to(accommodate(a(Small(or(larger( creature.(

Astral(Projection(

*9th/level\*necromancy\**

**Casting(Time:**(1(hour(

**Range:**(10(feet(

**Components:(**V,(S,(M((for(each(creature(you(will( affect(with(this(spell,(you(must(provide(a( jacinth(worth(at(least(1,000(gp(and(one( ornately(carved(bar(of(silver(worth(at(least(100( gp,(all(of(which(is(consumed(when(you(cast(this( spell)(

**Duration:**(Permanent(

You(and(up(to(eight(willing(creatures(within( range(project(your(astral(bodies(into(the(Astral( Plane((the(spell(fails(and(the(casting(is(wasted(if( you(are(already(on(that(plane).(The(material( body(you(leave(behind(is(unconscious(and(in(a( state(of(suspended(animation;(it(does(not(need( food(or(air(and(does(not(age.(

( Your(astral(body(resembles(your(mortal(form( in(almost(every(way,(replicating(your(game( statistics(and(possessions.(The(principal( difference(is(the(addition(of(a(silvery(cord(that( extends(out(from(between(your(shoulder(blades( and(trails(behind(you,(fading(to(invisibility(after( 1(foot.(This(cord(is(your(tether(to(your(material( body.(As(long(as(the(tether(remains(intact,(you( can(find(your(way(home.(If(the(cord(is(cut— something(that(can(happen(only(when(an(effect( specifically(states(that(it(does—your(soul(and( body(are(separated,(killing(you(instantly.(

( Your(astral(form(can(freely(travel(through(the( Astral(Plane(and(can(pass(through(portals(there( leading(to(any(other(plane.(If(you(enter(a(new( plane,(your(astral(form(disappears,(and(you(gain( a(body(capable(of(surviving(on(the(plane(you( visit.(Your(game(statistics(do(not(change.(If(you( return(to(the(Astral(Plane(by(casting(this(spell( again,(or(by(some(other(means,(the(body(created( for(the(plane(you(visited(disappears,(and(your( astral(body(reappears.(

( The(spell(ends(for(you(and(your(companions( when(you(use(your(action(to(end(it.(When(the( spell(ends,(the(affected(creature(returns(to(its( physical(body,(and(it(awakens.(

( The(spell(might(also(end(prematurely(for(you( or(one(of(your(companions.(A(successful(*dispel\* magic\**or(*greater\*dispel\*magic\**used(against(an( astral(or(physical(body(ends(the(spell(for(that( creature.(And(if(a(creature’s(second(body(or(its( astral(form(is(reduced(to(0(hit(points,(the(spell( ends(for(that(creature.(The(silver(cord(returns(to( the(creature’s(body(where(it(rests,(reviving(it( from(its(state(of(suspended(animation.(

( If(you(are(returned(to(your(body(prematurely,( your(companions(remain(in(their(astral(forms( and(must(find(their(own(way(back(to(their(bodies, usually(by(dropping(to(0(hit(points.(

Augury(

*2nd/level\*divination\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(Self(

**Components:(**V,(S,(M((specially(marked(sticks,( bones,(or(similar(tokens(worth(at(least(25(gp)(

**Duration:**(Instantaneous(

Describe(a(course(of(action(that(you(plan(to(take( within(the(next(30(minutes.(By(casting(gem[ inlaid(sticks,(rolling(dragon(bones,(laying(out( ornate(cards,(or(employing(some(other(divining( tool,(you(receive(an(answer(from(an( otherworldly(entity(about(the(results(of(that( course(of(action.(The(DM(chooses(from(the( following(possible(answers:(

* *Weal*,(for(good(results(
* *Woe*,(for(bad(results(
* *Weal\*and\*woe*,(for(both(good(and(bad(results(
* *Nothing*,(for(results(that(are(not(especially( good(or(bad(

The(spell(does(not(take(into(account(any(possible( circumstances(that(might(change(the(outcome,( such(as(the(casting(of(additional(spells(or(the(loss( or(gain(of(a(companion.(

( If(you(cast(the(spell(two(or(more(times(before( completing(your(next(long(rest,(there(is(a(25( percent(chance(on(each(casting(after(the(first( that(you(get(a(false(reading.(The(DM(makes(this( roll(in(secret.(

Aura(of(Invisibility(

*3rd/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((an(eyelash(encased(in(a(bit( of(gum(arabic)(

**Duration:**(1(hour(

An(aura(of(invisibility(surrounds(you(to(a( distance(of(10(feet.(You(and(the(creatures(you( designate(in(the(area(become(invisible(for(1(hour. The(spell(ends(for(an(affected(creature(that( attacks,(casts(a(spell(that(affects(an(enemy( creature,(or(moves(more(than(10(feet(away(from( you.(The(spell(ends(for(all(affected(creatures(if( you(attack(or(cast(a(spell(that(affects(an(enemy( creature,(or(if(you(use(your(action(to(end(it.(

Aura(of(Life(

*4th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

The(power(of(life(radiates(out(from(you,( protecting(friendly(creatures(within(30(feet(of( you(from(death’s(hold.(For(the(duration,(each( friendly(creature(in(the(area,(including(you,(has( resistance(to(necrotic(damage,(and(its(hit(point( maximum(can’t(be(reduced.(In(addition,( whenever(a(friendly(creature(with(0(hit(points( starts(its(turn(in(the(area,(it(regains(1(hit(point.(

Aura(of(Purity(

*4th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

Holy(energy(radiates(out(from(you,(protecting( friendly(creatures(within(30(feet(of(you(from( bodily(corruption.(For(the(duration,(each(friendly( creature(in(the(area,(including(you,(cannot( become(diseased,(has(resistance(to(poison( damage,(and(has(advantage(on(all(saving(throws( against(harmful(conditions.(

Aura(of(Vitality(

*3rd/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(1(minute(

Healing(power(links(you(to(friendly(creatures( within(10(feet(of(you,(and(with(each(strike(you( land(on(a(foe,(your(allies(receive(a(surge(of( vitality.(For(the(duration,(once(on(each(of(your( turns(when(you(deal(damage(to(a(hostile( creature,(each(friendly(creature(in(the(area,( including(you,(regains(1d6(hit(points.(

Awaken(

*5th/level\*transmutation\**

**Casting(Time:**(8(hours(

**Range:**(Touch(

**Components:(**V,(S,(M((an(agate(worth(at(least( 1,000(gp,(which(is(consumed(when(you(cast( the(spell)(

**Duration:(**Instantaneous(

Large(or(smaller(beast(or(plant.(The(target(must( have(either(no(Intelligence(score(or(an( Intelligence(of(2(or(less.(The(target(permanently( gains(an(Intelligence(of(10.(The(target(also(gains( the(ability(to(speak(one(language(you(know.(If( the(target(is(a(plant,(it(gains(the(ability(to(move( its(limbs,(roots,(vines,(creepers,(and(so(forth,(and( it(gains(senses(similar(to(a(human’s.(Your(DM( chooses(statistics(appropriate(for(the(awakened( plant.(

( The(awakened(beast(or(plant(is(charmed(by( you(for(30(days(or(until(you(or(your(companions( do(anything(harmful(to(it.(When(the(charmed( condition(ends,(the(awakened(creature(chooses( whether(to(remain(friendly(to(you,(based(on(how( you(treated(it(while(it(was(charmed.(

Banishment(

*4th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((any(item(that(is(distasteful( to(the(creature(you(choose)(

**Duration:**(Instantaneous(or(concentration,(up(to( 1(minute(

Choose(one(creature(within(range.(The(target( must(succeed(on(a(Charisma(saving(throw(or(be( subjected(to(one(of(the(following(effects:(

* If(the(target(is(native(to(a(different(plane(of( existence(than(the(one(you’re(on,(the(target( disappears(with(a(faint(popping(noise,( instantaneously(returned(to(its(home(plane.((
* If(the(target(is(native(to(the(plane(of(existence( you’re(on,(the(target(vanishes(into(a(harmless( extradimensional(space.(While(in(this(space,( the(target(is(incapacitated(and(can’t(perceive( anything(outside(the(space.(The(target(remains( there(until(your(concentration(ends,(at(which( point(the(target(reappears(in(the(space(it(left(or in(the(nearest(unoccupied(space(if(that(space(is( occupied.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(you(can( target(one(additional(creature(for(each(level( above(4th.(

After(spending(the(casting(time(tracing(magical pathways(within(a(precious(gemstone,(touch(a(

Barkskin(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(handful(of(bark(from(an( oak(tree)(

**Duration:**(Concentration,(up(to(1(hour(

Touch(a(willing(creature.(The(creature’s(skin( takes(on(a(rough,(bark[like(appearance(and( becomes(as(tough(as(word,(giving(the(creature(a( +2(bonus(to(AC(for(the(duration.(

Beacon(of(Hope( *3rd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(1(minute(

Choose(any(number(of(creatures(within(range.( Your(prayer(fills(these(creatures(with(hope,( vitality,(and(the(will(to(push(through(the(most( trying(circumstances.(For(the(duration,(each( target(has(advantage(on(Wisdom(saving(throws( and(death(saving(throws,(and(a(target(regains( the(maximum(number(of(hit(points(possible(from any(healing.(

Beast(Sense(

*2nd/level\*divination\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Touch( **Components:**(S( **Duration:**(Concentration,(up(to(1(hour(

You(touch(a(willing(beast.(For(the(duration(of(the( spell,(you(can(use(your(action(to(see(through(the( beast’s(eyes(and(hear(what(it(hears,(and(continue( to(do(so(until(you(use(your(action(to(stop(doing( so.(While(perceiving(through(the(beast’s(senses,( you(gain(the(benefits(of(any(special(senses( possessed(by(that(creature,(though(you(are( blinded(and(deafened(to(your(own(surroundings.(

Bestow(Curse(

*1st/level\*necromancy\**

**Casting(Time:**(1(action( **Range:(**Touch(

**Components:**(v,(s(

**Duration:**(1(minute(

You(touch(a(creature,(and(that(creature(must( succeed(on(a(Wisdom(saving(throw(or(become( cursed(for(the(duration(of(the(spell.(When(you( cast(this(spell,(choose(one(of(the(following(effects of(the(curse:(

* Choose(one(ability(score;(while(cursed,(the( target(has(disadvantage(on(checks(and(saving( throws(made(with(that(ability(score.(
* While(the(target(is(cursed,(it(has(disadvantage( on(attack(rolls(made(against(you.(
* While(cursed,(at(the(start(of(each(of(its(turns,( the(target(must(make(a(Wisdom(saving(throw;( if(it(fails,(it(loses(its(action(for(the(turn.(
* While(the(target(is(cursed,(your(attacks(and( spells(deal(1d8(extra(necrotic(damage(to(the( target.(

A(*remove\*curse*(spell(ends(this(effect.(At(the( Dungeon(Master’s(discretion,(you(may(choose(an( alternate(curse(effect,(but(it(should(be(no(more( powerful(than(those(described(above.(The(DM( has(final(say(on(such(a(curse’s(effects.( ( ***At#Higher#Levels***.(If(you(cast(this(spell(using(a( spell(slot(of(3rd(level(or(higher,(the(duration(is( 10(minutes.(If(you(use(a(spell(slot(of(5th(level(or( higher,(the(duration(is(8(hours.(If(you(use(a(spell( slot(of(7th(level(or(higher,(the(duration(is(24( hours.(If(you(use(a(9th(level(spell(slot,(the( duration(is(permanent.(

Bigby’s(Hand(

*5th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(120(feet(

**Components:**(V,(S,(M((the(shell(of(an(egg(and(a( snakeskin(glove)(

**Duration:**(Concentration,(up(to(1(minute(

You(create(a(Large(hand(of(shimmering,( translucent(magical(force(centered(on(a(point( you(can(see(within(range.(The(hand(moves(at( your(command,(mimicking(the(movements(of( your(own(hand,(with(the(strength(of(a(giant.( ( The(hand(has(AC(20(and(hit(points(equal(to( your(hit(point(maximum.(It(is(immune(to(any( effect(that(requires(a(Constitution,(Intelligence,( Wisdom,(or(Charisma(saving(throw(and(is(also( immune(to(necrotic(and(psychic(damage.(If(it( drops(to(0(hit(points,(the(spell(ends.(

( When(you(cast(the(spell(and(as(an(action(on( each(of(your(turns,(you(can(move(the(hand(up(to( 60(feet(and(then(make(the(hand(do(any(one(of( the(following.(

* ***Clenched#Fist.***(The(hand(strikes(a(creature(or( object(within(5(feet(of(it.(Make(a(melee(attack(roll( for(the(fist(with(a(bonus(equal(to(your(magic( ability(modifier(+(your(spellcasting(bonus.(On(a( hit,(the(target(takes(4d8(force(damage.(
* ***Forceful#Hand.***(The(hand(attempts(to(push(a( creature(within(5(feet(of(it(in(a(direction(you( choose.(Make(a(check(with(your(magic(ability( contested(by(the(Strength(check(of(the(creature( you(choose.(If(the(creature(is(Medium(or(smaller,( you(have(advantage(on(your(check.(If(you( succeed,(the(hand(pushes(the(creature(5(feet(plus( 5(feet(per(point(of(your(magic(ability(modifier.( The(hand(moves(with(the(creature(to(remain( within(5(feet(of(it.(
* ***Grasping#Hand.***(The(hand(attempts(to(grapple( a(Huge(or(smaller(creature(within(5(feet(of(it.(You use(your(magic(ability(in(place(of(your(Strength( to(resolve(the(grapple.(If(the(creature(is(Medium( or(smaller,(you(have(advantage(on(your(check.(In( addition,(each(time(you(use(an(action(to(maintain( the(grapple,(you(can(have(the(hand(crush(the( creature(it(is(grabbing.(When(you(do(so,(the( target(takes(bludgeoning(damage(equal(to(2d6(+( your(magic(ability(modifier.(
* ***Interposing#Hand.***(The(hand(interposes(itself( between(you(and(a(creature(you(choose(until(the( start(of(your(next(turn.(The(hand(moves(to(stay( between(you(and(the(creature,(providing(you( with(half(cover(against(the(creature’s(attacks.( The(creature(cannot(push(past(the(hand(if(its( Strength(score(is(less(than(your(magic(ability( score.(If(its(Strength(score(is(higher(than(your( magic(ability(score,(the(creature(can(move( toward(you,(but(it(does(so(at(half(speed.(

( This(spell(was(invented(by(the(famed( archmage(Bigby,(a(native(of(the(world(of( Greyhawk.(The(spell(has(since(spread( throughout(the(multiverse.(

* ***At#Higher#Levels.****\**When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(the( damage(from(the(clenched(fist(option(increases( by(2d8(and(the(damage(from(the(grasping(hand( increases(by(2d6(for(each(level(above(5th.(

Bind(Elemental(

*8th/level\*conjuration\**

**Casting(Time:**(1(minute(

**Range:**(90(feet(

**Components:**(V,(S,(M((a(censer(for(an(air( elemental,(stone(for(an(earth(elemental,( brazier(for(a(fire(elemental,(or(bowl(for(a(water( elemental,(none(of(which(is(consumed(in(the( casting)(

**Duration:**(Concentration,(up(to(1(hour(

Choose(an(area(of(air,(earth,(fire,(or(water(that( fills(a(10[foot(cube(within(range(that(you(can(see.( An(air(elemental,(earth(elemental,(fire(elemental,( or(water(elemental(appropriate(to(the(material( you(chose(emerges(from(the(cube(into(an( unoccupied(space(within(10(feet(of(it.(A(water( elemental,(for(example,(would(emerge(from(a( lake,(while(an(air(elemental(would(coalesce(out( of(thin(air.(When(the(spell(ends,(you(dismiss(the( elemental,(or(the(elemental(is(reduced(to(0(hit( points,(the(elemental(disappears,(returning(to( the(plane(from(which(you(conjured(it.( ( The(conjured(elemental(is(friendly(to(you(and( your(companions(for(the(spell’s(duration.(If(your( concentration(is(broken,(the(elemental(becomes( hostile(to(you(and(your(companions.(It(rolls( initiative(and(acts(on(its(turn.(You(can(use(your( action(to(dismiss(the(elemental(when(it(is(hostile( to(you.(

( If(the(elemental(is(friendly(to(you,(it(acts(on( your(turn.(Provided(you(are(within(range,(you( can(issue(it(a(mental(command,(deciding(what( action(the(elemental(will(take(and(how(it(moves.( The(Dungeon(Master(has(the(elemental’s( statistics(and(resolves(all(of(its(actions(and( movement.(

( At(any(time(before(the(spell(ends,(you(can( spend(10(minutes(to(bind(the(elemental.(During( this(time,(you(describe(a(specific(task(the( elemental(can(perform.(The(task(can(range(from( simple((destroy(a(castle’s(walls(or(burn(down(the town)(or(complex((find(and(retrieve(a(specific( item,(protect(us(during(our(foray(into(the( dungeon).(Once(you(describe(the(task,(the( elemental(sets(out(to(complete(the(task(you(set( for(it(and(you(need(no(longer(concentrate(on(this( spell.(

( The(bound(elemental(works(to(complete(the( task(for(up(to(20(days.(After(the(creature( completes(the(task,(or(when(the(agreed[upon( duration(of(service(expires,(the(elemental( returns(to(its(home(plane(after(reporting(back(to( you,(if(appropriate(to(the(task(and(if(possible.( ( If(the(elemental(cannot(complete(the(task(for( any(reason,(it(returns(to(you(21(days(later,( appearing(in(an(unoccupied(space(within(100( feet(of(you(and(then(attempts(to(kill(you.(

( If(you(bind(the(elemental(to(accompany(your( group,(the(elemental(counts(as(a(full(member(of( your(group(and(receives(a(full(share(of( experience(points(awarded.(

Blade(Barrier(

*6th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(90(feet( **Components:(**v,(s( **Duration:**(Concentration,(up(to(10(minutes(

You(create(a(vertical(wall(of(whirling,(razor[ sharp(blades(made(of(magical(energy.(The(wall( appears(within(range(and(lasts(for(the(duration.( You(can(choose(to(make(the(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(to(creatures(behind(it,(and(its(space(is( difficult(terrain.(

( Any(creature(that(enters(the(wall’s(area(or( starts(its(turn(there(must(make(a(Dexterity( saving(throw.(On(a(failed(save,(the(creature(takes( 6d10(slashing(damage.(On(a(successful(save,(the( creature(takes(half(as(much(damage,(and(unless( it(can’t(take(actions,(it(can(move(5(feet(so(it(is(not( in(the(wall.(

Bless(

*1st/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(sprinkling(of(holy(water) **Duration:**(Concentration,(up(to(10(minutes(

Choose(any(number(of(creatures(within(range( that(are(not(already(affected(by(this(spell.(

Whenever(a(target(makes(an(attack(roll(or(a( saving(throw(before(the(spell(ends,(your(blessing( allows(it(to(add(a(d4(to(the(result.(

Blight(

*4th/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Choose(a(creature(within(range(that(you(can(see.( Necromantic(energy(washes(over(that(creature,( draining(moisture(and(vitality(from(its(body.(The( creature(must(make(a(Constitution(saving(throw.( The(creature(takes(8d8(necrotic(damage(on(a( failed(save,(and(half(as(much(damage(on(a( successful(one.(This(spell(has(no(effect(upon( undead(or(constructs.(

( If(you(target(a(plant(creature(or(a(magical(plant, it(makes(the(saving(throw(with(disadvantage,( and(the(spell(deals(maximum(damage(to(it.( ( If(you(target(a(nonmagical(plant(that(is(not(a( creature,(such(as(a(tree(or(shrub,(it(does(not( make(a(saving(throw;(it(simply(withers(and(dies.( **( *at#higher#levels.***(when(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(you(deal( 1d8(extra(necrotic(damage(for(each(level(above( 4th.(

Blindness/Deafness(

*2nd/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(30(feet( **Components:**(V( **Duration:**(Concentration,(up(to(1(hour(

Choose(one(creature(within(range(that(you(can( see(and(choose(one(of(the(following(effects.(This( spell(has(no(effect(on(undead(or(constructs.( ***# Blindness.***(The(target(must(succeed(on(a( Constitution(saving(throw(or(be(blinded(until( your(concentration(is(broken.(

* ***Deafness.***(The(target(must(succeed(a(

Constitution(saving(throw(with(disadvantage,(or( be(deafened(until(your(concentration(is(broken.(

Blink(

*3rd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(1(minute(

Roll(a(d20(at(the(end(of(each(of(your(turns(before( the(spell(ends.(On(a(roll(of(11(or(higher,(you( vanish(from(your(current(plane(of(existence(and( appear(in(the(Ethereal(Plane((the(spell(fails(and( the(casting(is(wasted(if(you(were(already(on(that( plane).(At(the(start(of(your(next(turn,(you(return( in(a(space(of(your(choice(within(10(feet(of(the( space(you(vanished(from.(

( Unless(you(have(magic(that(can(reach(across( planes,(you(can(affect(and(be(affected(only(by( creatures(and(objects(on(the(Ethereal(Plane( while(you(are(there.(

( If(you(roll(a(1(on(the(d20,(roll(again.(If(you(roll( another(1,(you(are(lost(in(the(Ethereal(Plane(for( 2d6(hours.(At(the(end(of(that(time,(you(reappear( as(described(above.(

Blistering(Satire( *2nd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(90(feet( **Components:**(V( **Duration:**(Instantaneous(

Choose(a(creature(within(range(that(you(can(see.( The(target(must(succeed(on(a(Constitution(saving throw(or(take(3d10(poison(damage(as(boils(and( blisters(enflame(its(flesh.(If(the(creature(survives( this(damage,(it(has(disadvantage(on(Charisma( (Persuasion)(checks(for(1(day.(A(*lesser\* restoration*(spell(can(end(this(effect.(This(spell( has(no(effect(on(undead(or(constructs.( ***# At#Higher#Levels.****\**When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( duration(increases(by(1(day(for(each(level(above( 2nd.(

Blur(

*2nd/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

Your(body(becomes(blurred,(shifting(and( wavering(to(all(who(can(see(you.(For(the( duration,(any(creature(has(disadvantage(on( attack(rolls(against(you.(An(attacker(is(immune( to(this(effect(if(it(doesn’t(rely(on(sight,(as(with( blindsight,(or(can(see(through(illusions,(as(with( the(*true\*seeing*(spell.(

Branding(Smite(

*2nd/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(

( Your(weapon(gleams(with(astral(radiance(as( you(strike,(the(light(leaping(toward(your(foe,(and( the(attack(deals(2d6(extra(radiant(damage(to(the( target.(If(the(target(is(invisible,(it(becomes(visible. The(target(also(emits(dim(light(in(a(5[foot(radius( and(cannot(become(invisible(until(the(spell(ends.( ( *at\*higher\*levels*:(When(you(cast(this(spell(using( a(spell(slot(of(3rd(level(or(higher,(the(extra( damage(increases(by(1d6(for(each(level(above( 2nd.(

Burning(Hands( *1st/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Instantaneous(

As(you(hold(your(hands(with(thumbs(touching( and(fingers(spread,(a(thin(sheet(of(flames(shoots( forth(from(your(outstretched(fingertips.(Each( creature(in(a(15[foot(cone(must(make(a(Dexterity( saving(throw.(A(creature(takes(3d6(fire(damage( on(a(failed(save,(and(half(as(much(damage(on(a( successful(one.(

( The(fire(ignites(any(flammable(objects(in(the( area(that(are(not(being(worn(or(carried.(

( *at\*higher\*levels:*(When(you(cast(this(spell(using( a(spell(slot(of(2nd(level(or(higher,(the(damage( increases(by(1d6(for(each(level(above(1st.(

Call(Lightning(

*3rd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

A(roiling(stormcloud(appears(over(your(head,( flashing(with(lightning.(When(you(cast(the(spell,( choose(a(point(you(can(see(within(range.(A(bolt( of(lightning(flashes(down(from(the(cloud(to(that( point.(Each(creature(within(5(feet(of(that(point( must(make(a(Dexterity(saving(throw.(A(creature( takes(4d10(lightning(damage(on(a(failed(save,( and(half(as(much(damage(on(a(successful(one.( ( Until(the(spell(ends,(you(can(use(your(action(to( call(down(another(lightning(strike(from(the(cloud. ( If(you(are(outdoors(in(stormy(conditions(when( you(cast(this(spell,(the(spell(gives(you(control( over(the(existing(storm(instead(of(creating(a(new( one.(When(you(call(down(a(bolt(of(lightning(from( the(storm,(it(deals(6d10(damage.(

( *at\*higher\*levels:*(When(you(cast(this(spell(using( a(spell(slot(of(4th(or(higher(level,(the(damage( increases(by(1d10(for(each(level(above(3rd.(

Calm(Emotions(

*2nd/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(point(within(range.(Each(humanoid( within(20(feet(of(that(point(must(make(a( Charisma(saving(throw;(a(creature(can(choose(to( fail(this(saving(throw(if(it(wishes.(On(a(failed(save, the(creature(becomes(indifferent(to(any(creature( to(which(it(is(hostile.(Any(effect(causing(it(to(be( charmed(or(frightened(is(suppressed.((

( If(an(affected(creature(is(attacked(or(targeted( by(a(harmful(spell,(or(witnesses(a(creature(that(it( is(friendly(to(being(attacked(or(having(a(harmful( spell(cast(upon(it,(the(effect(ends(early(for(that( creature.(When(the(spell(ends,(any(suppressed( effect(resumes,(provided(its(duration(has(not( expired(in(the(meantime.(

Celestial(Bolt(

*1st/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

A(flash(of(light(streaks(toward(a(creature(within( range.(Make(a(ranged(attack(roll(against(that( creature,(with(a(bonus(to(the(roll(equal(to(your( spellcasting(ability(modifier(+(your(proficiency( bonus.(On(a(hit,(the(creature(takes(4d6(radiant( damage,(and(the(next(attack(roll(made(against( this(creature(before(the(end(of(your(next(turn( has(advantage.(

***# At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(you(deal( 2d6(extra(radiant(damage(for(each(level(above( 1st.(

Chain(Lightning(

*6th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((a(bit(of(fur;(a(piece(of( amber,(glass,(or(a(crystal(rod;(plus(three(silver( pins)(

**Duration:**(Instantaneous(

You(create(a(bolt(of(lightning(that(strikes(a(target( you(choose(within(range.(Three(bolts(then(leap( from(that(target(to(as(many(as(three(other( targets,(each(of(which(must(be(within(30(feet(of( the(first(target.(A(target(can(be(a(creature(or(an( object,(and(a(target(can(be(struck(by(only(one(of( the(bolts.(

( For(each(bolt(that(strikes(a(target,(that(target( must(make(a(Dexterity(saving(throw.(The(target( takes(10d6(lightning(damage(on(a(failed(save,( and(half(as(much(damage(on(a(successful(one.(

Changestaff(

*5th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(specially(prepared( quarterstaff(that(is(not(consumed(in(the(spell’s( casting.(The(staff(must(be(a(sound(limb(cut( from(ash,(oak,(or(yew,(then(cured,(shaped,( carved,(and(polished,(a(process(requiring( twenty[eight(continuous(days)(

**Duration:**(12(hours(

You(plant(the(end(of(your(specially(prepared( quarterstaff(in(the(ground.(The(staff(transforms( until(the(start(of(your(next(turn,(at(which(point(it( becomes(a(treant[like(creature(for(the(duration.( When(the(spell(ends,(the(creature(transforms( back(into(the(staff.(

( The(creature(is(identical(to(a(treant(except(it( does(not(have(the(ability(to(Animate(Trees.(The( creature(is(friendly(to(you(and(your(companions( and(obeys(any(spoken(command(you(give(it.(The( treant(acts(on(your(turn(and(as(part(of(your( action,(provided(it(can(hear(you,(you(decide(how( it(moves(and(acts.(The(Dungeon(Master(has(the( creature’s(statistics(and(resolves(all(of(its(actions. ( The(spell(ends(early(if(the(creature(drops(to(0( hit(points,(which(causes(it(to(crumble(to(dust(and( utterly(destroy(the(staff.(

Chariot(of(Sustarre(

*7th/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(small(piece(of(wood,(two( holly(berries,(and(a(fire(source(at(least(the(size( of(a(campfire)(

**Duration:**(8(hours(

You(summon(the(chariot(of(Sustarre,(which( appears(amid(a(cloud(of(roiling(smoke(and(fire( accompanied(by(a(clap(of(thunder.(The(chariot(is( a(Huge(vehicle(made(of(brass(decorated(with(a( sunburst(motif(and(drawn(by(two(fiery(horses( from(the(Elemental(Plane(of(Fire.(The(chariot( appears(in(any(unoccupied(space(within(range.( ( You(and(up(to(seven(other(Medium(or(smaller( creatures(you(touched(when(you(cast(the(spell( can(safely(enter(the(chariot.((A(Large(creature( counts(as(four(Medium(creatures.)(Any(other( creature(that(comes(within(5(feet(of(the(chariot( takes(2d6(fire(damage.(A(creature(can(take(this( damage(just(once(per(round.(

( Until(the(spell(ends,(you(control(the(chariot(by( spoken(command.(You(can(cause(the(flaming( steeds(to(stop(or(go,(trot,(run(or(fly,(and(turn(left( or(right(as(you(choose.(The(chariot(has(a(speed(of( 60(feet(and(a(fly(speed(of(120(feet.(

( Although(the(chariot(and(steeds(appear(to(be( separate,(they(count(as(one(object(with(an(AC(18( and(90(hit(points.(The(chariot(is(immune(to(all( nonmagical(damage.(A(*dispel\*magic\**or(a(*divine\* word\**spell(returns(the(chariot,(without(its( passengers,(to(the(Elemental(Plane(of(Fire.(

( Once(the(spell(ends,(you(cannot(conjure(the( chariot(of(Sustarre(again(until(10(days(have( passed.(

Charm(Person( *1st/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s( **Duration:**(1(hour(

Choose(a(living(humanoid(within(range.(It(must( make(a(Wisdom(saving(throw,(and(does(so(with( advantage(if(you(or(your(companions(are(fighting it.(If(it(fails(the(saving(throw,(it(is(charmed(by(you( until(the(spell(ends(or(until(you(or(your( companions(do(anything(harmful(to(it.(The( charmed(creature(regards(you(as(a(friendly( acquaintance.(

Chill(Touch( *Necromancy\*cantrip\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(1(round(

Make(a(melee(attack(roll(to(touch(a(creature(and( assail(its(life(force(with(the(chill(of(the(grave.(You( have(a(bonus(to(the(roll(equal(to(your( spellcasting(ability(modifier(+(your(proficiency( bonus.(On(a(hit,(the(target(takes(1d8(necrotic( damage,(and(it(cannot(regain(hit(points(until(the( start(of(your(next(turn.(This(spell(has(no(effect( upon(undead(or(constructs.(

( ***At#Higher#Levels.****\**The(spell’s(damage(increases( by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Chromatic(Orb(

*1st/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(diamond(worth(at(least( 50(gp)(

**Duration:**(Instantaneous(

You(hurl(a(4[inch(diameter(sphere(of(energy(at(a( creature(that(you(can(see(within(range.(You( choose(acid,(cold,(fire,(lightning,(poison,(or( thunder(for(the(type(of(orb(you(create,(and(then( make(a(spell(attack(against(the(target.(If(the( attack(hits,(the(creature(takes(3d8(damage(of(the type(you(chose.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 1st.(

Circle(of(Death(

*6th/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((the(powder(of(a(crushed( black(pearl(worth(at(least(500(gp)(

**Duration:**(Instantaneous(

Choose(a(point(within(range(that(you(can(see.(A( wave(of(raw(negative(energy(washes(out(from( that(point(to(a(distance(of(60(feet,(threatening(to( snuff(the(life(force(of(creatures(it(touches.(Each( creature(in(that(area(must(make(a(Constitution( saving(throw.(The(creature(takes(10d6(necrotic( damage(on(a(failed(save,(or(half(as(much(damage( on(a(successful(one.(This(spell(has(no(effect(upon undead(or(constructs.(

Circle(of(Power(

*5th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

Divine(energy(radiates(out(from(you,(distorting( and(diffusing(magical(energy(within(30(feet(of( your.(For(the(duration,(each(friendly(creature(in( the(area,(including(you,(has(advantage(on(saving( throws(against(spells(and(other(magical(effects.(

Clairvoyance(

*3rd/level\*divination\**

**Casting(Time:**(10(minutes(

**Range:**(1(mile(

**Components:**(V,(S,(M((a(focus(worth(at(least(100( gp,(either(a(jeweled(horn((for(hearing)(or(a( glass(eye((for(seeing),(which(is(not(consumed( when(you(cast(the(spell)(

**Duration:**(Concentration,(up(to(10(minutes(

You(create(an(invisible(sensor(shaped(like(a(great( eye(in(a(location(known(to(you((a(place(you(have( visited(or(seen(before)(or(an(obvious(one,(such( as(behind(a(door,(around(a(corner,(or(in(a(grove( of(trees,(within(range.(The(sensor(remains(in( place(for(the(duration.((

( When(you(cast(the(spell,(choose(to(see(or(hear.( You(can(use(that(sense(through(the(sensor(as(if( you(were(in(its(space.(As(your(action,(you(can( switch(between(seeing(and(hearing(and(can( change(the(sensor’s(orientation(to(look(in(any( direction.(A(creature(that(can(see(the(sensor( (such(as(a(creature(benefitting(from(*see\*invisible*( or(*true\*seeing*)(sees(a(luminous(orb(about(the( size(of(your(fist.(

Clone(

*8th/level\*necromancy\**

**Casting(Time:**(1(hour(

**Range:**(Touch(

**Components:(**V,(S,(M((a(diamond(worth(at(least( 1,000(gp,(which(is(consumed(when(you(cast( the(spell.(In(addition,(you(must(provide(a( vessel(worth(at(least(2,000(gp(that(has(a( sealable(lid(and(is(large(enough(to(hold(a( Medium(creature.(This(might(be(a(huge(urn,(an( elaborate(coffin,(a(mud[filled(cyst(in(the( ground,(or(an(elaborate(crystal(container(filled( with(salt(water,(for(example)(

**Duration:**(Instantaneous(

This(spell(grows(an(inert(duplicate(of(a(living( creature(as(a(safeguard(against(death.(You(must( have(a(tiny(portion((at(least(a(cubic(inch)(of(its( flesh(within(range.(This(clone(forms(inside(a( sealed(vessel(and(grows(to(full(size(and(maturity( after(120(days.(It(remains(inert(and(endures( indefinitely,(as(long(as(its(vessel(remains( undisturbed.(

( At(any(time(after(the(clone(matures,(if(the( original(creature(dies,(the(creature’s(soul( transfers(to(the(clone,(provided(that(the(soul(is( free(and(willing(to(return.(The(clone(is(physically( identical(with(the(original(and(has(the(same( personality,(memories,(and(abilities,(but(none(of( the(original’s(equipment.(The(original(creature’s( physical(remains,(if(they(still(exist,(become(inert( and(cannot(thereafter(be(restored(to(life,(since( the(creature’s(soul(is(elsewhere.((

Cloud(of(Daggers(

*1st/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(sliver(of(glass)( **Duration:**(Concentration,(up(to(1(minute(

You(fill(the(air(with(spinning(daggers(in(a(cube( five(feet(on(each(side,(centered(on(a(point(you( choose(within(range.(Each(time(a(creature(enters( the(cube(or(ends(its(turn(within(the(cube,(it(takes( 4d4(slashing(damage.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(2d4(for(each(level(above( 1st.(

Cloudkill(

*5th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(120(feet( **Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(a(point(within(range.(You(create(a(20[ foot[radius(sphere(of(poisonous,(yellow[green( fog(centered(there.(The(fog(spreads(around( corners.(It(lasts(for(the(duration,(and(its(area(is( heavily(obscured.(

( A(creature(must(make(a(Constitution(saving( throw(when(it(starts(its(turn(in(the(area(or(enters it(for(the(first(time(on(a(turn.(The(creature(takes( 6d8(poison(damage(on(a(failed(save,(and(half(as( much(damage(on(a(successful(one.(Undead(and( constructs(take(no(damage(from(the(fog,(but(it( affects(other(creatures(even(if(they(hold(their( breath(or(do(not(need(to(breathe.(

( The(fog(moves(10(feet(away(from(you(at(the( start(of(each(of(your(turns,(rolling(along(the( surface(of(the(ground.(The(vapors,(being(heavier( than(air,(sink(to(the(lowest(level(of(the(land,(even( pouring(down(openings.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 5th.(

Color(Spray( *1st/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(pinch(each(of(powder(or( sand(that(is(colored(red,(yellow,(and(blue)(

**Duration:**(1(round(

A(dazzling(array(of(flashing,(colored(light(springs( from(your(hand.(Each(creature(in(a(15[foot(cone( must(make(a(Wisdom(saving(throw,(provided(the( creature(can(see.(For(every(creature(that(fails(its( saving(throw,(roll(a(d6(to(determine(the(spell’s( effect(on(that(creature.(

1-2 Until the end of the creature’s next turn, the creature’s speed is halved, and it has disadvantage on attack rolls and ability checks.

3-4 The only action the creature can take on its next turn is an attack against a randomly determined target within range.

5-6 Until the end of the creature’s next turn, the creature is frightened by you and must move as far away from you as possible before taking any action.

Command( *1st/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**V( **Duration:**(1(round(

You(speak(a(one[word(command(to(a(creature( you(can(see(within(range.(It(must(succeed(on(a( Wisdom(saving(throw(or(follow(the(command(on( its(next(turn,(unless(the(creature(doesn’t( understand(it.(This(spell(has(no(effect(upon( undead(or(constructs.((

( Some(typical(commands(and(their(effects( follow.(You(might(issue(a(command(other(than(

one(described(here.(If(you(do(so,(the(DM( determines(how(the(target(behaves.(If(the(target( is(prevented(from(following(the(command(issued to(it,(the(spell(ends.(

( ***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(falls(prone(and(then(ends(its turn.(

( ***Halt.***(The(target(does(not(move(and(takes(no( actions.(A(flying(creature(stays(aloft,(provided(it( is(able(to(do(so.(

Commune(

*5th/level\*divination\*(ritual)\**

**Casting(Time:(**10(minutes(

**Range:**(Self(

**Components:(**V,(S,(M((incense(and(a(vial(of(holy( or(unholy(water)(

**Duration:**(1(minute(

You(contact(your(deity,(or(a(divine(proxy,(and( ask(up(to(three(questions(that(can(be(answered( with(a(yes(or(a(no.(You(must(ask(your(questions( before(the(spell(ends.(You(receive(a(correct( answer(for(each(question.(

( Divine(beings(of(the(Outer(Planes(are(not( 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( answer(instead.(

( If(you(cast(the(spell(two(or(more(times(before( completing(your(next(long(rest,(there(is(a(25( percent(chance(on(each(casting(after(the(first( that(you(get(no(answer.(The(DM(makes(this(roll( in(secret.(

Commune(with(Nature(

*5th/level\*divination\*(ritual)\**

**Casting(Time:**(10(minutes( **Range:**(Self(

**Components:**(v,(s(

**Duration:**(Instantaneous(

You(briefly(become(one(with(nature,(attaining( knowledge(of(the(surrounding(territory.(In( outdoor(settings,(the(spell(gives(you(knowledge( of(the(land(within(3(miles(of(you.(In(natural( underground(settings—caves,(caverns,(and(the( like—the(radius(is(limited(to(300(feet.(The(spell( does(not(function(where(nature(has(been( replaced(by(construction(or(settlement,(such(as( in(dungeons(and(towns.(You(instantly(gain( knowledge(of(up(to(three(facts(about(any(of(the( following(subjects:(

* The(ground(or(terrain(
* Plants(
* Minerals(
* Bodies(of(water(
* People(
* General(animal(population(
* Presence(of(woodland(creatures(
* Presence(of(powerful(celestials,(fiends,( elementals,(or(undead(
* Influence(from(other(planes(of(existence(or( alternate(realities(
* The(general(state(of(the(natural(setting(

For(example,(you(could(determine(the(location(of( any(powerful(undead(creatures,(the(location(of( all(major(sources(of(safe(drinking(water,(and(the( location(of(any(buildings((which(register(as(blind( spots(to(your(perception).(

Comprehend(Languages( *1st/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(pinch(of(soot(and(a(few( grains(of(salt)(

**Duration:**(1(hour(

For(the(duration,(you(understand(the(literal( meaning(of(spoken(language(that(you(hear(and(of( written(language(that(you(can(see,(provided(you( are(touching(the(surface(on(which(the(words(are( written.(It(takes(about(1(minute(to(read(one(page( of(text.(

( This(spell(does(not(reveal(secret(messages(that( are(concealed(in(a(text,(and(it(does(not(allow(you( to(read(magical(writing(or(inscriptions,(such(as( those(deciphered(by(the(*read\*magic*(spell.(

Cone(of(Cold(

*5th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(very(small(crystal(or( glass(cone)(

**Duration:**(Instantaneous(

A(blast(of(cold(air(erupts(from(your(hands.(Each( creature(in(a(60[foot(cone(must(make(a( Constitution(saving(throw.(A(creature(takes(6d8( cold(damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(

( A(creature(killed(by(this(spell(becomes(a(frozen statue(until(it(thaws.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 5th.(

Confusion(

*4th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((three(nut(shells)( **Duration:**(Concentration,(up(to(1(minute(

This(spell(assaults(and(twists(creatures’(minds,( spawning(delusions(and(provoking(uncontrolled( action.(Each(creature(in(a(10[foot[radius(sphere( centered(on(a(point(you(choose(within(range( must(succeed(on(a(Wisdom(saving(throw(or(be( affected(by(the(spell(for(the(duration.(

( A(creature(affected(by(this(spell(must(roll(a(d10 at(the(start(of(each(of(its(turns(to(determine(its( behavior(during(that(turn.(

!1! The!creature!uses!all!its!movement!to!move!in!a! random!direction.!To!determine!the!direction,! roll!a!d8!and!assign!a!direction!to!each!die!face.! The!creature!does!not!take!an!action!this!turn.!

2-6 The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.

7-8 The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Conjure(Animals(

*3rd/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(hour(

You(summon(fey(spirits(that(take(the(form(of( animals(and(appear(in(unoccupied(spaces(within( range.(You(can(choose(any(one(of(the(following( to(appear:(

* 2(black(bears(
* 1(brown(bear(
* 3(boars(
* 2(crocodiles(
* 1(giant(eagle(
* 4(herd(animals((DM’s(choice)(
* 4(riding(horses(or(ponies(
* 1(lion(

The(Dungeon(Master(may(allow(you(to(summon( other(kinds(of(animals(instead(of(the(ones(listed( above(at(his(or(her(discretion.(These(creatures( are(considered(to(be(both(beasts(and(fey.( ( These(creatures(are(friendly(to(you(and(your( companions.(Each(of(the(summoned(creatures( disappears(when(the(spell(ends,(when(you(use( your(action(to(dismiss(it,(or(when(it(is(reduced(to( 0(hit(points.(

( These(creatures(are(friendly(to(you(and(your( companions.(The(creatures(obey(any(commands( that(you(issue(to(them.(If(you(do(not(issue(any( commands(to(them,(they(defend(themselves( from(hostile(creatures,(but(otherwise(take(no( actions.(((

( The(Dungeon(Master(has(the(creatures’( statistics.(

Conjure(Barrage(

*3rd/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V,(S,(M((one(piece(of(ammunition( or(a(thrown(weapon)(

**Duration:**(Instantaneous(

You(throw(a(weapon(or(fire(a(piece(of( ammunition(into(the(air(to(create(a(cone(of( identical(weapons(that(barrage(your(enemies.( Each(creature(in(a(60[foot(cone(must(succeed(on( a(Dexterity(saving(throw(or(take(3d8(damage( (half(damage(on(a(successful(save).(The(damage( type(is(the(same(as(that(of(the(weapon(or( ammunition(used(as(a(component.(

Conjure(Celestial(

*7th/level\*conjuration\**

**Casting(Time:**(1(minute(

**Range:**(90(feet( **Components:**(v,(s( **Duration:**(Concentration,(up(to(1(hour(

You(summon(a(celestial,(a(deva,(which(appears(in an(unoccupied(space(in(range.(The(celestial( disappears(when(the(spell(ends,(when(you(use( your(action(to(dismiss(it,(or(when(it(is(reduced(to( 0(hit(points.(

( A(conjured(celestial(is(friendly(to(you(and(your( companions.(The(celestial(obeys(any(commands( that(you(issue(to(it.(If(you(do(not(issue(any( commands(to(it,(it(defends(itself(from(hostile( creatures,(but(otherwise(takes(no(actions.(( ( The(Dungeon(Master(has(the(celestial’s( statistics.(

( ***At#Higher#Levels***.(If(you(cast(this(spell(using(a( spell(slot(of(8th(level,(you(summon(a(planetar( instead(of(a(deva.(If(you(use(a(spell(slot(of(9th( level(you(summon(a(solar(instead(of(a(deva.(

Conjure(Elemental(

*5th/level\*conjuration\**

**Casting(Time:**(1(minute(

**Range:**(90(feet(

**Components:**(V,(S,(M((burning(incense(for(air,( soft(clay(for(earth,(sulphur(and(phosphorus(for( fire,(or(water(and(sand(for(water)(

**Duration:**(Concentration,(up(to(1(hour(

Choose(an(area(of(air,(earth,(fire,(or(water(that( fills(a(10[foot(cube(that(you(can(see(within(range.( An(air(elemental,(an(earth(elemental,(a(fire( elemental,(or(a(water(elemental,(as(appropriate( to(the(area(you(chose,(emerges(from(the(cube( into(an(unoccupied(space(within(10(feet(of(it.(For( example,(a(fire(elemental(would(emerge(from(a( bonfire,(while(an(earth(elemental(would(rise(up( from(the(ground.(The(elemental(disappears( when(the(spell(ends,(when(you(use(your(action(to dismiss(it,(or(when(it(is(reduced(to(0(hit(points.( ( A(conjured(elemental(is(friendly(to(you(and( your(companions(for(as(long(as(you(concentrate( on(the(spell.(If(your(concentration(is(broken,(the( elemental(does(not(disappear(and(instead( becomes(hostile(to(you(and(your(companions( and(may(attack(you.(An(uncontrolled(elemental( disappears(1(hour(after(you(summoned(it,(and( can(no(longer(be(voluntarily(dismissed.( ( While(under(your(control,(the(elemental(obeys( any(commands(that(you(issue(to(it.(If(you(do(not( issue(any(commands(to(it,(it(defends(itself(from( hostile(creatures,(but(otherwise(takes(no(actions.( ( The(Dungeon(Master(has(the(elemental’s( statistics.(

Conjure(Woodland(Beings(

*4th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(pinecone(and(holly( berries)(

**Duration:**(Concentration,(up(to(1(hour(

You(summon(fey(spirits(that(appear(in( unoccupied(spaces(within(range.(You(can(choose( any(of(one(the(following(to(appear:(

• 1(dryad( • 3(pixies( • 3(sprites(

The(Dungeon(Master(may(allow(you(to(summon( other(kinds(of(animals(instead(of(the(ones(listed( above(at(his(or(her(discretion.(These(creatures( are(considered(to(be(both(beasts(and(fey.( ( These(creatures(are(friendly(to(you(and(your( companions.(Each(of(the(summoned(creatures( disappears(when(the(spell(ends,(when(you(use( your(action(to(dismiss(it,(or(when(it(is(reduced(to( 0(hit(points.(

( These(creatures(are(friendly(to(you(and(your( companions.(The(creatures(obey(any(commands( that(you(issue(to(them.(If(you(do(not(issue(any( commands(to(them,(they(defend(themselves( from(hostile(creatures,(but(otherwise(take(no( actions.(((

( The(Dungeon(Master(has(the(creatures’( statistics.(

Conjure(Volley(

*5th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((one(piece(of(ammunition( for(a(ranged(weapon)(

**Duration:**(Instantaneous(

You(fire(a(piece(of(ammunition(from(a(ranged( weapon(into(the(air,(and(choose(a(point(within( range.(Hundreds(of(duplicates(of(the(piece(of( ammunition(fall(in(a(massive(volley(from(above.( Each(creature(in(a(40[foot[radius,(20[foot[high( cylinder(centered(on(that(point(must(make(a( Dexterity(saving(throw.(A(creature(takes(8d8( damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(The(damage(type(is( the(same(as(that(of(the(ammunition(used(as(a( component.(

Contact(Other(Plane(

*5th/level\*divination\*(ritual)\**

**Casting(Time:(**1(minute(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(mentally(contact(a(demigod,(the(spirit(of(a( long[dead(sage,(or(some(other,(mysterious(entity( from(another(plane.(You(can(ask(it(up(to(five( questions(that(can(be(answered(with(a(single( word.(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.(

( Contacting(this(extraplanar(intelligence(can( strain(or(even(break(your(mind.(When(you( receive(the(answer(to(each(question,(make(an( Intelligence(or(a(Charisma(check((your(choice).( The(DC(for(the(first(question(is(5,(and(the(DC( increases(by(5(for(each(subsequent(question.(If( you(fail(the(check,(you(take(6d6(psychic(damage,( the(spell(ends,(and(you(can’t(cast(spells(until(you( complete(a(long(rest.(

Contagion(

*4th/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(Touch( **Component:**(v,(s( **Duration:**(Instantaneous(

Make(a(melee(attack(roll(against(a(creature(you( choose(within(range.(You(have(a(bonus(to(the(roll equal(to(your(spellcasting(ability(modifier(+(your( proficiency(bonus.(On(a(hit,(you(afflict(the( creature(with(a(disease(of(your(choice(from(any( of(the(ones(described(below.((

( At(the(end(of(each(of(the(target’s(turns,(it(must( make(a(Constitution(saving(throw.(After(three( failed(saving(throws,(the(disease’s(effects( become(permanent(and(the(creature(stops( making(saving(throws(against(this(effect.(After( three(successful(saving(throws,(the(creature( recovers(from(the(disease(and(stops(making( saving(throws(against(this(effect.(

* ***Blinding#Sickness.***(Pain(grips(the(creature’s( mind(and(its(eyes(turn(milky(white.(The(creature( has(disadvantage(on(all(Wisdom(checks(and( saving(throws(and(becomes(blinded.(
* ***Filth#Fever.***(A(raging(fever(sweeps(through(the( creature’s(body.(The(creature(has(disadvantage( on(attack(rolls(using(Strength,(Strength(checks,( and(Strength(saving(throws.(
* ***Flesh#Rot.***(The(creature’s(flesh(rapidly(decays.( The(creature(has(disadvantage(on(Charisma( checks,(and(has(vulnerability(to(all(damage.((( ***# Mindfire.***(The(creature’s(mind(becomes( feverish.(The(creature(has(disadvantage(on( Intelligence(checks(and(saving(throws,(and(the( creature(behaves(as(if(under(the(effects(of(the( *confusion\**spell.((
* ***Seizure.***(The(creature(becomes(overcome(with( horrific(shaking.(The(creature(has(disadvantage( on(attack(rolls(using(Dexterity,(Dexterity(checks,( and(Dexterity(saving(throws.(
* ***Slimy#Doom.***(The(creature(begins(to(bleed( uncontrollably.(The(creature(has(disadvantage( on(Constitution(checks(and(saving(throws.(In( addition,(whenever(the(creature(takes(damage,(it( becomes(stunned(until(the(end(of(its(next(turn.(

Contingency(

*6th/level\*evocation\**

**Casting(Time:**(10(minutes( **Range:(**Self(

**Components:**(V,(S,(M((A(statuette(of(yourself( carved(from(ivory(and(decorated(with(gems( worth(at(least(1,500(gp.(The(statuette(is(not( consumed(when(you(cast(the(spell,(and(you( must(carry(it(for(the(*contingency*(to(work.)**(**

**Duration:**(10(days((

Choose(a(spell(you(have(prepared(that(has(a( casting(time(of(1(action(or(less,(that(can(target( you,(and(that(does(not(have(any(requirement.( You(cast(this(spell(as(part(of(the(casting(of( *contingency*,(expending(the(spell(slot(as(normal,( but(the(spell(does(not(come(into(effect.(Instead,( the(spell(comes(into(effect(when(a(condition(you( state(during(the(casting(of(this(spell.(

( The(conditions(needed(to(bring(the(spell(into( effect(must(be(clear,(although(they(can(be( general.(For(example,(a(*contingency*(cast(with( *water\*breathing\**might(prescribe(that(any(time( you(are(engulfed(in(water(or(a(similar(liquid,(the( *water\*breathing*(spell(instantly(comes(into(effect.( The(contingent(spell(takes(effect(immediately( after(the(condition(is(met(for(the(first(time,( whether(you(want(it(to(or(not,(and(then(the( *contingency*(spell(effect(ends.((

( The(contingent(spell(takes(effect(with(you((and( only(you)(as(a(target.(You(can(only(use(one( *contingency*(spell(at(a(time.(If(you(cast(this(spell( again,(the(effect(of(any(existing(*contingency*( spells(upon(you(ends.((

Continual(Flame(

*2nd/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((ruby(dust(worth(50(gp)( **Duration:**(Permanent(

A(flame,(equivalent(in(brightness(to(a(torch,( springs(forth(from(an(object(that(you(touch.(The( effect(looks(like(a(regular(flame,(but(it(creates(no( heat(and(doesn’t(use(oxygen.(A(*continual\*flame*( can(be(covered(or(hidden(but(not(smothered(or( quenched.(

Control(Water(

*4th/level\*transmutation\*\**

**Casting(Time:(**1(action(

**Range:**(300(feet(

**Components:**(V,(S,(M((a(drop(of(water(and(a( pinch(of(dust)(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(an(area(inside(up(to(a(100[foot(cube.(You( control(any(freestanding(water(in(the(area(for( the(duration.(You(can(choose(from(any(of(the( following(effects(when(you(cast(this(spell.(

* ***Flood.#***You(cause(the(water(level(of(all(standing( water(in(the(area(to(rise(by(as(much(as(20(feet.((If( the(area(includes(a(shore,(the(flooding(water( spills(over(onto(dry(land.((

( 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(down.(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%(chance(of(capsizing.(

* ***Part#Water.#***You(cause(water(in(the(area(to( move(apart(and(create(a(trench(that(remains( until(the(spell(ends.(The(trench(extends(across( the(spell’s(area(and(the(separated(water(forms(a( wall(to(either(side.(When(the(spell(ends,(the( water(slowly(fills(in(the(trench(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( the(terrain(conditions.((
* ***Whirlpool.#***You(may(only(choose(this(effect(if( you(chose(an(area(within(a(lake(or(larger(body(of( water.(You(cause(a(whirlpool(to(form(in(the( center(of(the(area.(The(whirlpool(forms(a(vortex( that(is(5(feet(wide(at(the(base,(up(to(50(feet(wide( at(the(top,(and(25(feet(tall.(Any(creature(or(object(on(the(surface(of(the(water(and(within(25(feet(of( the(vortex(are(pulled(10(feet(toward(the(vortex,( moving(around(it(in(the(same(direction(it(is( moving.(A(creature(can(swim(away(from(the( vortex(by(making(a(Strength(check(against(the( spell’s(saving(throw(DC.((

( Any(creature(or(object(that(moves(into(or(is( moved(into(the(vortex(takes(2d8(bludgeoning( damage(and(is(caught(in(its(currents(until(the( spell(ends.(While(caught,(the(creature(or(object( must(succeed(on(a(Strength(saving(throw(or(take( 2d8(bludgeoning(damage.(A(character(caught(in( the(currents(can(attempt(to(swim(away(from(the( vortex(as(described(above,(but(has(disadvantage( on(its(Strength(check(to(do(so.((

Control(Weather(

*7th/level\*transmutation\**

**Casting(Time:**(10(minutes(

**Range:**(Self(

**Components:**(V,(S,(M((burning(incense(and(bits( of(earth(and(wood(mixed(in(water)(

**Duration:**(Concentration,(up(to(8(hours(

You(take(control(over(the(weather(within(5(miles( of(you(for(the(duration.(You(must(be(outdoors(to( cast(this(spell.(Moving(to(a(place(where(you(do( not(have(a(clear(path(to(the(sky(breaks(your( concentration(on(this(spell.(

( When(you(cast(the(spell,(you(change(current( conditions,(which(are(determined(by(the( Dungeon(Master(based(on(the(climate(and( season,(to(new(conditions.(You(can(change( precipitation,(temperature,(and(wind.(It(takes( 1d4 x 10 minutes for the new conditions to take effect. Once these new conditions take effect, you can change the conditions again. When the spell ends, the weather gradually returns to the conditions when you cast the spell.

* ***Precipitation.*** Find the current condition on the following table and choose one from the available options.

Precipitation)Options)

**Current) New)Conditions)**

Clear! Light!clouds!

Light!Clouds! Clear,!rain,!hail,!overcast,!or!snow!

Overcast! Light!clouds,!ground!fog,!torrential!

rain,!driving!hail,!or!blizzard!

* ***Temperature.*** Find the current condition on the following table and choose one from the available options.

**Temperature)Options) Current) New)Conditions)**

Unbearable!Heat! Hot!

|  |  |
| --- | --- |
| Hot! | Unbearable!heat!or!warm |
| Warm! | Hot!or!cool! |
| Cool! | Warm!or!cold! |
| Cold! | Cool!or!arctic!cold! |
| Arctic!Cold! | Cold! |

* ***Wind.*** Find the current condition on the following table and choose one from the available options. You can control the direction of the wind.

**New)Conditions)** Moderate!wind! Calm!or!strong!wind! Moderate!wind!or!gale Strong!wind!or!storm! Gale!

Wind)Options Current) Calm!

Moderate!Wind!

Strong!Wind!

Gale!

Storm!

Cordon of Arrows *2nd/level\*transmutation\** **Casting(Time:** 1 action **Range:** 5 feet **Components:(**V, S, M four or more arrows or bolts)

**Duration:** 1 minute

You plant four arrows or crossbow bolts in the ground around you while laying a spell upon them to protect you. Until the spell ends, each time a creature moves to within 5 feet of you, one of the bolts or arrows flies up to strike at it and is then destroyed. The creature must make a Dexterity saving throw or take 1d6 piercing damage. When no bolts or arrows remain, the spell ends.

***At#Higher#Levels.*** When you cast this spell using a spell slot of 3rd level or higher, the number of bolts or arrows increases by one for each level above 2nd.

Counterspell(

*3rd/level\*abjuration\**

**Casting(Time:**(1(reaction,(which(you(take(when( you(see(a(creature(within(60(feet(cast(a(spell.(

**Range:(**60(feet( **Components:**(S( **Duration:**(Instantaneous(

You(interrupt(a(creature(in(the(process(of(casting( a(spell.(If(the(creature(is(casting(a(spell(of(3rd( level(or(lower,(its(spell(has(no(effect.(If(it(is( casting(a(spell(of(4th(level(or(higher,(make(an( ability(check(using(your(magic(ability.(The(DC( equals(10(+(the(spell’s(level.(On(a(success,(the( creature’s(spell(has(no(effect.(

*\* at\*higher\*levels:*(When(you(cast(this(spell(using( a(spell(slot(of(4th(level(or(higher,(the(interrupted( spell(has(no(effect(if(its(level(is(less(than(or(equal( to(the(level(of(the(spell(slot(you(used.(

Create(Food(and(Water(

*3rd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(create(30(pounds(of(food(and(20(gallons(of( water(within(range,(enough(to(sustain(up(to(ten( humanoids(or(five(steeds(for(24(hours.(The(food( is(bland(but(nourishing,(and(spoils(if(uneaten( after(24(hours.(The(water(is(clean(and(does(not( go(bad.(

Create(or(Destroy(Water(

*1st/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(drop(of(water(if(creating( water(or(a(few(grains(of(sand(if(destroying(it)(

**Duration:**(Instantaneous(

You(either(create(or(destroy(water.(

( ***Create#Water.***(You(create(up(to(2(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( in(the(area.*\**

( The(spell(produces(enough(clean,(drinkable( water(to(sustain(one(Small(or(Medium(creature( for(24(hours.(

( ***Destroy#Water.***(You(destroy(up(to(2(gallons(of( water(in(an(open(container(within(range.(

Alternatively,(you(destroy(fog(in(a(30[foot(cube( within(range.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(you( create(or(destroy(2(additional(gallons(of(water( for(each(level(above(1st.(

Create(Undead(

*6th/level\*necromancy\**

**Casting(Time:**(1(minute(

**Range:**(10(feet(

**Components:**(V,(S,(M((one(clay(pot(filled(with( grave(dirt,(a(clay(pot(filled(with(brackish(water,( and(one(black(onyx(stone(for(each(corpse,(each( worth(150(gp)(

**Duration:**(1(day(

You(may(only(cast(this(spell(at(night.(Choose(up( to(three(corpses(of(Medium(or(Small(humanoids( within(range.(The(corpses(become(ghouls(under( your(control(for(the(duration.(

( While(the(creature(is(under(your(control,(it(is( friendly(to(you(and(creatures(you(designate.(It( acts(on(your(turns(and,(if(within(60(feet(of(you,( you(decide(how(it(acts(and(moves.(You(can(also( give(the(creature(a(more(general(command,(such( as(to(kill(a(specific(creature,(guard(an(area,(or( something(else.(When(given(such(a(command,( the(creature(works(to(complete(the(task(for(the( duration.(If(it(completes(the(task(early,(it(returns( to(you(by(the(most(direct(route.(

( If(you(are(unable(to(command(the(creature(or( fail(to(do(so,(the(creature(uses(its(action(to(dodge( and(does(not(move.(

( When(the(spell(ends,(creatures(created(by(this( spell(are(free(from(your(control(and(act(normally. ***# At#Higher#Levels.#***You(can(creature(more( power(undead(creatures(by(casting(this(spell( using(spell(slots(of(7th(level(or(higher.(Using(a( 7th[level(spell(slot(creates(ghasts.(Using(an(8th[ level(spell(slot(creates(wights.(And(using(a(9th[ level(spell(slot(creates(mummies.(

Creation(

*5th/level\*illusion\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(tiny(piece(of(matter(of( the(same(type(of(the(item(you(plan(to(create(

**Duration:**(Special((see(text)(

You(pull(wisps(of(material(from(the(plane(of( Shadow(to(create(an(item(of(nonliving,(vegetable nature—soft(goods,(rope,(wood,(or(something( similar.(You(can(also(use(this(spell(to(create( mineral(objects—stone,(crystal,(or(metal.(The( item(created(must(fit(inside(5[foot(cubic(area( within(range.(Typically,(the(object(you(create( must(be(of(a(type(that(you(have(seen(before.((( ( The(duration(depends(on(the(type(of(material( you(create.(If(the(object(you(create(is(composed( of(multiple(materials,(use(only(the(shortest( duration.(

|  |  |
| --- | --- |
| **Material)** | **Duration)** |
| Vegetable!matter! | 1!day! |
| Stone!or!crystal! | 12!hours! |
| Precious!metals! | 1!hour! |
| Gems! | 10!minutes! |
| Adamantine!or!mithral! | 1!minute! |

( Using(any(material(created(by(this(spell(for(a( material(component(causes(that(spell(to(fail.(( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(increase( the(cubic(feet(of(material(you(create(by(5(for( each(level(above(3rd.(

Creeping(Doom(

*7th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(500(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(minute(

A(swarm(of(spiders,(ants,(and(centipedes(covers( the(ground(in(a(60[foot[radius(sphere(centered( on(a(point(you(can(see(within(range.(The(area(of( the(swarm(spreads(around(corners.(The(swarm( remains(for(the(duration,(biting(and(stinging( everything(in(its(path.(

( When(the(swarm(appears,(each(creature(in(it( must(make(a(Constitution(saving(throw.(A( creature(takes(4d6(piercing(damage(and(4d6( poison(damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(A(creature(also(must( make(this(saving(throw(if(it(ends(its(turn(in(the( swarm(or(if(it(moves(through(it,(but(not(more( than(once(per(turn.(

( On(each(of(your(turns(until(the(spell(ends,(you( can(move(the(swarm(up(to(20(feet.(

Crown(of(Madness( *2nd/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(humanoid(within(range(that(can(hear( you.(The(creature(you(chose(must(succeed(on(a( Wisdom(saving(throw(or(become(charmed(for( the(duration.(While(charmed,(a(twisted(crown(of( horns(appears(on(the(creature’s(head(and(a(wild( madness(glows(in(its(eyes.(While(charmed(by( you,(the(creature(must(use(its(action(each(turn(to( make(a(melee(attack(against(a(creature(that(you( choose.(At(the(end(of(each(turn,(the(creature(can( make(a(Wisdom(saving(throw.(On(a(success,(the( spell(ends(early.(

Crusader’s(Mantle(

*3rd/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

Holy(power(radiates(from(you,(awakening( boldness(in(friendly(creatures(within(30(feet(of( you.(For(the(duration,(each(friendly(creature(in( the(area,(including(you,(deals(1d8(extra(radiant( damage(with(weapon(attacks(that(hit.(

Cure(Wounds( *1st/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(touch(a(creature,(channeling(positive(energy( into(it.(The(creature(regains(2d8(+(2(hit(points.(

This(spell(has(no(effect(upon(undead(or( constructs.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( healing(increases(by(2d8(for(each(level(above(1st.

Damning(Smite(

*5th/level\*abjuration\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(Your(weapon( crackles(with(purifying(flame,(and(the(attack( deals(5d10(extra(fire(damage(to(the(target.( Additionally,(if(this(attack(reduces(the(creature( to(50(hit(points(or(fewer,(the(creature(is( banished(to(a(location(of(the(Dungeon(Master’s( choosing(in(the(Nine(Hells.(

Dancing(Lights(

*Evocation\*cantrip\**

**Casting(Time:**(1(action(

**Range:(**120(feet(

**Components:(**V,(S,(M((a(bit(of(phosphorus(or( wytchwood(or(a(glowworm)(

**Duration:**(Concentration,(up(to(1(minute(

You(create(up(to(four(lights(within(range,(making( them(appear(as(torches,(lanterns,(or(glowing( orbs.(You(can(also(combine(the(four(lights(into( one(glowing,(vaguely(humanoid(form.(Whichever( form(you(choose,(the(lights(shed(dim(light(in(a( radius(up(to(30(feet.(

( On(your(turn,(you(can(move(the(lights(up(to(60( feet(to(a(new(spot(within(range.(No(two(of(the( lights(can(be(more(than(20(feet(apart,(and(a(light( winks(out(if(it(exceeds(the(spell’s(range.(

Darkness(

*2nd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(M((a(drop(of(pitch(or(a(piece(of( coal)(

**Duration:**(Concentration,(up(to(10(minutes(

Magical(darkness(spreads(from(a(point(you( choose(within(range(to(fill(a(15[foot[radius( sphere(for(the(duration.(The(darkness(spreads( around(corners.(Not(even(a(creature(with( darkvision(can(see(through(this(darkness,(and(no( natural(light(can(illuminate(it.(

( If(the(point(you(choose(is(on(an(object(you(are( holding(or(one(that(is(not(being(worn(or(carried,( the(darkness(emits(from(the(object(and(moves( with(it.(Covering(the(affected(object(with(an( opaque(object,(such(as(a(bowl(or(a(helm,(blocks( the(darkness.(

( If(any(of(this(spell’s(area(overlaps(with(an(area( of(light(created(by(a(spell(of(2nd(level(or(lower,( the(entire(area(of(light(is(dispelled.(

Darkvision(

*2nd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((either(a(pinch(of(dried( carrot(or(an(agate)(

**Duration:**(8(hours(

You(touch(a(willing(creature.(For(the(duration,( that(creature(has(darkvision(with(a(range(of(60( feet.(

Dark(Discorporation(

*2nd/level\*transmutation\**

**Casting(Time:**(1(action( **Range:(**Self(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

You(transform(into(a(swarm(of(bats(or(a(swarm( of(rats.((

( The(transformation(lasts(for(the(duration,(or( until(you(are(reduced(to(0(hit(points(or(you(die.( Your(game(statistics(are(replaced(by(those(of(the( new(form,(though(you(retain(your(alignment(and( Intelligence,(Wisdom,(and(Charisma(scores.(You( assume(the(hit(points(of(the(new(form,(and(when( you(revert(to(your(normal(form(you(return(to(the( number(of(hit(points(you(had(before(you(

transform.(If(you(revert(as(a(result(of(dropping(to 0(hit(points,(any(excess(damage(carries(over(to( your(normal(form.(You(are(limited(in(the(actions( you(can(perform(by(the(nature(of(your(new(form,( and(you(cannot(speak,(cast(spells,(or(take(any( other(action(that(requires(hands(or(speech.(

( Your(gear(melds(into(the(new(form.(You(cannot( activate,(use,(wield,(or(otherwise(benefit(from( any(of(your(equipment.(

Daylight(

*3rd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s( **Duration:**(1(hour(

Brilliant(magical(light(spreads(out(from(a(point( you(choose(within(range(to(fill(a(120[foot[radius( sphere(for(the(duration.(Dim(light(extends(an( additional(120(feet(outside(the(radius(of(bright( light.((

( If(you(chose(a(point(on(an(object(you(are( holding(or(one(that(is(not(being(worn(or(carried,( the(light(shines(from(the(object(and(moves(with( it.(Covering(the(affected(object(with(an(opaque( object,(such(as(a(bowl(or(a(helm,(blocks(the(glow.( ( If(any(of(this(spell’s(area(overlaps(with(an(area( of(darkness(created(by(a(spell(of(3rd(level(or( lower,(the(entire(area(of(darkness(is(dispelled.(

Death(Ward(

*4th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(8(hours(

You(touch(a(creature.(Until(the(spell(ends,(the( first(time(the(target(is(subjected(to(an(effect(that( would(kill(it(outright(without(dealing(damage,( that(effect(is(instead(negated(against(the(target,( and(the(spell(ends.(Or(the(first(time(the(target( drops(to(0(hit(points(because(of(damage,(the( target(instead(drops(to(1(hit(point,(and(the(spell( ends.(

( This(spell(has(no(effect(upon(undead(or( constructs.(

Delayed(Blast(Fireball( *7th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:**(V,(S,(M((a(tiny(ball(of(bat(guano( and(sulfur)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(point(within(range.(A(streak(flashes( from(your(pointing(finger(then(condenses(to( linger(at(the(chosen(point(as(a(glowing(bead(for( the(duration.(The(spell’s(base(damage(is(3d6.( Each(round(you(maintain(concentration(on(the( spell,(the(damage(increases(by(1d6.(When(the( spell(ends,(the(bead(blossoms(with(a(low(roar( into(an(explosion(of(flame(on(your(turn.(Each( creature(in(a(20[foot[radius(sphere(centered(on( that(point(must(make(a(Dexterity(saving(throw.( The(sphere(spreads(around(corners.(A(creature( takes(fire(damage(equal(to(the(total(accumulated damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(

( If(the(glowing(bead(is(handled(before(the( interval(has(expired,(the(creature(handling(it( must(make(a(Dexterity(saving(throw.(On(a(failed( save,(the(bead(releases(its(blast(immediately.(On( a(successful(save,(the(creature(can(throw(the( bead(up(to(40(feet,(causing(it(to(detonate( immediately(when(it(strikes(a(creature(or(a(solid( object.(

( The(fire(damages(objects(in(the(area(and( ignites(flammable(objects(that(are(not(being( worn(or(carried.(

Demand(

*1st/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**V(

**Duration:**(1(minute(

One(creature(you(choose(within(range(must( make(a(Wisdom(saving(throw.(On(a(failed(save,( the(creature(is(drawn(to(you,(compelled(by(your( divine(demand.(For(the(duration,(it(has( disadvantage(on(attack(rolls(against(creatures( other(than(you,(and(it(cannot(willingly(move( more(than(30(feet(away(from(you.(If(you(attack( any(other(creature,(or(if(you(end(your(turn(more( than(30(feet(away(from(the(target,(the(spell(ends.

Destruction(

*7th/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(silver(holy(symbol( worth(at(least(500(gp)(

**Duration:**(Instantaneous(

Choose(a(creature(within(range(that(you(can(see.( The(target(must(make(a(Constitution(saving( throw(as(your(words(threaten(to(unmake(its(very( existence.(The(target(takes(15d6(necrotic( damage(on(a(failed(save,(or(half(as(much(damage( on(a(successful(one.(If(this(damage(reduces(the( target(to(0(hit(points,(it(dies,(and(the(spell( consumes(its(remains(utterly,(leaving(behind( only(clothing(and(other(possessions.(A(creature( killed(by(this(spell(cannot(be(restored(to(life(by( any(means(short(of(a(*true\*resurrection\**or(a(*wish*( spell*.*(

Detect(Good(and(Evil( *1st/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

For(the(duration,(you(detect(the(presence(of(any( celestial,(fiend,(or(undead(creature(within(30(feet( of(you,(and(such(creatures(cannot(become( hidden(from(you.(Within(the(same(radius,(you( detect(the(presence(of(any(place(or(object(that( has(been(consecrated(or(desecrated(by(magic.( ( The(spell(can(penetrate(most(barriers,(but(it(is( blocked(by(1(foot(of(stone,(1(inch(of(common( metal,(a(thin(sheet(of(lead,(or(3(feet(of(wood(or( dirt.(

Detect(Magic( *1st/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

For(the(duration,(you(sense(the(presence(of( magic(within(30(feet(of(you.(If(you(sense(magic,( you(can(use(your(action(to(see(a(faint(aura( around(any(visible(creature(or(object(in(the(area( that(bears(magic,(and(you(learn(its(school(of( magic,(if(any.(

( The(spell(can(penetrate(most(barriers,(but(it(is( blocked(by(1(foot(of(stone,(1(inch(of(common( metal,(a(thin(sheet(of(lead,(or(3(feet(of(wood(or( dirt.(

Detect(Poison(and(Disease( *1st/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(yew(leaf)(

**Duration:**(Concentration,(up(to(10(minutes(

For(the(duration,(if(there(is(poison,(a(poisonous( creature,(or(a(disease(within(30(feet(of(you,(you( know(it,(where(the(poison(or(disease(is,(and(what( kind(of(poison,(poisonous(creature,(or(disease(is( present.(

( The(spell(can(penetrate(most(barriers,(but(it(is( blocked(by(1(foot(of(stone,(1(inch(of(common( metal,(a(thin(sheet(of(lead,(or(3(feet(of(wood(or( dirt.(

Detect(Thoughts(

*2nd/level\*divination\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(copper(piece)(

**Duration:**(Concentration,(up(to(1(minute(

You(can(detect(the(presence(and(read(the( thoughts(of(creatures(around(you(for(the( duration.(When(you(cast(the(spell(and(as(your( action(on(each(turn(until(the(spell(ends(you(can( use(your(action(to(focus(your(mind(on(any(one( creature(within(range.(You(cannot(read(the( thoughts(of(undead(or(constructs.(The(spell(can( penetrate(barriers,(allowing(you(to(detect(the( presence(of(creatures(you(can’t(see,(but(2(feet(of( rock,(2(inches(of(any(metal(other(than(lead,(or(a( thin(sheet(of(lead(blocks(you.((

( You(initially(learn(the(surface(thoughts(of(the( creature—what(is(most(on(its(mind(in(that( moment.(You(also(learn(whether(it(is(charmed.( Each(round(you(concentrate(on(the(spell,(you(can( either(shift(your(attention(to(another(creature’s( thoughts(or(attempt(to(probe(deeper(into(the( same(creature’s(mind.(If(you(probe(deeper,(the( target(must(make(a(Wisdom(saving(throw.(If(it( fails,(you(gain(insight(into(its(reasoning((if(any),( its(emotional(state,(something(that(looms(large( in(its(mind((such(as(something(it(worries(over,( loves,(or(hates),(and(any(information(it(might(be( trying(to(hide(from(you.((

( Questions(verbally(directed(at(the(target( creature(naturally(shape(the(course(of(its( thoughts,(so(this(spell(is(particularly(effective(as( part(of(a(program(of(interrogation.(

Dimension(Door(

*4th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(500(feet( **Components:(**V( **Duration:**(Instantaneous(

You(teleport(yourself(from(your(current(location( to(any(other(spot(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(“upward(to( the(northwest(at(a(45[degree(angle,(300(feet.”( ( You(can(bring(along(objects(as(long(as(their( weight(doesn’t(exceed(what(you(can(carry.(You( can(also(bring(one(willing(creature(of(your(size( or(smaller(carrying(gear(up(to(its(maximum(load.( The(creature(must(be(within(5(feet(of(you(when( you(cast(this(spell.(

( If(you(would(arrive(in(a(place(already(occupied( by(an(object(or(a(creature,(you(and(any(creature( traveling(with(you(each(take(4d6(force(damage,( and(the(spell(is(lost(but(fails(to(teleport(you.(

Disguise(Self(

*1st/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s( **Duration:**(1(hour(

You(make(yourself—including(your(clothing,( armor,(weapons,(and(equipment—look(different( until(the(spell(ends(or(until(you(use(your(action( to(dismiss(it.(You(can(seem(1(foot(shorter(or( taller(and(can(appear(thin,(fat,(or(in(between.(You( can’t(change(your(body(type,(so(you(must(adopt(a form(that(has(the(same(basic(arrangement(of( limbs.(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(or(would(feel(your(head(and( hair.(If(you(use(this(spell(to(appear(thinner(than( you(are,(the(hand(of(someone(who(reaches(out(to( touch(you(would(bump(into(something(while(it( was(seemingly(still(in(midair.(

( To(discern(that(you(are(disguised,(a(creature( can(use(its(action(to(inspect(your(appearance(and must(succeed(on(a(Wisdom(check(against(your( spellcasting(DC.(

Disintegrate(

*6th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(lodestone(and(a(pinch(of( dust)(

**Duration:**(Instantaneous(

A(thin(green(ray(springs(from(your(pointing( finger(to(a(target(within(range(that(you(can(see.( The(target(can(be(a(creature,(an(object(other(than a(magic(item,(or(a(creation(of(magical(force,(such( as(the(wall(created(by(*wall\*of\*force*.(

( A(creature(targeted(by(this(spell(must(make(a( Dexterity(saving(throw.(On(a(failed(save,(the(ray( strikes(the(target.(If(the(target(has(60(hit(points( or(fewer,(it(is(disintegrated.(If(it(has(more(than( 60(hit(points,(it(instead(takes(17d6(force(damage. If(this(damage(reduces(the(target(to(0(hit(points,( it(is(disintegrated.(

( A(disintegrated(creature(and(everything(it( wears(or(carries(are(reduced(to(a(pile(of(fine(gray( dust.(It(can(be(restored(to(life(only(by(means(of(a( *true\*resurrection\**or(a(*wish*(spell*.*(

( This(spell(automatically(disintegrates(a(Large( or(smaller(nonmagical(object(or(a(creation(of( magical(force.(If(the(target(is(a(Huge(or(larger( object(or(creation(of(force,(this(spell( disintegrates(a(10[foot[cube(portion(of(it.(

Disintegrating(Smite(

*5th/level\*transmutation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(A(pulse(of(green( light(flashes(from(your(weapon,(and(the(attack( deals(5d10(extra(force(damage(to(the(target.( Additionally,(the(target(must(make(a( Constitution(saving(throw(or(take(2d10(force( damage(at(the(start(of(each(of(its(turns(until(the( spell(ends.(The(spell(ends(when(the(target(makes( a(successful(saving(throw(against(it.(If(the(target( is(reduced(to(0(hit(points(by(this(spell,(the(target( is(disintegrated.(

Dispel(Evil(or(Good(

*5th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((holy(water(or(powdered( silver(and(iron)(

**Duration:**(Concentration,(up(to(1(minute(

Shimmering(energy(surrounds(and(protects(you( from(creatures(originating(from(beyond(the( Material(Plane.(For(the(duration,(celestials,( elementals,(fey,(fiends,(and(undead(have( disadvantage(on(attack(rolls(for(attacks(they( make(against(you.(

( You(can(end(the(spell(early(by(using(either(of( the(following(special(functions.(

***# Break#Enchantment.***(As(your(action,(you( touch(a(creature(you(can(reach(that(is(charmed,( frightened,(or(possessed(by(a(celestial,(elemental, fey,(fiend,(or(undead(creature.(The(creature(you( touched(is(no(longer(charmed,(frightened,(or( possessed.((

***# Dismissal.***(As(your(action,(choose(a(celestial,( elemental,(fey,(fiend,(or(undead(you(can(reach( and(is(from(a(plane(of(existence(other(than(the( one(you(are(presently(on.(Make(a(melee(attack.( You(have(a(bonus(for(this(attack(equal(to(your( magic(ability(modifier(+(your(spellcasting(bonus.( On(a(hit,(you(attempt(to(drive(the(creature(back( to(its(home(plane.(The(creature(must(succeed(on( a(Charisma(saving(throw(or(be(sent(back(to(the( plane(of(existence(from(which(it(originates.(The( spell(then(ends.(

Dispel(Magic(

*3rd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(120(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Choose(one(creature,(object,(or(magical(effect( within(range.(Any(spell(of(2nd(level(or(lower(on( the(target(ends.(For(each(spell(of(3rd(level(or( higher(on(the(target,(make(an(ability(check(using( your(spellcasting(ability.(The(DC(equals(10(+(the( spell’s(level.(On(a(successful(check,(the(spell(ends

Divination(

*4th/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((incense(and(a(sacrificial( offering(appropriate(to(your(religion,(together( worth(at(least(25(gp,(which(is(consumed(when( you(cast(the(spell)(

**Duration:**(Instantaneous(

Your(prayer(and(offering(put(you(in(contact(with( your(god(or(the(god’s(servants.(Ask(a(single( question(concerning(a(specific(goal,(event,(or( activity(to(occur(within(1(week.(The(DM(offers(a( truthful(reply.(The(reply(might(be(a(short(phrase,( a(cryptic(rhyme,(or(an(omen.(

( The(spell(does(not(take(into(account(any( possible(circumstances(that(might(change(the( outcome,(such(as(the(casting(of(additional(spells( or(the(loss(or(gain(of(a(companion.(

( This(spell(contacts(otherworldly(entities(for( answers.(The(first(time(you(cast(it,(you(can( receive(a(reliable(answer(based(on(your(query.(If( you(cast(the(spell(two(or(more(times(before( completing(your(next(long(rest,(there(is(a(25( percent(chance(on(each(casting(after(the(first( that(you(get(a(false(reading.(The(DM(makes(this( roll(in(secret.(

Divine(Favor( *1st/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Your(prayer(empowers(you(and(your(weapon( with(divine(radiance.(Until(the(spell(ends,(your( weapon(attacks(deal(1d8(extra(radiant(damage( on(a(hit.(

Divine(Power( *4th/level\*transmutation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Intoning(a(prayer(fills(you(with(unearthly(might.( For(the(duration,(you(gain(a(+4(bonus(to(Strength( checks(and(Strength[based(attack(rolls(and( damage(rolls.(

Divine(Word(

*7th/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(30(feet( **Components:**(V( **Duration:**(Instantaneous(

You(utter(a(divine(word,(imbued(with(the(power( that(shaped(the(world(at(the(dawn(of(creation.( Choose(any(number(of(creatures(that(are(within( range(and(can(hear(you.(Each(one(must(make(a( Charisma(saving(throw.(On(a(failed(save,(the( creature(suffers(an(effect(based(on(its(current(hit( point(total.(

* 50(hit(points(or(fewer—deafened(for(1(minute(
* 40(hit(points(or(fewer—deafened(and(blinded( for(10(minutes(
* 30(hit(points(or(fewer—blinded,(deafened,(and( stunned(for(1(hour(
* 20(hit(points(or(fewer—dead(

A(celestial,(elemental,(fey,(or(fiend(that(fails(its( save(is(forced(back(to(its(plane(of(origin((if(it(is( not(there(already)(and(cannot(return(to(your( current(plane(for(24(hours(by(any(means(short(of( a(*wish\**spell.(

Dominate(Beast(

*4th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(beast(within(range(that(you(can(see.(It( must(succeed(on(a(Wisdom(saving(throw(or(be( charmed(by(you(for(the(duration.(If(you(or( creatures(that(are(friendly(to(you(are(fighting(it,( it(has(advantage(on(the(saving(throw.(

( While(the(beast(is(charmed,(you(have(a( telepathic(link(with(it(as(long(as(the(two(of(you( are(on(the(same(plane(of(existence.(You(can(use( this(telepathic(link(to(issue(commands(to(the( creature,(which(it(does(its(best(to(obey.(You(can( specify(a(simple(and(general(course(of(action,( such(as(“Attack(that(creature,”(“Run(over(there,”( or(“Fetch(that(object.”(

( You(can(use(your(action(to(take(total(and( precise(control(of(the(target.(Until(the(end(of( your(next(turn,(the(creature(takes(only(the( actions(you(choose,(and(does(not(do(anything( that(you(do(not(allow(it(to(do.(During(this(time( you(can(also(cause(the(creature(to(use(a(reaction,( but(this(requires(you(to(use(your(own(reaction(as( well.(

( The(target(makes(a(Wisdom(saving(throw( against(the(spell(each(time(you(or(your( companions(do(anything(harmful(to(it.(If(the( saving(throw(succeeds,(the(spell(ends.(

( ***At#Higher#Levels***.(If(you(cast(this(spell(using(a( spell(slot(of(5th(level(or(higher,(the(duration(is( concentration,(up(to(10(minutes.(If(you(use(a( spell(slot(of(6th(level(or(higher,(the(duration(is( concentration,(up(to(1(hour.(If(you(use(a(spell(slot( of(7th(level(or(higher,(the(duration(is( concentration,(up(to(8(hours.(

Dominate(Monster(

*8th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(hour(

Choose(a(creature(within(range(that(you(can(see.( It(must(succeed(on(a(Wisdom(saving(throw(or(be( charmed(by(you(for(the(duration.(If(you(or( creatures(that(are(friendly(to(you(are(fighting(it,( it(has(advantage(on(the(saving(throw.(

( While(the(creature(is(charmed,(you(have(a( telepathic(link(with(it(as(long(as(the(two(of(you( are(on(the(same(plane(of(existence.(You(can(use( this(telepathic(link(to(issue(commands(to(the( creature,(which(it(does(its(best(to(obey.(You(can( specify(a(simple(and(general(course(of(action,( such(as(“Attack(that(creature,”(“Run(over(there,”( or(“Fetch(that(object.”(

( You(can(use(your(action(to(take(total(and( precise(control(of(the(target.(Until(the(end(of( your(next(turn,(the(creature(takes(only(the( actions(you(choose,(and(does(not(do(anything( that(you(do(not(allow(it(to(do.(During(this(time( you(can(also(cause(the(creature(to(use(a(reaction,( but(this(requires(you(to(use(your(own(reaction(as well.(

( The(target(makes(a(Wisdom(saving(throw( against(the(spell(each(time(you(or(your( companions(do(anything(harmful(to(it.(If(the( saving(throw(succeeds,(the(spell(ends.(

( ***At#Higher#Levels***.(If(you(use(a(spell(slot(of(9th( level,(the(duration(is(concentration,(up(to(8( hours.(

Dominate(Person(

*5th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(humanoid(within(range(that(you(can( see.(It(must(succeed(on(a(Wisdom(saving(throw( or(be(charmed(by(you(for(the(duration.(If(you(or( creatures(that(are(friendly(to(you(are(fighting(it,( it(has(advantage(on(the(saving(throw.(

( While(the(target(is(charmed,(you(have(a( telepathic(link(with(it(as(long(as(the(two(of(you( are(on(the(same(plane(of(existence.(You(can(use( this(telepathic(link(to(issue(commands(to(the( creature,(which(it(does(its(best(to(obey.(You(can( specify(a(simple(and(general(course(of(action,( such(as(“Attack(that(creature,”(“Run(over(there,”( or(“Fetch(that(object.”(

( You(can(use(your(action(to(take(total(and( precise(control(of(the(target.(Until(the(end(of( your(next(turn,(the(creature(takes(only(the( actions(you(choose,(and(does(not(do(anything( that(you(do(not(allow(it(to(do.(During(this(time( you(can(also(cause(the(creature(to(use(a(reaction,( but(this(requires(you(to(use(your(own(reaction(as well.(

( The(target(makes(a(Wisdom(saving(throw( against(the(spell(each(time(you(or(your( companions(do(anything(harmful(to(it.(If(the( saving(throw(succeeds,(the(spell(ends.(

( ***At#Higher#Levels***.(If(you(cast(this(spell(using(a( spell(slot(of(6th(level(or(higher,(the(duration(is( concentration,(up(to(10(minutes.(If(you(use(a( spell(slot(of(7th(level(or(higher,(the(duration(is( concentration,(up(to(1(hour.(If(you(use(a(spell(slot( of(8th(level(or(higher,(the(duration(is( concentration,(up(to(8(hours.((

Drawmij’s(Instant(Summons(

*7th/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(Touch(

**Components:**(V,(S,(M((a(sapphire(worth(1,000( gp)(

**Duration:**(Permanent(until(discharged(

Choose(an(object(weighing(10(pounds(or(less(or( whose(longest(dimension(is(6(feet(or(less.(You( touch(the(chosen(object(and(leave(on(its(surface( an(invisible(mark.(At(the(same(time,(the(spell( inscribes(magically(and(invisibly(the(name(of(the( item(on(the(sapphire(you(use(as(the(material( component.((

( At(any(time(thereafter,(you(can(use(your(action( to(speak(the(item’s(name(and(crush(the(sapphire.( The(item(instantly(appears(in(your(hand( regardless(of(physical(or(planar(distances.(

( If(another(creature(possesses(the(item,(the( spell(does(not(work,(but(you(do(know(who(the( possessor(is(and(roughly(where(that(creature(is( located(when(the(summons(occurs.(

Dream/Nightmare(

*5th/level\*illusion\**

**Casting(Time:(**1(minute(

**Range:**(See(text(

**Components:**(V,(S,(M((a(handful(of(sand,(a(dab(of( ink,(and(a(writing(quill(plucked(from(a(sleeping( bird)(

**Duration:**(8(hours(

Choose(a(creature(known(to(you(as(the(target(of( this(spell.(Constructs,(undead,(and(any(creature( that(does(not(sleep,(such(as(elves,(cannot(be( affected(by(this(spell.(You,(or(a(willing(creature( you(touch,(enters(a(trance(state,(acting(as(a( messenger.(While(in(the(trance,(the(messenger(is( aware(of(his(or(her(surroundings,(but(cannot( take(actions(or(move.((

( 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( duration(of(the(spell.(The(messenger(can(also( shape(the(environment(of(the(dream,(creating( landscapes,(objects,(and(other(images.(The( messenger(can(emerge(from(the(trance(at(any( time(it(wishes,(ending(the(effect(of(the(spell(early. The(target(recalls(the(conversation(perfectly( upon(waking.(If(the(target(is(awake(when(you( cast(the(spell,(the(messenger(knows(it,(and(can( choose(to(either(end(the(trance((and(the(spell)(or( wait(for(the(target(to(fall(asleep,(at(which(point( the(messenger(appears(in(the(target’s(dreams.((( ***# Nightmare.***(You(can(make(the(messenger( appear(monstrous(and(terrifying(to(the(target.( When(you(cast(this(version(of(the(spell,(the( messenger(can(deliver(a(message(of(no(more( than(10(words(and(then(the(target(must(make(a( Wisdom(saving(throw.(On(a(failed(save,(echoes(of( the(phantasmal(monstrosity(spawn(a(nightmare( that(lasts(the(duration(of(the(target’s(sleep,(and( prevents(the(target(from(gaining(any(benefit( from(resting.(In(addition,(when(the(target(wakes( up,(it(takes(3d6(psychic(damage.((

( If(you(have(a(body(part,(lock(of(hair,(clipping( from(a(nail,(or(similar(portion(of(the(recipient’s( body,(the(target(makes(its(saving(throw(with( disadvantage.(

Druidcraft(

*Transmutation[[6]](#footnote-7)cantrip\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(or(1(minute(

Whispering(to(the(earth(and(heeding(the(voice(of( the(wind,(you(create(one(of(the(following(effects( within(range.(

* You(produce(up(to(five(wisps(of(light(that(last( for(up(to(1(minute.(Each(wisp(emits(dim(light( in(a(5[foot(radius.(As(part(of(the(action(you( used(to(cast(this(cantrip,(or(as(a(separate( action,(you(can(direct(the(wisps(to(dance,( move(to(any(point(within(30(feet(of(you(that( you(can(see,(or(trace(a(pattern(in(the(air.(The( wisps(can(move(as(a(group(or(independently.(
* You(instantly(make(a(flower(blossom,(a(seed( pod(open,(or(a(leaf(bud(bloom.(
* You(instantly(make(a(leaf,(a(pebble,(a(twig,(or( another(natural(object(tumble(or(blow(up(to( 30(feet(in(a(cardinal(direction(you(name,(even( if(you(do(not(know(the(direction.(
* You(create(an(instantaneous,(harmless(sensory( effect,(such(as(falling(leaves,(a(puff(of(wind,(the( sound(of(a(small(animal(crashing(through( brush,(or(the(faint(odor(of(skunk.(
* You(instantly(light(or(snuff(out(a(candle,(a( torch,(or(a(small(campfire.(

**(** If(you(cast(this(spell(multiple(times,(you(can( have(up(to(three(of(its(non[instantaneous(effects( active(at(a(time.(

Earthquake(

*8th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(500(feet(

**Components:(**V,(S,(M((a(pinch(of(dirt,(a(piece(of( rock,(and(a(lump(of(clay)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(point(on(the(ground(within(range(that( you(can(see.(For(the(duration,(an(intense(tremor( rips(through(the(ground(in(a(100[foot[radius( circle(centered(on(that(point(and(shakes( creatures(and(structures(in(contact(with(the( ground(in(that(area.(

( The(ground(in(the(area(becomes(difficult( terrain.(Each(creature(on(the(ground(that(is( concentrating(on(a(spell(must(make(a( Constitution(saving(throw.(On(a(failed(save,(the( creature’s(concentration(is(broken.(

( When(you(cast(this(spell(and(at(the(end(of(each( turn(you(spend(concentrating(on(it,(each( creature(on(the(ground(in(the(area(must(make(a( Dexterity(saving(throw.(On(a(failed(save,(the( creature(is(knocked(prone,(and(if(it(has(50(hit( points(or(fewer,(it(cannot(take(actions(until(it( leaves(the(area(or(the(spell(ends.(

( This(spell(has(additional(effects(depending(on( the(terrain(in(the(area.(

( ***Open#Ground.***(Fissures(open(throughout(the( spell’s(area(at(the(start(of(your(next(turn(after( you(cast(the(spell.(Each(Medium(or(smaller( creature(on(the(ground(in(the(spell’s(area(must( succeed(on(a(Dexterity(saving(throw(or(fall(1d10( х 10 feet into a fissure, taking falling damage as normal. The DC to climb out is the same as the spell save DC.

Any pools of liquid in the area drain into the fissures.

***Falling#Rubble.*** In any indoor area, rubble falls from the ceiling. Each creature in the affected area must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and becomes buried in the rubble. On a successful save, it takes half as much damage and does not fall prone or become buried.

A creature buried in rubble cannot move and might not be able to see or hear beyond the rubble. For each full minute the creature spends buried, it takes 2d6 bludgeoning damage. A buried creature can spend one minute to make a Strength check to try to dig out of the rubble. The DM sets the DC based on the material: DC 15 is appropriate for a typical mixture of earth and stone. On a successful check, the creature digs itself free. Another creature can spend a minute to dig out a creature buried in rubble.

The DM might decide that digging out from the rubble takes more than a minute, depending on the amount of rubble involved. For example, a structure that has entirely collapsed produces more rubble than a ceiling that has simply dropped debris.

***Cliff.*** If the spell’s area touches or includes a vertical surface, such as a cliff, that does not have a ceiling, the vertical surface crumbles away and becomes a landslide. The landslide pushes out from the affected surface horizontally as far as it falls vertically. For example, if the affected area is 100 feet tall, the landslide spreads out 100 feet from the cliff’s base in any direction where its path is unobstructed. The landslide begins at the start of your turn after you cast the spell.

Each creature in the landslide’s path is affected by falling rubble see above). If a creature successfully saves against the rubble, the landslide moves the creature along with it in a straight line away from the vertical surface to a space on the slide’s leading edge.

***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 start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses.

Eldritch Blast *Evocation\*cantrip\** **Casting(Time:** 1 action **Range:(**120 feet **Components:** V, S **Duration:** Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged attack roll against the target, with a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 10th level, and four beams at 20th level. You can direct the beams at the same target or at different ones.

Elemental Weapon

*3rd/level\*transmutation\**

**Casting(Time:** 1 action

**Range:** Touch **Components:(**V, S **Duration:** 1 hour

A weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals 1d4 extra damage of the type you chose when you cast the spell.

***# At#Higher#Levels.*** If you cast this spell using a spell slot of 5th level or higher, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. If you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Enlarge/Reduce( *1st/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(pinch(of(powdered(iron)( **Duration:**(1(minute(

Choose(one(willing(creature(or(object(that(is( neither(worn(nor(carried(within(range.(You( either(enlarge(or(reduce(the(target.(The(effect( lasts(for(the(duration.(

***# Enlarge.***(If(you(choose(a(creature,(you(increase( its(size(and(the(size(of(everything(it(wears(and( carries(by(one(step(for(the(duration,(with(its( height(and(weight(increasing(proportionally.(The( affected(creature(deals(1d6(extra(damage(on( Strength[based(weapon(attacks.(The(creature( also(makes(Strength(checks(and(saving(throws( with(advantage.(Any(item(dropped(by(an(affected creature(returns(to(normal(size(at(once.(

( If(you(chose(an(object(you(double(its(size(in(all( dimensions(and(increase(its(weight(by(a( proportional(amount.(

( If(there(is(not(enough(room(for(the(target(to( attain(its(increased(size,(the(creature(or(object( attains(the(maximum(possible(size(in(the(space( available.((

***# Reduce.***(If(you(choose(a(creature,(you(decrease( its(size(and(the(size(of(everything(it(wears(and( carries(by(one(step(for(the(duration,(with(its( height(and(weight(decreasing(proportionally.( The(affected(creature(deals(half(damage(on( Strength[based(weapon(attacks.(The(creature( also(makes(Strength(checks(and(saving(throws( with(disadvantage.(Any(item(dropped(by(an( affected(creature(returns(to(normal(size(at(once.( ( If(you(chose(an(object(you(halve(its(size(in(all( dimensions(and(increase(its(weight(by(a( proportional(amount.(

Ensnaring(Strike(

*1st/level\*conjuration\**

**Casting(Time:**(Swift(

**Range:**(Special( **Components:(**V( **Duration:**(1(minute(

You(can(cast(this(spell(only(when(you(hit(a( creature(with(a(weapon(attack(on(your(turn.(

When(you(do(so,(a(writhing(mass(of(thorny(vines( appears(at(the(point(of(impact,(and(the(target( must(succeed(on(a(Strength(saving(throw(or(be( restrained(by(the(magical(vines(until(the(spell( ends.(If(the(target(succeeds(on(the(save,(the(vines( shrivel(away.(

( While(restrained(by(this(spell,(the(target(takes( 1d6(piercing(damage(at(the(start(of(each(of(its( turns.(At(the(end(of(each(of(its(turns,(it(can(repeat( the(saving(throw.(On(a(success,(the(spells(ends( early.(

( ***At#Higher#Levels.***(If(you(cast(this(spell(using(a( spell(slot(of(2nd(level(or(higher,(the(damage( increases(by(1d6(for(each(level(above(1st.(

Entangle(

*1st/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(90(feet(

**Components:(**v,(s(

**Duration:**(1(minute(

Choose(a(point(on(the(ground(within(range(that( you(can(see.(For(the(duration,(grasping(roots(and( vines(sprout(within(a(20[foot(radius(centered(on( that(point(and(turn(the(ground(in(the(area(into( difficult(terrain.(

( A(creature(in(the(area(when(you(cast(the(spell( must(succeed(on(a(Strength(saving(throw(or(be( restrained(by(the(roots.(The(creature(can(use(its( action(to(make(a(Strength(check(against(the( spell’s(DC.(On(a(success,(the(creature(frees(itself.( ( When(the(spell(ends,(the(conjured(plants(wilt( away.(

Etherealness(

*7th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(4(hours(

You(step(into(the(border(regions(of(the(Ethereal( Plane,(in(the(area(where(it(overlaps(with(the( Material(Plane.(You(become(incorporeal(and( invisible(for(the(duration(or(until(you(use(your( action(to(end(the(spell.(During(this(time,(you(can( move(in(any(direction.(If(you(move(up(or(down,( every(5(feet(of(movement(costs(an(extra(5(feet.( You(can(see(and(hear,(but(everything(looks(gray,( and(you(cannot(see(anything(more(than(60(feet( away.(

( Once(you(are(in(the(Ethereal(Plane,(you(can( travel(away(from(the(Material(Plane(to(the(Deep( Ethereal,(and(from(there(to(the(Inner(Planes,( including(the(Elemental(Planes,(the(Feywild,(or( Ravenloft.(In(the(Deep(Ethereal,(you(can(no( longer(perceive(the(Material(Plane,(and(creatures in(the(Material(Plane(can(no(longer(perceive(or( interact(with(you(in(any(way.(The(*Dungeon\* master’s\*guide*(has(more(information(about( planar(travel.(

( ***At#Higher#Levels.#***If(you(cast(this(spell(using(a( spell(slot(of(8th(level(or(higher,(you(can(target(up( to(three(willing(creatures(for(each(level(above( 7th.(The(creatures(must(be(within(10(feet(of(you( when(you(cast(the(spell.***#***

Evard’s(Black(Tentacles(

*4th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(piece(of(tentacle(from(a( giant(octopus(or(a(giant(squid)(

**Duration:**(Concentration,(up(to(1(minute(

The(mage(Evard(studied(the(Plane(of(Shadow(to( learn(its(secrets.(This(spell(is(a(legacy(of(that( research.((

( Choose(a(point(on(the(ground(within(range( that(you(can(see.(Squirming,(ebony(tentacles( appear(within(a(20[foot(radius(centered(on(that( point(and(turn(the(ground(in(the(area(into( difficult(terrain(for(the(duration.(

( Any(creature(that(enters(the(affected(area(or( starts(its(turn(there,(if(it(is(not(already(in(the( tentacles’(grasp,(must(succeed(on(a(Dexterity( saving(throw(or(take(3d6(bludgeoning(damage( and(be(restrained(by(the(tentacles.(

( A(creature(that(starts(its(turn(in(the(area(and(is( already(restrained(by(the(tentacles(takes(3d6( bludgeoning(damage.(

( A(creature(restrained(by(the(tentacles(can(use( its(action(to(make(a(Strength(check(against(the( spell’s(DC.(On(a(success,(the(creature(frees(itself.(

Eyebite(

*6th/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(Self( **Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

For(the(spell’s(duration,(your(eyes(darken(as(they( become(imbued(with(dread(power.(When(you( cast(the(spell,(choose(a(creature(within(60(feet(of( you(that(you(can(see(to(be(affected(by(the(spell( (constructs(and(undead(are(immune).(On(later( turns,(you(can(use(your(action(to(target(a( different(creature.(

( The(target(must(succeed(on(a(Wisdom(saving( throw(or(be(affected(by(one(of(the(following( effects(of(your(choice(until(the(spell(ends.(

( ***Asleep.***(The(target(falls(unconscious.(It(wakes( up(if(it(takes(any(damage(or(if(another(creature( uses(its(action(to(shake(the(sleeper(awake.(

( ***Panicked.***(The(target(is(frightened(of(you.(On( each(of(its(turns,(the(frightened(creature(must( move(away(from(you(by(the(safest(and(shortest( available(route,(and(it(use(its(actions(to(hustle,( unless(there(is(nowhere(else(to(move.(

( ***Sickened.***(The(target(has(disadvantage(on(all( attack(rolls,(ability(checks,(and(saving(throws.(

Fabricate(

*4th/level\*transmutation\**

**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,(and(clothes(from(flax(or( wool.(

( Choose(raw(materials(within(range(that(you( can(see.(You(can(fabricate(a(Large(or(smaller( object((contained(within(a(10[foot(cube,(or(eight( 5[foot(cubes),(given(a(sufficient(quantity(of(raw( material.(If(you(are(working(with(metal,(stone,(or( another(mineral(substance,(however,(the( fabricated(object(can(be(no(larger(than(Medium( (contained(within(a(single(5[foot(cube).(The( quality(of(objects(made(by(the(spell(is( commensurate(with(the(quality(of(the(raw( materials.(

( Creatures(or(magic(items(cannot(be(created(or( transmuted(by(this(spell.(You(also(can’t(use(it(to( create(items(that(ordinarily(require(a(high( degree(of(craftsmanship,(such(as(jewelry,( weapons,(glass,(or(armor,(unless(you(have( proficiency(with(the(type(of(artisan’s(tools(used( to(craft(such(objects.(

Faerie(Fire(

*1st/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**V(

**Duration:**(1(minute(

Choose(a(point(within(range.(Each(object(in(a(10[ foot(radius(centered(on(that(point(is(outlined(in( blue,(green,(or(violet(light(and(emits(dim(light(in( a(10[foot(radius(for(the(duration.(Any(creature(in( the(area(is(also(outlined(in(light(on(a(failed( Dexterity(saving(throw.(

( Any(attack(roll(against(an(affected(creature(or( object(has(advantage(if(the(attacker(can(see(it,( and(the(creature(or(object(cannot(benefit(from( being(invisible.(

False(Life(

*1st/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(small(amount(of(alcohol( or(distilled(spirits)(

**Duration:**(1(hour(

Bolstering(yourself(with(a(necromantic(facsimile( of(life(energy,(you(gain(1d4(+(4(temporary(hit( points(for(the(duration.(These(hit(points(can( exceed(your(hit(point(maximum,(and(they(cannot( be(regained.(If(you(take(any(damage,(these(hit( points(are(lost(first.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( temporary(hit(points(increase(by(5(for(each(level( above(1st.(

Fear(

*3rd/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((the(heart(of(a(hen(or(a( white(feather)(

**Duration:**(1(minute(

Your(enemies(experience(a(phantasmal(image(of( their(worst(fears.(Each(creature(in(a(30[foot(cone( must(succeed(on(a(Wisdom(saving(throw(or(drop( whatever(it(is(holding(and(become(frightened(for( the(duration.(This(spell(has(no(effect(on( constructs(or(undead.(

( While(frightened(by(this(spell,(a(creature(must( use(its(action(to(hustle(and(then(move(away(from you(by(the(safest(available(route(on(each(of(its( turns.(If(the(creature(ends(its(turn(in(a(location( where(it(does(not(have(a(line(of(sight(to(you,(the( creature(can(make(a(Wisdom(saving(throw.(On(a( successful(save,(the(spell(ends(early(for(this( creature.(

Feather(Fall(

*1st/level\*transmutation\**

**Casting(Time:(**1(reaction,(which(you(take(when( you(or(a(creature(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.(The(spell(also( ends(on(the(creature(when(it(lands.(If(the( creature(lands(before(the(spell(ends,(it(takes(no( falling(damage(and(can(land(on(its(feet.(

Feeblemind(

*5th/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((a(handful(of(clay,(crystal,( glass,(or(mineral(spheres)(

**Duration:**(Permanent(

Choose(a(creature(within(range(that(you(can(see.( You(blast(the(creature’s(mind,(attempting(to( shatter(its(intellect(and(personality.(If(the( target’s(hit(point(maximum(is(less(than(150,(it( takes(4d6(psychic(damage(and(must(make(an( Intelligence(saving(throw.(

( On(a(failed(save,(the(creature’s(Intelligence(and Charisma(scores(become(1.(The(creature(cannot( cast(spells,(use(magic(item(powers,(understand( language,(or(communicate(in(any(coherent(way.( The(creature(can,(however,(identify(its(friends,( follow(them,(and(even(protect(them.(

( The(spell(can(be(ended(by(*greater\*restoration*,*\* heal*,(*limited\*wish*,*\**or(*wish*.(

* ***At#Higher#Level.***(When(you(cast(this(spell( using(a(spell(slot(6th(level(or(higher,(the(hit(point( maximum(that(*feeblemind*(can(effect(increases(by( 25(for(each(level(above(5th.(

Feign(Death(

*3rd/level\*necromancy\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(pinch(of(graveyard(dirt)( **Duration:**(1(hour(

You(touch(a(willing(creature(and(put(it(into(a( cataleptic(state(that(is(impossible(to(distinguish( from(death.(Constructs(and(undead(can’t(be( affected.(

( For(the(spell’s(duration,(or(until(you(use(an( action(to(touch(the(target(and(dismiss(the(spell,( the(target(appears(dead(to(all(outward( inspection.(The(target(is(incapacitated,(and(its( speed(drops(to(0.(It(can(still(smell(and(hear( what’s(going(on(around(it,(though(it(can’t(feel(or( see(anything.(The(target(has(resistance(against( all(damage(except(psychic(damage.(If(the(target( is(diseased(or(poisoned(when(you(cast(the(spell,( or(becomes(diseased(or(poisoned(while(under( the(spell’s(effect,(the(disease(and(poison(have(no( effect(until(the(spell(ends.(

Find(Familiar(

*1st/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(day( **Range:(**Self(

**Components:(**V,(S,(M((a(brass(brazier,(charcoal,( and(incense(and(herbs(worth(100(gp)(

**Duration:**(Permanent(

You(gain(the(service(of(a(familiar,(a(spirit(that( takes(an(animal(form(you(choose,(from(among(a( bat,(a(cat,(a(fish,(a(hawk,(an(owl,(a(raven,(a(snake,( a(toad,(or(a(weasel.(The(familiar(has(the(statistics( of(the(chosen(form,(though(it(is(a(celestial,(fey,(or( fiend((your(choice)(instead(of(a(beast.(You(can( use(your(action(to(compel(the(familiar(to(change( shape,(choosing(a(different(shape(from(the( available(forms.(The(familiar(remains(in(the(new( form(for(1(hour,(then(reverts(back(to(its(normal( form.(The(familiar(cannot(change(shape(again( until(you(complete(a(short(rest(or(a(long(rest.(

( Your(familiar(acts(independently(of(you,(but(it( always(obeys(your(commands.(In(combat,(it(rolls( its(own(initiative(and(acts(on(its(own(turn.(A( familiar(cannot(make(attacks.(

( When(the(familiar(drops(to(0(hit(points,(it( disappears,(leaving(behind(no(physical(form.(The( familiar(cannot(reappear(until(you(recall(it(by( performing(a(minor(ritual(during(a(short(rest.(( ( While(you(are(within(100(feet(of(your(familiar,( you(can(communicate(with(it(telepathically.( Additionally,(as(an(action,(you(can(see(through( your(familiar’s(eyes(and(hear(what(it(hears(until( the(start(of(your(next(turn,(gaining(the(benefits(of( any(special(senses(that(the(familiar(has.(During( this(time,(you(are(deaf(and(blind(with(regard(to( your(own(senses.(

( Finally,(while(within(100(feet(of(your(familiar,( you(can(have(it(deliver(a(spell(on(your(turn(that( requires(touching(a(creature.(The(familiar( touches(the(creature(on(your(behalf,(provided( nothing(is(preventing(it(from(taking(actions.(If( the(spell(requires(an(attack(roll,(you(use(your( attack(modifier(for(the(roll.(

( You(can(release(the(familiar(at(any(time.(Doing( so(ends(the(effect.(You(cannot(have(more(than( one(familiar(at(a(time.(

Find(Steed(

*2nd/level\*conjuration\*(ritual)\**

**Casting(Time:**(10(minutes(

**Range:**(30(feet( **Components:(**v,(s**( Duration:**(Permanent(

You(summon(a(spirit(that(takes(the(form(of(an( unusually(intelligent,(strong,(and(loyal(steed,( creating(a(long[lasting(bond(with(it.(The(steed( comes(in(a(form(that(you(choose,(from(a(war( horse,(a(pony,(a(stag,(or(a(war(dog((your( Dungeon(Master(may(allow(other(animals(to(be( summoned(as(steeds).(The(steed(has(the( statistics(of(the(chosen(form,(though(it(is(a( celestial,(fey,(or(fiend((your(choice)(instead(of(its( normal(type.(Additionally,(if(your(steed(has(an( Intelligence(of(5(or(less,(its(Intelligence(becomes( 6,(and(it(gains(the(ability(to(understand(one( language(you(speak.(

( Your(steed(serves(you(as(a(mount,(both(in( combat(and(out,(and(you(have(an(instinctive( bond(with(your(steed(that(allows(you(to(fight(as(a( seamless(unit.(While(mounted(on(your(steed,(you( can(choose(to(have(any(spell(you(cast(that(targets( only(yourself(also(affects(your(steed(in(the(same( way.(

( When(the(steed(drops(to(0(hit(points,(it( disappears,(leaving(behind(no(physical(form.(You( can(also(dismiss(your(steed(at(any(time(as(an( action,(causing(it(to(disappear,(and(doing(so(does( not(break(your(bond(with(it.(The(steed(cannot( reappear(until(you(cast(this(spell(again,(which( summons(your(bonded(steed.((

( While(you(are(within(1(mile(of(your(steed,(you( can(communicate(with(it(telepathically.(

( You(can(release(the(steed(from(its(bond(at(any( time.(Doing(so(ends(the(effect.(You(cannot(have( more(than(one(steed(bonded(by(this(spell(at(a( time.(

( ***At#Higher#Levels***.(When(you(cast(this(spell( using(a(spell(slot(of(4th(level,(you(can(bind(a( giant(bat(or(giant(eagle(as(a(steed.(When(you(cast( this(spell(using(a(spell(slot(of(5th(level,(you(can( bind(a(nightmare(or(unicorn(as(a(steed.(

Find(the(Path(

*6th/level\*divination\**

**Casting(Time:**(1(minute(

**Range:**(Self(

**Components:**(V,(S,(M((a(set(of(divinatory(tools,( such(as(bones,(ivory(sticks,(cards,(teeth,(or( carved(runes(worth(no(less(than(100(gp,(which( are(not(consumed(when(you(cast(the(spell)(

**Duration:**(Concentration,(up(to(1(day(

Name(a(specific,(fixed(location(that(exists(on(the( plane(of(existence(that(you(are(currently(on.(This( spell(allows(you(to(find(the(shortest,(most(direct( physical(route(to(that(location.(The(spell(works( with(respect(to(fixed(locations,(not(creatures( (including(you)(or(portable(objects.(Thus,(you( cannot(find(the(way(to(“a(forest(where(a(green( dragon(lives”(or(“a(hoard(of(platinum(pieces,”( nor(can(you(find(“the(nearest(temple(to(my(deity,” because(that(description(relies(on(your(own( location.(If(you(name(a(location(that(doesn’t(meet( the(spell’s(criteria,(the(spell(fails.(

( For(the(duration,(or(until(you(leave(the(plane( where(the(location(exists,(you(know(your( distance(from(the(location(and(the(direction(to(it( relative(to(your(current(location.(While(you(are( traveling(to(the(selected(location,(whenever(you( are(presented(with(a(choice(of(paths(along(the( way,(you(automatically(determine(which(path(is( the(shortest(and(most(direct(route((but(not( necessarily(the(safest(route)(to(the(location.(

Find(Traps(

*2nd/level\*divination\**

**Casting(Time:**(1(action(

**Range:**(60(feet( **Components:**(v,(s( **Duration:**(Instantaneous(

You(know(the(location(of(any(trap(within(range( that(is(within(line(of(sight.(A(trap,(for(the(purpose of(this(spell,(includes(anything(that(would(inflict( a(sudden(or(unexpected(effect(you(view(as( harmful(or(undesirable,(which(was(specifically( intended(as(such(by(its(creator.(Thus(the(spell( would(reveal(an(area(affected(by(the(*alarm\**spell,( a(*glyph\*of\*warding,\**or(a(mechanical(pit(trap,(for( example,(but(it(would(not(typically(reveal(a( weakness(in(the(floor,(an(unstable(ceiling,(or(a( sinkhole(that’s(not(visible.(

Finger(of(Death(

*7th/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Choose(a(creature(within(range(that(you(can(see.( Negative(energy(courses(through(the(creature,( causing(searing(pain.(If(the(creature(has(40(hit( points(or(fewer,(it(dies.(Otherwise,(it(must(make( a(Constitution(saving(throw.(The(creature(takes( 12d8(necrotic(damage(on(a(failed(save,(or(half(as( much(damage(on(a(successful(one.(This(spell(has( no(effect(upon(undead(or(constructs.(

( A(humanoid(killed(by(this(spell(rises(at(the( start(of(your(next(turn(as(a(zombie(under(your( command.(

Fire(Shield(

*4th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(bit(of(phosphorus(or(a( live(firefly)(

**Duration:**(10(minutes(

Thin(and(wispy(flames(wreathe(your(body,( shedding(no(heat,(but(emitting(bright(light(in(a( 10[foot(radius(and(dim(light(for(an(additional(10( feet(for(the(duration.(The(spell(ends(early(if(you( dismiss(it((no(action(required).(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,(the(creature( takes(2d8(damage,(which(is(fire(damage(if(you( chose(warm(shield(or(cold(damage(if(you(chose( chill(shield.(

Fire(Storm(

*7th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(150(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Choose(a(point(within(range.(A(100[foot(cube( made(up(of(sheets(of(roaring(flame(appears( centered(on(that(point.(Each(creature(in(the(area( must(make(a(Dexterity(saving(throw.(A(target( takes(7d10(fire(damage(on(a(failed(save,(or(half( that(much(damage(on(a(successful(one.( ( The(fire(damages(objects(in(the(area(and( ignites(flammable(objects(that(are(not(being( worn(or(carried.(

Fireball( *3rd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((a(tiny(ball(of(bat(guano( and(sulfur)(

**Duration:**(Instantaneous(

Choose(a(point(within(range.(A(streak(flashes( from(your(pointing(finger(to(that(point(and(then( blossoms(with(a(low(roar(into(an(explosion(of( flame.(Each(creature(in(a(20[foot[radius(sphere( centered(on(that(point(must(make(a(Dexterity( saving(throw.(The(sphere(spreads(around( corners.(A(creature(takes(6d6(fire(damage(on(a( failed(save,(and(half(as(much(damage(on(a( successful(one.(

( The(fire(damages(objects(in(the(area(and( ignites(flammable(objects(that(are(not(being( worn(or(carried.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 3rd.(

Flame(Blade(

*2nd/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V,(S,(M((leaf(of(sumac)( **Duration:**(Concentration,(up(to(10(minutes(

You(evoke(a(fiery(blade(from(one(of(your(hands,( similar(in(size(and(shape(to(a(scimitar.(The(blade( lasts(for(the(duration(or(until(you(drop(it.( ( You(can(use(your(action(to(make(a(melee( attack(with(the(fiery(blade,(with(a(bonus(to(hit( equal(to(your(spellcasting(ability(modifier(+(your( proficiency(bonus.(On(a(hit,(the(target(takes(3d6( fire(damage.(

( The(flames(created(by(this(spell(emit(bright( light(in(a(10[foot(radius(and(dim(light(for(an( additional(10(feet.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 2nd.(

Flame(Strike( *5th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((pinch(of(sulfur)( **Duration:(**Instantaneous(

A(vertical(column(of(divine(fire(roars(down(from( the(heavens(in(a(location(you(specify.(Each( creature(in(a(10[foot[radius,(40[foot[high( cylinder(centered(on(a(point(within(range(must( make(a(Dexterity(saving(throw.(A(creature(takes( 4d6(fire(damage(and(4d6(radiant(damage(on(a( failed(save,(and(half(as(much(damage(on(a( successful(one.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(the(fire( damage(or(the(radiant(damage((your(choice)( increases(by(1d6(for(each(level(above(5th.(

Flaming(Sphere(

*2nd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(bit(of(tallow,(a(pinch(of( brimstone,(and(a(dusting(of(powdered(iron)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(an(unoccupied(space(within(range.(A(5[ foot[diameter(sphere(of(fire(appears(there(and( lasts(for(the(duration.(

( Any(creature(that(starts(its(turn(within(5(feet( of(the(sphere(must(succeed(on(a(Dexterity(saving( throw(or(take(2d6(fire(damage((half(damage(on(a( successful(save).(

( As(an(action,(you(can(move(the(sphere(up(to(30 feet.(You(may(direct(the(sphere(over(barriers(up( to(5(feet(tall(and(jump(it(across(pits(up(to(10(feet( wide.(The(sphere(ignites(flammable(objects,(and( it(emits(bright(light(in(a(20[foot(radius(and(dim( light(for(an(additional(40(feet.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 2nd.(

Flesh(to(Stone(

*6th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(pinch(of(lime,(water,(and earth)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(one(creature(within(range(that(you(can( see.(If(the(target’s(body(is(made(of(flesh,(the( creature(must(make(a(Constitution(saving(throw.( On(a(failed(save,(it(is(restrained(as(its(flesh( begins(to(harden.(On(a(successful(save,(the( creature(is(not(affected.(This(spell(has(no(effect( upon(undead(or(constructs.(

( A(creature(restrained(by(this(spell(must(make( another(Constitution(saving(throw(at(the(start(of( your(next(turn.(On(a(successful(save,(the(creature( breaks(free(of(the(spell.(On(a(failed(save,(the( creature(turns(to(stone(and(remains(that(way(for( the(duration.(

( A(creature(turned(to(stone(by(this(spell(is( stunned(and(has(resistance(to(all(damage.(If(it(is( physically(broken(or(damaged(while(in(this(state,( the(creature(suffers(from(similar(damage(or( deformities(when(it(reverts(to(its(original(state.(

( If(you(maintain(your(concentration(on(this( spell(for(the(entire(possible(duration,(the( creature(is(permanently(turned(to(stone(and(dies.

Fly(

*3rd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(wing(feather(from(any( bird)(

**Duration:**(Concentration,(up(to(10(minutes(

Touch(a(willing(creature.(The(target(gains(a(fly( speed(of(60(feet(for(the(duration.(When(the(spell( ends,(the(target(falls(at(the(start(of(its(next(turn(if( it(is(still(aloft(and(has(no(means(to(stop(the(fall.(

Fog(Cloud(

*1st/level\*conjuration\**

**Casting(Time:**(1(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( spreads(around(corners.(The(sphere’s(area(is( heavily(obscured.(It(lasts(for(the(duration(or(until( a(wind(of(moderate(or(greater(speed((at(least(10( miles(per(hour)(disperses(it.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( radius(of(the(mist(increases(by(20(feet(for(each( level(above(1st.(

Forbiddance(

*6th/level\*abjuration\*(ritual)\**

**Casting(Time:**(10(minutes( **Range:**(Touch(

**Components:**(V,(S,(M((a(sprinkling(of(holy(water, rare(incenses,(and(powdered(ruby(worth(at( least(1,000(gp)(

**Duration:**(1(day(

You(ward(an(area(up(to(200(feet(square((40,000( square(feet)(against(magical(travel.(For(the( duration,(creatures(cannot(teleport(into(the(area( or(use(portals,(such(as(that(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,(Ethereal(Plane,(Plane(of(Shadow,(or( the(*plane\*shift*(spell.(

( In(addition,(the(spell(damages(entering( creatures(whose(alignments(are(different(from( yours.(The(effect(is(based(on(a(creature’s( alignment(relative(to(yours:(if(its(alignment( differs(from(yours(with(respect(to(either(good( and(evil(or(law(and(chaos(take(3d10(radiant(or( necrotic(damage((your(choice(when(you(cast(this spell).(Creatures(who(enter(the(area(whose( alignment(differs(from(yours(with(respect(to( both(good(and(evil(and(law(and(chaos(take(7d10( damage.(Thus,(if(you(are(lawful(good,(a(chaotic( good(or(lawful(neutral(creature(would(take(3d10 damage,(while(a(neutral(evil(or(chaotic(neutral( creature(would(take(7d10.(

( When(you(cast(this(spell,(you(can(include(a( password.(A(creature(that(speaks(the(password( as(it(enters(the(area(takes(no(damage(from(the( spell.(

( Two(casting(of(*forbiddance\**do(not(overlap.( When(two(castings(of(*forbiddance\**would(have( overlapping(areas,(the(more(recent(casting(stops( at(the(boundary(of(the(older(casting.(

( You(can(make(the(effects(of(this(spell( permanent(by(casting(*forbiddance\**every(day(for( 30(days(in(the(same(location.(Casting(the(spell(in( the(same(location(after(the(first(casting(does(not( require(the(powdered(ruby(material(component.(

Forcecage(

*7th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(100(feet(

**Components:**(V,(S,(M((ruby(dust(worth(1,500(gp)( **Duration:**(1(hour(

An(immobile,(invisible,(cube[shaped(prison( composed(of(magical(force(springs(into(existence( around(an(area(you(choose(within(range.(The( *forcecage*(may(be(a(cage(or(a(solid(box,(as(you( choose.((

( A(*forcecage\**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(*forcecage\**in(the(shape(of(a(box(can(be(up(to( 10(feet(on(a(side,(creating(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(*forcecage’s*(area(is(trapped.( Creatures(only(partially(within(the(area,(or(those( too(large(to(fit(inside(the(area,(are(pushed(away( from(the(center(of(the(area(until(they(are( completely(outside(of(the(area.(

( A(creature(inside(the(*forcecage*(cannot(leave(it( by(nonmagical(means.(If(the(creature(tries(to(use( teleportation(or(extradimensional(travel(to(leave( the(space(inside(the(*forcecage*,(it(must(first(make( a(Charisma(saving(throw.(On(a(success,(the( creature(can(use(that(magic(to(exit(the(*forcecage*.( On(a(failure,(the(creature(cannot(exit(the( *forcecage\**and(wastes(the(use(of(the(spell(or( effect.(The(*forcecage*(also(extends(into(the( Ethereal(Plane,(blocking(ethereal(travel.(

( A(*forcecage*(cannot(be(dispelled(by(*dispel\*magic*( or(*greater\*dispel\*magic*,(though(it(can(be( damaged(by(a(*disintegrate*(spell.(

Foresight(

*9th/level\*divination\**

**Casting(Time:(**1(minute(

**Range:**(Touch(

**Components:(**V,(S,(M((a(hummingbird(feather)( **Duration:**(1(hour(

You(touch(a(willing(creature(and(bestow(a( limited(ability(to(see(into(the(immediate(future.( For(the(duration,(the(target(cannot(be(surprised( and(has(advantage(on(attack(rolls,(ability(checks,( and(saving(throws.(Additionally,(other(creatures( have(disadvantage(on(attack(rolls(against(the( target(for(the(duration.(

Freedom(of(Movement(

*4th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(leather(strap,(bound( around(the(arm(or(a(similar(appendage)(

**Duration:**(1(hour(

Touch(a(willing(creature.(For(the(duration,(the( target(is(unaffected(by(difficult(terrain,(and( magical(effects(can(neither(reduce(the(target’s( speed(nor(cause(the(target(to(be(paralyzed(or( restrained.(

( The(target(can(also(spend(5(feet(of(movement( to(automatically(escape(from(nonmagical( restraints,(such(as(manacles(or(a(creature(that( has(it(grappled.(Finally,(being(underwater( imposes(no(penalties(on(the(target.(

Gaseous(Form(

*3rd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(bit(of(gauze(and(a(wisp( of(smoke)(

**Duration:**(Concentration,(up(to(1(hour(

You(touch(a(willing(creature(that(is(not( incorporeal(and(transform(the(creature,(along( with(everything(the(creature(wears(and(carries( into(a(misty(cloud(for(the(duration.(The(spell( ends(if(the(creature(is(reduced(to(0(hit(points.( ( While(in(this(form,(the(targets(only(method(of( movement(is(its(fly(speed(of(10(feet.(The(target( has(resistance(to(bludgeoning,(piercing,(and( slashing(damage(from(nonmagical(sources,(and( is(immune(to(diseases,(poison,(and(has(immunity( to(poison(damage.(The(target(can(pass(through( small(holes,(narrow(openings,(and(even(mere( cracks,(though(it(treats(liquids(as(though(they( were(solid(surfaces.(The(target(cannot(fall(and( remains(hovering(in(the(air(even(when(stunned( or(otherwise(incapacitated.(

( While(in(the(form(of(a(misty(cloud,(the(target( cannot(talk(or(manipulate(objects,(and(any( objects(it(was(carrying(or(holding(cannot(be( dropped,(used,(or(otherwise(interacted(with.(The target(cannot(attack(or(cast(spells.((

( A(creature(in(this(form(is(vulnerable(to(strong( winds((over(30(miles(per(hour)(and(may(be( dispersed(by(them.(When(the(target(starts(its( turn(in(an(area(of(strong(or(stonger(wind,(or(is( subjected(to(an(effect(that(creates(an( instantaneous(burst(of(strong(or(stronger(wind( (such(as(the(*gust\*of\*wind\**spell),(it(must(make(a( DC(10(Constitution(saving(throw.(On(a(failed(save, the(target(takes(5d10(force(damage.(On(a( successful one, the target moves 1d6 X 10 feet in the same direction as the wind.

Gate

*9th/level\*conjuration\**

**Casting(Time:(**1 action **Range:** 60 feet **Components:(**V, S, M a diamond worth at least 5,000 gp)

**Duration:** Concentration, up to 1 minute

Choose a point within range. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. 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.

The portal has a front and a back on each plane where it appears; it is not visible from the back. 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 demesnes.

When you cast this spell, you can speak a creature’s true name that you have learned. If that creature is on a plane other than the one you are on, the portal opens in the named creature’s immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. Uttering a creature’s true name to accomplish this act gives you no power over the creature, and it is free to act as the Dungeon Master deems appropriate. It might leave, attack you, or help you.

Geas(

*5th/level\*enchantment\**

**Casting(Time:**(1(minute(

**Range:**(60(feet(

**Duration:**(1(month(

Choose(a(creature(within(range.(If(the(creature( can(understand(you,(it(must(succeed(on(a( Wisdom(saving(throw(or(become(charmed(by( you(for(the(duration.(You(can(end(the(spell(early( by(using(an(action(to(dismiss(it.(Constructs(and( undead(are(not(affected(by(this(spell.(

( When(the(creature(becomes(charmed(by(this( spell,(you(place(a(magical(command(on(the( creature(to(carry(out(some(service(or(refrain( from(some(action(or(course(of(activity(as(you( decide.(You(can(command(the(creature(in(any( way(you(choose,(short(of(an(activity(that(would( result(in(certain(death.(Should(you(issue(a( suicidal(command,(the(spell(ends.(Once(you(issue( the(command,(the(creature(must(follow(your( instructions(for(the(duration.(

( Each(time(a(creature(acts(in(a(manner(directly( counter(to(your(instructions,(the(creature(takes( 5d10(psychic(damage.(A(creature(can(take(this( damage(no(more(than(once(each(day.((

( A(*remove\*curse*,(*greater\*restoration*,(or(*wish*( spell(ends(this(effect(early.(

( ***At#Higher#Levels***.(When(you(cast(this(spell( using(a(spell(slot(of(7th(or(8th(level,(the(duration( is(1(year.(When(you(cast(this(spell(using(a(spell( slot(of(9th(level,(the(duration(is(permanent.(

Gentle(Repose(

*2nd/level\*necromancy\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(pinch(of(salt(and(one( copper(piece(for(each(eye(the(corpse(has(or( had)(

**Duration:**(7(days(

Touch(a(corpse(or(other(remains.(For(the( duration,(the(target(is(protected(from(decay(and( cannot(become(an(undead(creature.(

( 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(

*4th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(up(to(six(centipedes,(four(spiders,(two( wasps,(or(one(beetle(within(range.(The(creatures increase(in(size(until(they(become(giant(insects( for(the(duration.(A(centipede(becomes(a(giant( centipede,(a(spider(becomes(a(giant(spider,(a( wasp(becomes(a(giant(wasp,(and(a(beetle( becomes(a(giant(rhinoceros(beetle.(

( The(creature(acts(on(each(of(your(turns(and( obeys(your(commands.(The(Dungeon(Master(has( the(statistics(for(these(creatures(and(resolves( their(actions(and(movement.(

( A(creature(remains(in(its(giant(size(for(the( duration,(until(you(use(an(action(to(dismiss(the( effect,(or(until(the(insect(drops(to(0(hit(points.( ( The(DM(may(allow(you(to(choose(other(insects( at(his(or(her(discretion.(For(example,(a(giant(bee( can(function(as(a(giant(wasp.(

Globe(of(Invulnerability(

*6th/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(glass(or(crystal(bead( that(shatters(when(the(spell(ends)(

**Duration:**(Concentration,(up(to(1(minute(

An(immobile,(faintly(shimmering(barrier(springs into(existence(in(a(10[foot[radius(around(you( and(remains(for(the(duration.(

( Spells(of(less(than(5th(level(cast(from(outside( the(globe(cannot(affect(creatures(or(objects( within(it—such(spells(can(target(creatures(and( objects(within(the(globe,(but(they(do(not(reach( beyond(the(barrier(and(thus(have(no(effect.( Similarly,(the(area(within(the(globe(is(excluded( from(the(areas(affected(by(such(spells.(

( For(example,(a(*fireball*(spell(cast(by(a(creature( outside(the(barrier(using(a(spell(slot(of(4th(level( or(less(would(not(affect(creatures(or(objects( within(the(barrier(with(the(spell,(even(if(the( *fireball’s*(area(completely(overlaps(that(of(the( globe.(Similarly,(a(creature(behind(the(barrier( would(not(be(affected(by(the(*magic\*missile*(spell( cast(by(a(creature(outside(the(barrier.(

***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(7th(level(or(higher,(the( barrier(blocks(spells(of(1(level(higher(for(each( level(above(6th.(

Glyph(of(Warding(

*3rd/level\*abjuration\**

**Casting(Time:**(1(hour(

**Range:**(Touch(

**Components:**(V,(S,(M((incense(and(powdered( diamond(worth(at(least(200(gp,(which(are( consumed(when(you(cast(the(spell)(

**Duration:**(Permanent(

When(you(cast(this(spell,(you(inscribe(a(powerful( glyph(that(harms(other(creatures,(either(upon(a( surface((such(as(a(section(of(floor,(a(wall,(or(a( table)(or(within(an(object(that(can(be(closed( (such(as(a(book,(a(scroll,(or(a(treasure(chest)(to( conceal(the(glyph.(If(you(choose(a(surface,(the( glyph(can(cover(an(area(of(the(surface(no(larger( than(10(feet(in(diameter.(The(*glyph\*of\*warding*(is( nearly(invisible,(requiring(an(Intelligence( (Investigation)(check(against(a(DC(equal(to(your( spell(DC(to(find(it.(

( You(decide(what(triggers(the(*glyph\*of\*warding*( when(you(cast(the(spell.(For(glyphs(inscribed(on( a(surface,(the(most(typical(triggers(include( touching(or(standing(upon(the(glyph,(removing( another(object(covering(the(glyph,(approaching( within(a(certain(distance(of(the(glyph,(or( manipulating(the(object(on(which(the(glyph(is( described.(For(glyphs(inscribed(within(an(object,( the(most(common(trigger(is(opening(that(object,( approaching(within(a(certain(distance(of(the( object,(or(seeing(or(reading(the(glyph.(Once(a( glyph(is(triggered,(this(spell(ends.(

( You(can(further(refine(the(trigger(to(only( trigger(under(certain(circumstances(or(according to(physical(characteristics((such(as(height(or( weight),(physical(kind((for(example,(the(ward( could(be(set(to(affect(aberrations,(drow,(or( shapechangers),(or(alignment.(You(can(also(set( conditions(for(creatures(that(do(not(trigger(the( glyph—such(as(those(who(say(a(certain( password,(or(even(excepting(certain(individual( creatures(from(the(trigger.(

( When(you(inscribe(the(glyph,(choose(*explosive\* runes\**or(a(*spell\*glyph.\*\**

* ***Explosive#Runes.***(The(triggering(creature(and( all(creatures(within(5(feet(of(it(must(make(a( Dexterity(saving(throw.(On(a(failed(saving(throw,( a(creature(takes(5d8(acid,(cold,(fire,(lightning,(or( thunder(damage((your(choice(when(you(create( the(glyph),(or(half(as(much(damage(on(a( successful(one.(
* ***Spell#Glyph.***(You(can(store(any(spell(of(3rd( level(or(lower(that(you(know(that(targets(a(single creature(or(an(area(by(casting(it(as(a(part(of( casting(this(spell((the(spell(being(stored(has(no( immediate(effect(when(cast(in(this(way).(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(the(intruder.(If(the(spell( summons(hostile(creatures(or(creates(harmful( objects(or(traps,(they(appear(as(close(as(possible( to(the(intruder(and(attack(it.((
* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( damage(of(an(*explosive\*runes*(glyph(increases(by( 1d8(for(each(level(above(3rd.(If(you(create(a(*spell\* glyph*,(you(can(store(any(harmful(spell(of(up(to( the(same(level(as(the(slot(you(used(for(*glyph\*of\* warding*(in(the(glyph.(

Goodberry(

*1st/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(sprig(of(mistletoe)( **Duration:**(24(hours(

Up(to(ten(berries(in(your(hand(are(infused(with( life[giving(magic(for(the(duration.(A(creature(can( use(its(action(to(eat(one(berry(or(feed(it(to(

someone(else.(Eating(a(berry(restores(1(hit(point,( and(the(berry(provides(the(same(nourishment(as( a(meal.(

Grasping(Vine(

*4th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(1(minute(

You(conjure(a(vine(that(sprouts(from(the(ground( at(a(point(you(designate(within(range.(When(you( cast(this(spell,(you(can(direct(the(vine(to(lash(out( at(a(creature(within(30(feet(of(it.(That(creature( must(succeed(on(a(Dexterity(saving(throw(or(be( pulled(20(feet(directly(toward(the(vine.(

( Once(on(each(of(your(turns(for(the(duration,(as( a(part(of(your(move(or(your(action,(you(can( direct(the(vine(to(lash(out(at(the(same(creature( or(another(one.(

Grease(

*1st/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(bit(of(pork(rind(or( butter)(

**Duration:**(1(minute(

Choose(a(point(on(the(ground(within(range.(Slick( grease(covers(the(ground(in(a(10[foot(square( centered(on(that(point(and(turns(it(into(difficult( terrain(for(the(duration.(

( When(the(grease(appears,(each(creature(on(it( must(succeed(on(a(Dexterity(saving(throw(or(fall( prone.(A(creature(that(enters(the(area(or(ends(its( turn(there(must(succeed(on(a(Dexterity( (Acrobatics)(check(against(the(spell’s(save(DC(or( fall(prone.(

Greater(Dispel(Magic(

*6th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Choose(one(creature,(object,(or(magical(effect( within(range.(Any(spell(of(4th(level(or(lower(on( the(target(ends.(For(each(spell(of(5th(level(or( higher(on(the(target,(make(an(ability(check(using( your(spellcasting(ability.(The(DC(equals(10(+(the( spell’s(level.(On(a(successful(check,(the(spell(ends.

Greater(Invisibility(

*4th/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(1(minute(

You(or(a(creature(you(touch(becomes(invisible( until(the(spell(ends.(Anything(the(target(is( wearing(or(carrying(is(invisible(as(long(as(it(is(on the(target’s(person.(

Greater(Restoration(

*7th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((diamond(dust(worth(at( least(100(gp)(

**Duration:**(Instantaneous(

You(imbue(a(creature(you(touch(with(positive( energy(to(undo(any(debilitating(effects(it(suffers.( Choose(one(of(the(following(effects.(

* ***Break#Enchantment.***(End(one(effect(causing( the(target(to(be(charmed.(
* ***Lift#Curse.***(End(one(curse(on(the(target.(This( benefit(can(break(the(target’s(attunement(to(one( cursed(magic(item.(
* ***Restore#Ability.***(Return(any(of(the(target’s( reduced(ability(scores(to(their(normal(values.(
* ***Restore#Hit#Point#Maximum.***(End(any(effect( that(reduces(the(target’s(hit(point(maximum.( ***# Stone#to#Flesh.***(Restore(a(creature(turned(to( stone(or(some(other(inorganic(material(back(to( its(original(form.(

Guardian(of(Faith( *4th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(30(feet( **Components:(**V( **Duration:**(4(hours(

Choose(a(point(within(range.(A(Large(spectral( guardian(appears(and(hovers(there(for(the( duration.(The(ghostly(guardian(is(indistinct( except(for(a(radiant(sword(and(a(gleaming(shield emblazoned(with(the(symbol(of(your(deity,( though(its(form(is(actually(quite(solid.(The( spectral(guardian(occupies(its(space(as(though(it( was(a(creature.(Creatures(you(designate(when( you(cast(the(spell(are(not(affected(by(the( guardian.(

( Any(other(creature(that(enters(the(area(within( 10(feet(of(the(guardian(must(succeed(on(a( Dexterity(saving(throw(or(take(15(radiant( damage((half(damage(on(a(successful(save).(The( guardian(vanishes(when(it(has(dealt(a(total(of(60( damage.(

( ***At#Higher#Levels***.(When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(the(spell( creates(one(additional(spectral(guardian(at(a( point(you(choose(in(range(for(each(level(above( 4th.(

Guards(and(Wards(

*6th/level\*abjuration\**

**Casting(Time:(**10(minutes(

**Range:**(Touch(

**Components:**(V,(S,(M((burning(incense,(a(small( measure(of(brimstone(and(oil,(a(knotted(string,( and(a(small(amount(of(umber(hulk(blood.(In( addition,(you(must(have(a(small(silver(rod( worth(at(least(10(gp,(which(is(not(consumed( when(you(cast(the(spell)(

**Duration:**(24(hours(

This(powerful(spell(is(primarily(used(to(defend( your(tower(or(other(stronghold.(The(ward( protects(2,500(square(feet(of(floor(space((an(area( 50(feet(square,(or(100(5[foot(squares(or(25(10[ foot(squares).(The(warded(area(can(be(as(much( as(20(feet(high,(and(shaped(as(you(desire.(You( can(ward(several(stories(of(a(stronghold(by( dividing(the(area(among(them,(so(long(as(you(can( walk(into(each(contiguous(area(while(you(are( casting(the(spell.(

( *Guards\*and\*wards*(creates(the(following(spell( effects(within(the(warded(area.(

* ***corridors.*(**fog(fills(all(the(warded(corridors,( making(them(heavily(obscured.(In(addition,(at( each(intersection(or(branching(passage,(the(spell( makes(it(50(percent(likely(that(intruders(believe( they(are(going(in(the(opposite(direction(from(the( one(they(actually(chose.(
* ***doors.*(**all(doors(in(the(warded(area(are( magically(locked,(as(per(the(*arcane\*lock*(spell( with(an(extended(area.(In(addition,(you(can(cover up(to(10(doors(with(an(illusion((equivalent(to(the( illusionary(object*\**function(of(the(*minor\*illusion\** spell)(to(appear(as(if(it(were(a(plain(wall.( ***# stairs.*(**webs(fill(all(stairs(in(the(warded(area( from(top(to(bottom,(as(the(*web*(spell.(These( strands(regrow(in(10(minutes(if(they(are(burned( or(torn(away(while(the(*guards\*and\*wards*(spell( lasts.(

***# Spell#Effects.#***In(addition,(you(can(place(your( choice(of(one(of(the(following(five(magical(effects( within(the(warded(area(of(the(stronghold.(

* Place(*dancing\*lights*(in(four(corridors.(You(can( designate(a(simple(program(that(the(lights( repeat(as(long(as(the(*guards\*and\*wards*(spell( lasts.(
* Place(*magic\*mouth*(in(two(locations.(
* Place(*stinking\*clouds*(in(two(locations.(The( vapors(appear(in(the(places(you(designate;( they(return(within(10(minutes(if(dispersed(by( wind(while(the(*guards\*and\*wards*(spell(lasts.(
* Place(a(constant(*gust\*of\*wind*(in(one(corridor(or( room.(
* Place(a(*suggestion*(in(one(location.(You(select( an(area(of(up(to(5(feet(square,(and(any(creature( who(enters(or(passes(through(the(area( receives(the(suggestion(mentally.(

( The(whole(warded(area(radiates(magic.(A( *dispel\*magic*(cast(on(a(specific(effect,(if(successful, removes(only(that(effect.(A(successful( *Mordenkainen’s\*disjunction*(destroys(the(entire( *guards\*and\*wards*(spell.(

( You(can(create(a(permanently(guarded(and( warded(structure(by(casting(this(spell(every(day( for(one(year(in(the(same(stronghold.(

Guidance(

*Divination\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s( **Duration:**(1(hour(

You(touch(one(willing(creature.(Once(before(the( spell(ends,(the(target(can(roll(a(d4(and(add(the( number(rolled(as(a(bonus(to(one(ability(check(of( its(choice.(It(may(choose(to(roll(the(die(before(or( after(rolling(the(ability(check.(The(spell(then( ends.(

( The(spell(ends(early(if(you(cast(it(again(before( the(duration(has(passed.(

Gust(of(Wind( *1st/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(legume(seed)( **Duration:**(Instantaneous(

A(line(of(strong(wind((20(miles(per(hour(or( faster)(that(is(60(feet(long(and(10(feet(wide( emanates(from(you(in(a(direction(you(choose.( 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(and( then(fall(prone.(

( The(spell(creates(a(strong(wind((30(miles(per( hour)(that(can(disperse(gas(or(vapor.(

( In(addition,(the(gust(extinguishes(candles,( torches,(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.(

Hail(of(Thorns(

*1st/level\*conjuration\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(Instantaneous(

You(can(cast(this(spell(when(you(make(a(ranged( weapon(attack(on(your(turn.(This(spell(creates(a( rain(of(long,(sharp(thorns(to(sprout(from(your( ranged(weapon(or(ammunition,(falling(upon( your(enemies.(In(addition(to(the(normal(effect(of( the(attack,(the(target(of(the(attack(and(each( creature(within(5(feet(of(it(must(make(a( Dexterity(saving(throw(or(take(1d10(piercing( damage((half(damage(on(a(successful(save).( ***# At#Higher#Levels.***(If(you(cast(this(spell(using(a( spell(slot(of(2nd(level(or(higher,(the(damage( increases(by(1d10.(

Hallow(

*5th/level\*evocation\**

**Casting(Time:**(24(hours(

**Range:**(Touch(

**Components:**(V,(S,(M((herbs,(oils,(and(incense( worth(at(least(1,000(gp)(

**Duration:**(Instantaneous(

You(touch(a(point(not(within(the(area(of(another( *hallow\**spell(and(infuse(an(area(with(a(radius(of( up(to(60(feet(with(holy((or(unholy)(power.(This( has(three(effects.(

( First,(evil(celestials,(elementals,(fey,(fiends,(and( undead(cannot(enter(the(area,(nor(can(such( creatures(charm,(frighten,(or(possess(creatures( in(the(area.(Any(creature(charmed,(frightened,(or( possessed(by(such(a(creature(is(no(longer( charmed,(frightened,(or(possessed(upon(entering( it.(If(you(are(evil,(the(*hallow*(spell(instead( protects(against(good(creatures(of(the(listed( types.(

( Second,(any(dead(body(interred(in(the(area( cannot(be(turned(into(an(undead(creature.( ( Third,(you(can(bind(an(extra(effect(to(the(area.( This(extra(effect(lasts(for(one(year(and(functions( throughout(the(site.(You(may(designate(whether( the(effect(applies(to(all(creatures,(creatures(who( share(your(faith(or(alignment,(or(creatures(who( adhere(to(a(different(faith(or(alignment.(Choose( this(effect(from(any(of(the(following.( ***# Blessing.***(Each(affected(creature(gains(a(+1( bonus(to(attack(rolls(and(cannot(be(frightened.(

***Bane.*** Each affected creature takes a -1 penalty to attack rolls and makes saving throws to avoid being frightened with disadvantage. ***# Courage.*** Affected creatures cannot be frightened for as long as they remain in the area. ***# Darkness.****\**Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the level of the slot you used to cast this spell, do not illuminate the area. ***# Daylight.*** Bright light fills the area at all times. Magical darkness created by spells of a lower level than the level of the slot you used to cast this spell, cannot extinguish the light.

* ***Energy#Protection.*** Affected creatures in the area have resistance to a damage type of your choice, except for bludgeoning, piercing, or slashing.
* ***Energy#Vulnerability.*** Affected creatures in the area have vulnerability to a damage type of your choice, except for bludgeoning, piercing, or slashing.
* ***Extradimensional#Interference.*** Affected creatures cannot move or travel by extradimensional means, such as by a *teleport\** spell or by a portal.
* ***Fear.***(Affected(creatures(in(the(area(are( frightened(for(as(long(as(they(remain(in(the(area.( ***# Silence.***(No(sound(can(emanate(from(within( the(area(and(no(sound(can(reach(into(the(area.( ***# Tongues.***(Affected(creatures(can(communicate( with(any(other(creature(in(the(area,(even(if(they( do(not(share(a(common(language.(
* ***Other.***(Other(options(may(be(available(at(the( Dungeon(Master’s(discretion.(

Hallucinatory(Terrain(

*4th/level\*illusion\**

**Casting(Time:(**10(minutes(

**Range:**(300(feet(

**Components:**(V,(S,(M((a(stone,(a(twig,(and(a(bit(of( green(plant)(

**Duration:**(24(hours(

Choose(a(square(area(in(range(that(is(up(to(150( feet(on(a(side.(You(make(natural(terrain(in(that( area(look,(sound,(and(smell(like(some(other(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.(Structures,( equipment,(and(creatures(within(the(area(are(not( changed(in(appearance.(

( The(tactile(characteristics(of(the(terrain(are( unchanged,(so(in(most(cases(creatures(entering( the(area(quickly(see(through(the(illusion.(If(the( difference(is(not(obvious(by(touch,(a(creature( carefully(examining(the(illusion(can(attempt(a( Wisdom(check(against(your(spell(save(DC(to( disbelieve(it.(

Harm(

*6th/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s( **Duration:**(1(hour(

Choose(a(creature(within(range(that(you(can(see.( You(unleash(a(virulent(disease(that(runs(rampant( through(the(creature’s(body,(leaving(it(with( significant(injuries.(Roll(14d6.(

( If(the(target(has(fewer(hit(points(than(the(total( you(rolled,(its(hit(point(maximum(becomes(1(for( the(duration.(

( If(the(target’s(hit(points(are(equal(to(or(greater( than(the(total(you(rolled,(it(must(make(a( Constitution(saving(throw.(On(a(failed(save,(it( takes(necrotic(damage(equal(to(the(total(you( rolled,(and(on(a(successful(one,(it(takes(half(as( much(damage.(The(damage(cannot(reduce(the( target’s(hit(points(below(1.(

( This(spell(has(no(effect(upon(undead(or( constructs.(

Haste(

*3rd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(shaving(of(licorice(root)( **Duration:**(Concentration,(up(to(1(minute(

Choose(a(willing(creature(within(range.(Until(the( spell(ends,(the(target’s(speed(is(doubled,(it(gains( a(+2(bonus(to(AC,(it(has(advantage(on(Dexterity( saving(throws,(and(it(gains(an(additional,(hasted( action(on(each(of(its(turns.(

( The(hasted(action(can(be(used(only(to(cast(a( cantrip,(make(a(single(attack,(disengage,(or( hustle.(

( When(the(spell(ends,(the(target(can’t(move(or( take(actions(until(after(its(next(turn,(as(a(wave(of( lethargy(sweeps(over(it.(

Heal(

*6th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Choose(a(creature(within(range.(A(surge(of( positive(energy(washes(through(the(creature,( causing(it(to(regain(60(hit(points.(This(spell(also( ends(blindness,(deafness,(and(any(diseases( affecting(the(target.(This(spell(has(no(effect(upon( undead(or(constructs.(

Healing(Word(

*1st/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(60(feet( **Components:(**V( **Duration:**(Instantaneous(

As(you(call(out(a(brief(prayer,(a(creature(of(your( choice(within(range(regains(1d8(+(2(hit(points.( This(spell(has(no(effect(upon(undead(or( constructs.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(hit( points(regained(increase(by(1d8(for(each(level( above(1st.(

Heat(Metal(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(piece(of(iron(and(a( flame)(

**Duration:**(1(round(

Choose(a(manufactured(metal(object(such(as(a( metal(weapon(or(a(suit(of(heavy(or(medium( metal(armor(within(range(that(you(can(see.(You( cause(the(object(to(glow(red[hot(until(the(start(of( your(next(turn.(While(the(target(is(hot,(any( creature(that(is(holding(or(wearing(the(object,(as( well(as(any(creature(that(touches(it,(takes(3d8( fire(damage.(A(creature(can(take(this(damage( only(once(during(a(round.(

( If(a(creature(is(holding(or(wearing(the(object( and(takes(damage(from(it,(the(creature(must( succeed(on(a(Constitution(saving(throw(or(drop( the(object.(If(it(is(not(able(to(drop(the(object,(the( creature(has(disadvantage(on(attack(rolls(and( ability(checks(until(the(spell(ends.(

**( *at#higher#levels.***(when(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 2nd.(

Hellish(Rebuke(

*1st/level\*evocation\**

**Casting(Time:**(1(reaction,(which(you(take(when( another(creature(in(range(of(this(spell(that(you( can(see(deals(damage(to(you(with(an(attack(or( a(spell(

**Range:(**60(feet(

**Components:**(v,(s(

**Duration:**(Instantaneous(

You(point(your(finger,(and(the(creature(that( damaged(you(is(scoured(in(hellish(flames(stoked( by(your(own(anger(and(pain.(The(creature(must( make(a(Dexterity(saving(throw,(and(if(it(fails(it( takes(2d10(fire(damage,(or(half(damage(on(a( successful(save.(

( ***At#Higher#Levels***.(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(1d10(for(each(level(above( 1st.(

Heroes’(Feast(

*6th/level\*conjuration\**

**Casting(Time:(**10(minutes(

**Range:**(30(feet( **Components:**(v,(s(

**Duration:**(24(hours(

When(you(begin(casting(this(spell,(you(bring( forth(a(great(feast,(including(a(magnificent(table,( chairs,(service,(and(food(and(drink.(You(and(up(to( twelve(other(creatures(you(designate(must(then( spend(1(hour(consuming(the(feast.(At(the(end(of( this(time,(the(feast(vanishes.(

( For(the(duration,(a(creature(participating(in( consuming(the(entire(feast(gains(several(benefits. The(creature(is(cured(of(all(diseases(and(poison,( and(becomes(immune(to(poison(and(fear,(and( gains(advantage(on(all(Wisdom(saving(throws.(A( creature’s(maximum(hit(points(also(increase(by( 2d10,(and(its(current(hit(points(increases(by(the( same(amount.(When(the(spell(ends,(the( creature’s(maximum(hit(points(return(to(normal.(

Hold(Monster(

*5th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(small,(straight(piece(of( iron)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(creature(within(range(that(you(can(see.( The(target(must(succeed(on(a(Wisdom(saving( throw(or(be(paralyzed(for(the(duration.(This( spell(has(no(effect(upon(undead(or(constructs.( ( At(the(end(of(each(of(its(turns,(the(affected( target(can(make(another(saving(throw.(On(a( success,(the(spell(ends.(

Hold(Person( *2nd/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(small,(straight(piece(of( iron)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(living(humanoid(within(range(that(you( can(see.(The(target(must(succeed(on(a(Wisdom( saving(throw(or(be(paralyzed(for(the(duration.( ( At(the(end(of(each(of(its(turns,(the(affected( target(can(make(another(saving(throw.(On(a( success,(the(spell(ends.(

Holy(Accord(

*2nd/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Concentration,(up(to(10(minutes(

An(aura(of(harmony(radiates(from(you,( facilitating(communication(in(a(30[foot(radius.( For(the(duration,(each(creature(in(the(area(that( can(speak,(including(you,(can(understand(the( speech(of(any(other(creature(in(the(area,( regardless(of(what(language(is(spoken.(

Holy(Aura(

*8th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(tiny(reliquary(worth(at( least(1,000(gp(containing(some(sacred(relic,( such(as(a(scrap(of(cloth(from(a(saint’s(robe(or(a( piece(of(parchment(from(a(holy(text;(neither( the(reliquary(nor(its(contents(are(consumed( during(the(casting)(

**Duration:**(Concentration,(up(to(1(minute(

You(and(up(to(eight(willing(creatures(within( range(are(bathed(in(a(soft(glow(of(divine( radiance.(Each(affected(creature(emits(dim(light( in(a(5[foot(radius(for(the(duration.(

( A(creature(lit(in(this(way(has(advantage(on(all( saving(throws,(and(other(creatures(have( disadvantage(on(attack(rolls(against(it.(In( addition,(when(a(fiend(or(an(undead(creature( hits(a(protected(creature(with(a(melee(attack,(the aura(flashes(with(brilliant(light.(The(attacker( must(succeed(on(a(Constitution(saving(throw(or( be(blinded(until(the(spell(ends.(

Holy(Vigor(

*3rd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch( **Components:(**v,(s( **Duration:**(8(hours(

Your(touch(imbues(a(willing(creature(with( blessed(vigor.(It(gains(3d8(+(6((temporary(hit( points(for(the(duration.(These(hit(points(can( exceed(the(creature’s(hit(point(maximum,(and( they(cannot(be(regained.(If(the(creature(takes( any(damage,(these(hit(points(are(lost(first.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( temporary(hit(points(increase(by(2d8(for(each( level(above(3rd.(

Hunter’s(Mark( *1st/level\*divination\**

**Casting(Time:**(Swift(

**Range:**(90(feet( **Components:(**V(

**Duration:**(Concentration,(up(to(1(hour(

You(choose(a(creature(within(range(and( mystically(mark(it(as(your(quarry.(Until(the(spell( ends,(your(attacks(deal(1d6(extra(damage(to(that( creature,(and(you(have(advantage(on(any( Wisdom((Perception)(or(Intelligence( (Investigation)(check(you(make(to(find(it.(

Hunter’s(Veil(

*2nd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(30(feet( **Components:(**S( **Duration:**(1(hour(

A(veil(of(shadows(and(silence(radiates(from(you,( masking(you(and(your(companions(within(30( feet(of(you(from(detection.(For(the(duration,(each friendly(creature(in(the(area,(including(you,(has(a( +10(bonus(to(Dexterity((Stealth)(checks(and( cannot(be(tracked(except(by(magical(means.(

Hypnotic(Pattern(

*3rd/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:**(S,(M((a(glowing(stick(of(incense(or( a(crystal(vial(filled(with(phosphorescent( material)(

**Duration:**(Concentration,(up(to(1(minute(

You(create(a(twisting(pattern(of(colors(that( weaves(through(the(air(inside(a(30[foot(cube( within(range.(Each(creature(in(the(area(that(can( see(the(pattern(when(it(appears(must(make(a( Wisdom(saving(throw.(On(a(failed(save,(the( creature(becomes(charmed(for(the(duration.( While(charmed(by(this(spell,(the(creature(is( incapacitated(and(has(a(speed(0.((

( The(spell(ends(for(an(affected(creature(if(it( takes(any(damage(or(if(another(creature(uses(an( action(to(shake(the(creature(out(of(its(stupor.(( (

Ice(Storm(

*4th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(pinch(of(dust(and(a(few( drops(of(water)(

**Duration:**(Instantaneous(

A(hail(of(rock[hard(ice(pounds(to(the(ground(in(a( 20[foot[radius,(40[foot[high(cylinder(centered( on(a(point(within(range.(Each(creature(in(the( cylinder(must(make(a(Dexterity(saving(throw.(A( creature(takes(2d8(bludgeoning(damage(and(4d6 cold(damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(

( Until(the(end(of(your(next(turn,(hailstones(turn( the(storm’s(area(of(effect(into(difficult(terrain.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(the( bludgeoning(damage(increases(by(1d8(for(each( level(above(4th.(

Identify(

*1st/level\*divination\*(ritual)\**

**Components:(**V,(S,(M((an(infusion(of(an(owl( feather(steeped(in(wine,(and(a(pearl(worth(at( least(100(gp)(

**Duration:**(Instantaneous(

You(learn(the(properties(of(a(magical(object(that( you(touch.(If(the(item(has(any(special(lore( associated(with(it,(you(learn(that(lore.(

( Any(object(that(contains(magic(can(be(the( target(of(this(spell,(including(a(magic(weapon(or( suit(of(armor,(a(magic[imbued(ward,(or(writings( that(bear(arcane(power.(

Illusory(Script(

*1st/level\*illusion\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(Touch(

**Components:**(S,(M((a(lead[based(ink(worth(at( least(10(gp)(

**Duration:**(10(days(

You(write(on(parchment,(paper,(or(some(other( suitable(writing(material(and(imbue(it(with(a( potent(illusion(that(lasts(for(the(duration.( ( To(you(and(any(person(you(designate(when( you(cast(the(spell,(the(writing(appears(normal,( 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,( thoroughly(and(completely(unintelligible.( Alternatively,(you(can(cause(the(writing(to( appear(to(be(an(entirely(different(message,( written(in(a(different(hand(and(language,(though the(language(must(be(one(you(know.(

( Should(the(spell(be(dispelled,(the(original( script(and(the(illusion(both(disappear.( ( A(creature(under(the(effect(of(a(*true\*seeing\** spell(can(read(the(hidden(message.(

Imprisonment(

*9th/level\*abjuration\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Casting(Time:(**1(hour

**Range:**(Touch(

**Components:**(V,(S,(M((opals(worth(at(least(500( gp(per(Hit(Die(of(the(target(and(either(a(vellum( depiction(or(a(carved(statuette(in(the(likeness( of(the(target.(In(addition,(you(need(a(special( component,(worth(500(gp,(that(varies( according(to(the(version(of(the(spell(you( choose.(These(components(might(be(miniature( chains(of(special(metals((silver(for( lycanthropes,(cold(iron(for(demons,(and(so( forth),(soporific(herbs(of(the(rarest(sort((for( *slumber\**bindings),(a(bell(jar(of(the(finest( crystal,(or(a(similar(item)(

**Duration:**(Permanent(

You(create(a(magical(restraint(of(your(choice(to( hold(a(creature(within(range.(The(spell(has(no( effect(on(constructs(or(undead.(The(creature(you( choose(must(succeed(on(a(Wisdom(saving(throw( or(be(bound(by(the(spell;(if(it(succeeds,(it(is( immune(to(this(spell(when(cast(by(you.(You( choose(from(one(of(the(five(effects(of(being( bound(at(the(time(you(cast(the(spell.(While( affected(by(this(spell,(the(creature(does(not(need( to(breathe,(eat,(or(drink,(and(does(not(age.( Divination(spells(targeting(the(creature(have(no( effect,(and(the(creature(cannot(be(perceived( through(scrying(sensors(created(by(divination( spells.((

( ***Buried***.(The(creature(is(entombed(in(a(sphere( of(force(through(which(matter(cannot(pass(just( large(enough(to(contain(the(target(far(beneath( the(ground.(The(sphere(of(force(blocks( teleportation(and(planar(travel.(

* ***Chaining.****\**The(chosen(creature(becomes( restrained.(Until(the(spell(ends,(the(target(cannot( move(or(be(moved(from(its(spot.((

( ***Hedged#Prison.***(The(spell(teleports(the(chosen( creature(to(a(confined(area,(such(as(a(labyrinth,( from(which(there(is(no(escape.((

( ***Minimus#Containment.#***The(chosen(creature( shrinks(to(a(height(of(1(inch(or(even(less(and(is( placed(inside(a(gem,(jar,(or(similar(object.(The( creature(remains(aware(of(its(surroundings(and( can(communicate,(but(it(cannot(take(actions(or( move.((

* ***Slumber.****\**The(chosen(creature(falls(asleep(and( cannot(be(awoken.((

( ***Additional#Effects***.(In(addition(to(the(effects( listed(above,(if(the(target(is(under(the(effects(of( the(*antipathy/sympathy*(spell,(the(duration(of( that(spell(becomes(permanent,(and(ends(if(this( spell(ends.(

( During(the(casting,(you(may(specify(a(condition under(which(the(spell(can(end(early(and(release( the(target.(The(condition(can(be(as(specific(or(as( elaborate(as(you(choose,(but(the(Dungeon(Master( must(agree(that(the(condition(is(reasonable(and( has(a(likelihood(of(coming(to(pass.(The( conditions(can(be(based(on(a(creature’s(name,( identity,(or(alignment(but(otherwise(must(be( based(on(observable(actions(or(qualities(and(not( based(on(intangibles(such(as(level,(class,(or(hit( points.(

( This(spell(cannot(be(ended(by(a(*dispel\*magic\**or( *greater\*dispel\*magic\**spell,(though(an(*antimagic\* field\**or(*Mordenkainen’s\*disjunction\**affect(it( normally.(An(affected(creature(originating(from( another(plane(cannot(be(returned(to(its(plane(of( origin(by(magical(means.(

Incendiary(Cloud(

*8th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(150(feet( **Components:**(v,(s(

**Duration:**(1(minute(

A(roiling(cloud(of(smoke(shot(through(with( white[hot(embers(appears(in(a(20[foot[radius( sphere(centered(on(a(point(within(range.(The( area(spreads(around(corners.(The(area(is(heavily( obscured.(It(lasts(for(the(duration(or(until(a(wind( of(moderate(or(greater(speed((at(least(10(miles( per(hour)(disperses(it.(

( When(the(cloud(appears,(each(creature(in(it( must(make(a(Dexterity(saving(throw.(A(creature( takes(10d8(fire(damage(on(a(failed(save,(and(half( as(much(damage(on(a(successful(one.(A(creature( must(also(make(this(saving(throw(when(it(enters( the(cloud(or(ends(its(turn(there.(A(creature( cannot(take(this(damage(more(than(once(each( round.(

( The(cloud(moves(10(feet(away(from(you(at(the( start(of(each(of(your(turns.(

Inflict(Wounds( *1st/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Choose(a(creature(within(range(that(you(can(see.( It(must(make(a(Constitution(saving(throw.(It( takes(3d8(necrotic(damage(on(a(failed(save,(and( half(as(much(damage(on(a(successful(one.(This( spell(has(no(effect(upon(undead(or(constructs.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 1st.(

Insanity(

*7th/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(120(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Choose(a(creature(you(can(see(within(range.(The( spell(has(no(effect(on(constructs(or(undead.(The( target(must(succeed(on(a(Wisdom(saving(throw( or(be(driven(insane.(An(insane(creature(cannot( take(actions,(cannot(understand(what(other( creatures(say,(cannot(read,(and(only(speaks(in( gibberish.(In(addition,(the(creature(always(fails( Wisdom(saving(throws.(The(creature(also( behaves(as(an(insane(creature(would,(as( determined(by(the(Dungeon(Master.(

( Only(a*\*greater\*restoration,\*heal,\**or(a(*wish\**spell( can(remove(this(effect.(

Insect(Plague(

*5th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(300(feet(

**Components:(**V,(S,(M((a(few(grains(of(sugar,( some(kernels(of(grain,(and(a(smear(of(fat)(

**Duration:**(Concentration,(up(to(10(minutes(

Swarming,(biting(locusts(fill(a(20[foot[radius( sphere(centered(on(a(point(you(choose(within( range.(The(sphere(spreads(around(corners.(The( sphere(remains(for(the(duration(and(its(area(is( lightly(obscured.(

( A(creature(in(the(sphere(when(it(appears(must( make(a(Constitution(saving(throw.(A(creature( takes(2d10(piercing(damage(on(a(failed(save,(and half(as(much(damage(on(a(successful(one.(

( The(sphere’s(area(is(difficult(terrain.(A(creature( that(ends(its(turn(there(takes(2d10(piercing( damage.(

* ***At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(the( damage(increases(by(1d10(for(each(level(above( 5th.(

Invisibility(

*2nd/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((an(eyelash(encased(in(a(bit( of(gum(arabic)(

**Duration:**(Concentration,(up(to(1(hour(

You(or(a(creature(you(touch(becomes(invisible( until(the(spell(ends.(Anything(the(target(is( wearing(or(carrying(is(invisible(as(long(as(it(is(on( the(target’s(person.(The(spell(ends(early(if(the( target(attacks(anyone(or(casts(a(spell.(

Jump(

*1st/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(grasshopper’s(hind(leg)( **Duration:**(1(minute(

Touch(a(creature.(For(the(duration,(the(affected( creature(triples(the(normal(distance(it(can(jump.((

Knock(

*2nd/level\*transmutation\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V(

**Duration:**(Instantaneous(

Choose(an(object(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(DC(required(to(open( it(is(20(or(lower.(If(the(object(has(multiple(locks,( only(one(of(them(is(unlocked.(

( If(you(choose(a(target(that(is(magically(locked,( this(spell(instead(suppresses(the(magical(effect( for(1(minute,(during(which(time(the(target(can(be opened(and(shut(normally.(

( When(you(cast(the(spell,(a(loud(knock,(audible( from(as(far(away(as(60(feet,(emanates(from(the( target(object.(

Legend(Lore(

*5th/level\*divination\**

**Casting(Time:**(10(minutes(

**Range:**(Self(

**Components:**(V,(S,(M((incense(worth(at(least(250( gp(and(four(ivory(strips(worth(at(least(50(gp;( the(ivory(strips(are(not(consumed(when(you( cast(the(spell)(

**Duration:**(Instantaneous(

Name(or(describe(a(specific(person,(place,(or( object.(You(call(to(mind(information(about(the( thing(you(named.(You(know(any(significant( legends(or(stories(about(the(object(you(named(or( described(as(well(as(any(magical(or(special( properties,(powers,(or(capabilities(it(possesses.( You(also(learn(whether(or(not(those(legends(or( stories(are(true.(

( If(you(named(or(described(magic(item,(you( learn(all(of(its(properties,(command(words,(and( one(secret(about(the(item,(if(it(has(any(secrets.((

Leomund’s(Secret(Chest(

*4th/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((an(exquisite(chest,(3(feet( by(2(feet(by(2(feet,(constructed(from(rare( materials(worth(at(least(5,000(gp,(and(a(Tiny( replica(made(from(the(same(materials(worth(at( least(50(gp.(These(items(are(not(consumed( when(you(cast(the(spell.)(

**Duration:**(Permanent(

You(hide(a(chest,(and(all(its(contents,(on(the( Ethereal(Plane.(You(must(touch(the(chest(and(the( miniature(replica(that(serves(as(a(material( component(for(the(spell.(The(chest(can(contain( up(to(12(cubic(feet(of(nonliving(material((3(feet( by(2(feet(by(2(feet).((

( While(the(chest(remains(on(the(Ethereal(Plane,( you(can(use(an(action(and(touch(the(replica(to( recall(the(chest.(It(appears(in(an(open(space(on( the(ground(near(you.(You(can(send(the(chest( back(to(the(Ethereal(Plane(by(using(an(action(and( touching(both(the(chest(and(the(replica.(

( After(60(days,(there(is(a(cumulative(5%(chance( per(day(that(the(spell(ends.(This(spell(ends(if(you( cast(this(spell(again,(if(the(smaller,(replica(chest( is(destroyed,(or(if(you(choose(to(end(the(spell((no( action(required).(If(the(spell(ends(and(the(larger( chest(is(on(the(Ethereal(Plane,(it(is(irretrievably( lost.(

Leomund’s(Tiny(Hut(

*3rd/level\*evocation\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(small(crystal(bead)( **Duration:**(8(hours(

A(20[foot[radius(immobile,(opaque(sphere(of( force(of(any(color(you(choose(springs(into( existence(around(you(and(remains(in(place(for( the(duration.(The(spell(ends(early(if(you(leave(its( area.(

( When(you(cast(the(spell(while(you(are(on(the( ground,(half(the(sphere(projects(below(the( ground.((

( There(is(room(enough(for(nine(Medium(or( smaller(creatures(to(fit(inside(the(sphere(with( you.(Creatures(and(objects(can(move(through(the( sphere(freely.(The(atmosphere(inside(the(space( is(comfortable.((

( Until(the(spell(ends,(you(can(command(the( interior(to(become(dimly(lit(or(dark.(The(sphere( is(opaque(from(the(outside(but(transparent(from( the(inside.(

Lesser(Restoration( *2nd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(touch(a(creature(and(send(positive(energy( coursing(through(it.(Choose(one(of(the(following( effects.(

* ***Remove#Blindness#or#Deafness.***(If(the(creature( is(blinded(or(deafened,(choose(one(of(those( conditions(and(end(it.(
* ***Remove#Disease.***(If(the(creature(is(suffering( from(any(diseases,(the(most(virulent(one(is(cured.
* ***Remove#Paralysis.***(If(the(creature(is(subjected( to(any(paralyzing(effects,(choose(one(of(them(and end(it.(

Levitate(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((either(a(small(leather(loop( or(a(piece(of(golden(wire(bent(into(a(cup(shape( with(a(long(shank(on(one(end)(

**Duration:**(10(minutes(

Choose(a(willing(creature(or(an(object(within( range(that(weighs(up(to(500(pounds.(The(target( rises(vertically,(up(to(20(feet,(and(remains( suspended(there(for(the(duration(or(until(you( use(your(action(to(end(the(spell.(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(the(creature(to(move(at( half(speed(at(its(current(altitude.(

( You(can(change(the(target’s(altitude(on(your( turn.(If(the(target(is(another(creature(or(object,( you(can(use(your(action(to(move(the(target(20( feet(up(or(down.(If(you(are(the(target,(you(can( use(your(move(to(change(your(own(altitude(by( the(same(amount.(

Light(

*Evocation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(M((a(firefly(or(a(piece(of( phosphorescent(moss)(

**Duration:**(1(hour(

You(touch(an(object.(Until(the(spell(ends,(the( object(emits(bright(light(in(a(20[foot(radius(and( dim(light(for(an(additional(20(feet.(The(spell(ends( early(if(you(dismiss(it((no(action(required)(or( cast(it(again.(

( The(light(can(be(colored(as(you(like(and(can(be( covered(by(an(opaque(object.(

Lightning(Arrow(

*3rd/level\*transmutation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(1(minute(

You(cast(this(spell(when(you(make(a(ranged( weapon(attack(on(your(turn.((

( The(weapon(transforms(into(a(bolt(of(lightning. Make(the(attack(roll(as(normal.(The(target(takes( 6d8(lightning(damage(on(a(hit,(or(half(as(much( damage(on(a(miss,(instead(of(its(normal(damage.( ( Regardless(of(whether(you(hit(or(miss,(each( creature(within(10(feet(of(the(target(must(make(a( Dexterity(saving(throw.(These(creatures(take( 2d8(lightning(damage(on(a(failed(save,(or(half(as( much(damage(on(a(successful(one.(

( After(resolving(the(spell’s(effect,(the(piece(of( ammunition(or(weapon(returns(to(its(normal( form.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(you( increase(the(damage(by(1d8(for(both(effects(of( the(spell(for(each(level(above(3rd.(

Lightning(Bolt( *3rd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((a(bit(of(fur(and(an(amber,( crystal,(or(glass(rod)(

**Duration:**(Instantaneous(

A(line(of(lightning(100(feet(long(and(5(feet(wide( emanates(from(you(in(a(direction(you(choose.( Each(creature(in(the(line(must(make(a(Dexterity( saving(throw.(A(creature(takes(6d6(lightning( damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(

( The(lightning(damages(objects(in(the(area(and( ignites(flammable(objects(that(are(not(being( worn(or(carried.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 3rd.(

Locate(Animals(or(Plants(

*2nd/level\*divination\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V,(S,(M((a(bit(of(fur(from(a( bloodhound)(

**Duration:**(Instantaneous(

Describe(or(name(a(specific(kind(of(beast(or(plant. Concentrating(on(the(voice(of(nature(in(your( surroundings,(you(learn(the(direction(and( distance(to(the(closest(creature(or(plant(of(that( kind(within(5(miles,(if(any(are(present.(

Locate(Creature(

*4th/level\*divination\*(ritual)\*\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(bit(of(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(location(of( the(creature,(as(long(as(that(creature(is(within( 1,000(feet(of(you.(You(know(in(which(direction( the(creature(is(moving,(if(any.(

( 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),(so(long(as(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(being( under(the(effects(of(a(*polymorph\**spell,(this(spell( does(not(locate(the(creature(you(described.( ( This(spell(cannot(locate(a(creature(if(running( water(at(least(10(feet(wide(blocks(a(direct(path( between(you(and(the(creature.(

Locate(Object(

*2nd/level\*divination\*(ritual)\*\**

**Casting(Time:**(1(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(location(of(the( object,(as(long(as(that(creature(is(within(1,000( feet(of(you.(You(know(in(which(direction(the( object(is(moving,(if(any.(

( The(spell(can(locate(a(specific(object(known(to( you,(as(long(as(you(have(seen(such(an(object(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(cannot(locate(an(object(if(lead,(even(a thin(sheet,(blocks(a(direct(path(between(you(and( the(object.(

Longstrider(

*1st/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(pinch(of(dirt)(

**Duration:**(1(hour(

Touch(a(creature(that(is(not(affected(by(this(spell.( Until(the(spell(ends,(that(creature’s(speed( increases(by(10(feet.(

Mage(Armor(

*1st/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(piece(of(cured(leather)( **Duration:**(8(hours(

Touch(a(willing(creature(that(is(not(wearing( armor.(Until(the(spell(ends,(a(magical(force( surrounds(the(target’s(body,(shielding(the( creature(from(harm.(The(target’s(base(AC( becomes(13(+(its(Dexterity(modifier.(The(spell( ends(early(if(the(target(dons(armor(or(if(you( dismiss(the(spell(as(an(action.(

Mage(Hand( *Conjuration\*cantrip\**

**Casting(Time:(**1(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(or(until(you(dismiss(it((no(action( required)(or(cast(this(spell(again.(The(hand( vanishes(if(it(is(ever(more(than(30(feet(away( from(you.(

( While(the(hand(is(present,(you(can(use(your( action(to(control(it.(You(can(use(the(hand(to( manipulate(an(object,(open(a(door(or(a(container,( stow(or(retrieve(an(item(from(an(open(container,( or(pour(the(contents(out(of(a(vial.(You(can(move( the(hand(up(to(30(feet(each(time(you(use(it.( ( The(hand(cannot(attack,(use(magic(items,(or( carry(more(than(10(pounds.(

Magic(Circle(

*3rd/level\*abjuration\**

**Casting(Time:**(1(minute(

**Range:**(10(feet(

**Components:**(V,(S,(M((holy(water(or(powdered( silver(and(iron)(

**Duration:**(1(hour(

On(the(ground,(you(create(a(magical(circle(with( up(to(a(10[foot(radius(that(lasts(for(the(duration.( The(circle(forbids(certain(types(of(creatures:( celestials,(elementals,(fey,(fiends,(and(undead.( The(circle(affects(a(forbidden(creature(in(the( following(ways:(

* The(creature(can’t(enter(the(circle(by( nonmagical(means.(If(the(creature(tries(to(use( teleportation(or(extradimensional(travel(to(do( so,(it(must(first(succeed(on(a(Charisma(saving( throw.(
* The(creature(has(disadvantage(on(attack(rolls( against(targets(within(the(circle.(
* Targets(within(the(circle(can’t(be(charmed,( frightened,(or(possessed(by(the(creature.((

( You(can(inscribe(the(circle(so(that(its(magic( operates(in(the(reverse(direction,(preventing(a( forbidden(creature(from(leaving(the(circle(and( protecting(targets(outside(it.(

Magic(Jar(

*5th/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(gem,(crystal,(reliquary,( or(some(other(ornamental(container(worth(at( least(500(gp.)(

**Duration:**(Permanent(

Your(body(falls(into(a(catatonic(state(as(your(soul leaves(it(and(enters(the(item(you(used(for(the( spell’s(material(component,(the(jar.(The(spell( ends(early(when(you(use(your(action(to(return(to( your(living(body(or(when(the(jar(is(destroyed.( When(the(spell(ends,(your(soul(immediately( returns(to(your(body.(If(your(body(is(more(than( 100(feet(away(from(the(jar(or(if(your(body(is( dead(when(you(attempt(to(return(to(it(after(the( spell(ends,(your(soul(becomes(lost(and(you(are( destroyed.(

( While(your(soul(inhabits(the(jar,(you(are(aware( of(your(surroundings(as(if(you(were(the(jar(and( can(use(all(of(your(normal(senses.(You(cannot( move(or(use(reactions.(The(only(actions(you(can( take(are(to(end(the(spell,(and(thus(return(your( soul(to(your(body,(or(attempt(to(possess(another( creature.(

***# Possession.#***While(you(inhabit(the(jar,(you(can( use(your(action(to(attempt(to(possess(another( creature.(Choose(a(creature(within(100(feet(of( you.(Constructs(and(undead(are(not(affected,(nor( are(creatures(protected(by(a(*protection\*from\*evil\** spell(or(inside(the(area(of(a(*magic\*circle.\**Make(a( check(with(your(magic(ability(contested(by(the( Charisma(check(of(the(creature(you(are( attempting(to(possess.(If(you(win(the(contest,( your(soul(moves(into(the(creature’s(body(and(the( creature’s(soul(becomes(trapped(in(the(jar.(The( soul(can(perceive(from(the(jar(just(as(you(could,( but(it(cannot(move(or(take(actions(at(all*.\**If(you( lose(the(contest,(the(creature(resists(your(efforts( to(possess(it,(and(you(cannot(attempt(to(possess( that(creature(again(for(24(hours.(

( Once(you(possess(a(creature,(you(control(that( creature(until(it(drops(to(0(hit(points(or(it(dies.(( While(possessing(another(creature,(your(game( statistics(are(replaced(by(the(statistics(of(the( creature,(though(you(retain(your(alignment,( Intelligence,(Wisdom,(and(Charisma(scores.(You( assume(the(hit(points(of(the(host(creature.(You( are(limited(in(the(actions(you(can(perform(by(the( nature(of(the(creature(you(possess,(though(you( retain(the(benefit(of(any(features(granted(by( your(class(levels.(

( You(can(use(your(action(to(shift(from(your(host( to(the(jar(if(you(are(within(100(feet(of(it.(Upon( doing(so,(you(return(the(creature’s(soul(to(its( body.(If(its(body(is(dead(when(it(returns,(the( creature’s(soul(dies.(

Magic(Missile( *1st/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(create(three(glowing(blue(darts(of(magical( force.(Each(dart(hits(a(creature(of(your(choice( within(range(that(you(can(see.(A(dart(deals(1d4(+( 1(force(damage(to(its(target.(The(darts(strike( simultaneously,(and(you(can(direct(them(to(hit( one(creature(or(several.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(spell( creates(one(more(dart(for(each(level(above(1st.(

Magic(Mouth(

*2nd/level\*illusion\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(small(bit(of(honeycomb( and(jade(dust(worth(at(least(10(gp)(

**Duration:**(Permanent(

Choose(an(object(within(range,(other(than(one( worn(or(carried(by(another(creature.(You(speak( to(the(object(and(imprint(a(message(in(it(that(can( contain(no(more(than(25(words(or(sounds(that( last(longer(than(1(minute.(Once(you(finish,(the( spell(binds(the(words(to(the(object(until(a( condition(you(state(during(the(casting(comes(to( pass.(

( Once(the(condition(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(spell(utilizes(that(feature(and(the( sound(emits(from(it.(Once(the(mouth(finishes( speaking,(the(spell(ends.(

( The(conditions(that(cause(the(mouth(to(appear( and(speak(can(be(as(general(or(as(detailed(as(you( like,(though(only(visual(or(audible(conditions(can be(used,(and(only(if(they(occur(within(30(feet(of( the(object.(For(example,(you(could(instruct(the( mouth(to(speak(when(a(creature(moves(to(within 30(feet(of(the(object(or(when(a(silver(bell(rings( within(30(feet(of(the(object.(

Magic(Weapon(

*2nd/level\*transmutation\**

**Casting(Time:**(1(action( **Range:**(Touch(

**Components:(**v,(s( **Duration:**(4(hours(

Touch(a(nonmagical(weapon.(Until(the(spell(ends, that(weapon(becomes(a(magic(weapon(with(a(+1( bonus(to(attack(rolls(and(damage(rolls.(

* ***At#Higher#Levels.***(If(you(cast(this(spell(using(a( spell(slot(of(4th(level(or(higher,(the(bonus( increases(to(+2.(If(you(use(a(spell(slot(of(6th(level( or(higher,(the(bonus(increases(to(+3.(

Major(Image(

*3rd/level\*illusion\**

**Casting(Time:**(1(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(of(size(Large(or( smaller.(The(image(appears(at(a(spot(within( range(and(lasts(for(the(duration.(The(image( seems(completely(real,(including(sounds,(smells,( and(temperature(appropriate(to(the(thing( depicted.(You(cannot(create(sufficient(heat(or( cold(to(cause(damage,(a(sound(loud(enough(to( deal(thunder(damage(or(deafen(a(creature,(or(a( smell(that(might(sicken(a(creature((like(a( troglodyte’s(stench).(Any(physical(interaction( with(the(image(reveals(it(to(be(an(illusion,( because(objects(pass(through(it.(

( A(creature(that(uses(its(action(to(examine(the( image(can(determine(that(it(is(an(illusion(with(a( Wisdom((Perception)(check(against(your(spell( save(DC.((

( You(can(use(your(action(to(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.(Similarly,(you(can(cause( the(illusion(to(make(different(sounds(at(different( times,(even(making(it(carry(on(a(conversation,( for(example.(

Mass(Charm(Monster(

*8th/level\*enchantment\**

**Casting(Time:**(1(action( **Range:**(100(feet(

**Components:**(V( **Duration:**(1(hour(

Choose(any(number(of(creatures(in(a(40[foot( cube(within(range.(Constructs(and(undead(are( not(affected.(Each(chosen(creature(must(make(a( Wisdom(saving(throw,(and(does(so(with( advantage(if(you(or(your(companions(are(fighting it.(If(it(fails(the(save,(a(creature(becomes(charmed by(you(for(the(duration(or(until(you(or(your( companions(do(anything(harmful(to(it.(The( charmed(creature(regards(you(as(a(friendly( acquaintance.(

Mass(Cure(Wounds( *5th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

A(wave(of(healing(energy(washes(out(from(a( point(within(range.(Any(number(of(creatures(of( your(choice(within(30(feet(of(that(point(regain( 4d8(+(15(hit(points.(This(spell(has(no(effect(upon( undead(or(constructs.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(7th(level(or(higher,(the( healing(increases(to(6d8(+(20.(

Mass(Heal(

*9th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

A(flood(of(healing(energy(flows(from(you(into( injured(creatures(around(you.(You(restore(up(to( 500(hit(points,(divided(as(you(choose(among(any( creatures(within(range.(This(spell(has(no(effect( upon(undead(or(constructs.(

Mass(Healing(Word

*3rd/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(60(feet(

**Components:(**V(

**Duration:**(Instantaneous

As(you(call(out(a(brief(prayer(of(restoration,( choose(up(to(six(creatures(within(range.(Each( target(regains(1d8(+(2(hit(points.(This(spell(has( no(effect(upon(undead(or(constructs.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( healing(increases(by(1d8(for(each(level(above(3rd.

Mass(Hold(Person( *7th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(small,(straight(piece(of( iron)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(any(number(of(living(humanoids(you(can( see(in(a(30[foot(cube(within(range.(Each(target( must(succeed(on(a(Wisdom(saving(throw(or(be( paralyzed(for(the(duration.(

( At(the(end(of(each(of(its(turns,(an(affected( target(can(make(another(saving(throw.(On(a( success,(the(spell(ends(for(that(creature.(

Mass(Hold(Monster(

*9th/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(small,(straight(piece(of( iron)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(point(within(range.(Each(creature(you( choose(within(30(feet(of(that(point(that(you(can( see(must(succeed(on(a(Wisdom(saving(throw(or( be(paralyzed(for(the(duration.(This(spell(has(no( effect(upon(undead(or(constructs.(

( At(the(end(of(each(of(its(turns,(a(creature( affected(by(this(spell(makes(another(saving( throw.(On(a(success,(the(spell(ends(on(that( creature.(

Mass(Invisibility(

*7th/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((An(eyelash(encased(in(a( bit(of(gum(arabic)(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(one(willing(creature(within(range(to( become(the(center(of(a(60[foot(sphere(of( invisibility(that(lasts(for(the(duration.(Every( willing(creature(within(the(sphere(when(it( appears(becomes(invisible.(Affected(creatures( can(see(each(other,(and(themselves,(as(if( unaffected(by(the(spell.(

( If(any(creature(affected(by(this(spell(attacks(or( casts(a(spell(that(affects(an(enemy(creature,(the( invisibility(sphere(ends.(Furthermore,(if(at(any( time(an(affected(creature(leaves(the(sphere,(the( spell(ends(for(that(creature;(reentering(the( sphere(does(not(turn(the(creature(invisible.(

Mass(Suggestion(

*6th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(M((a(snake’s(tongue(and(either( a(bit(of(honeycomb(or(a(drop(of(sweet(oil)(

**Duration:**(Concentration,(up(to(1(day(

You(suggest(a(course(of(activity((limited(to(a( sentence(or(two)(and(magically(influence(up(to( twelve(creatures(within(range(that(can(hear(and( understand(you(and(are(not(undead(or( constructs.(The(suggestion(must(be(worded(in( such(a(manner(as(to(make(the(course(of(action( sound(reasonable.(Asking(the(creature(to(stab( itself,(throw(itself(onto(a(spear,(immolate(itself,( or(do(some(other(obviously(harmful(act( automatically(negates(the(effect(of(the(spell.( However,(a(suggestion(that(a(pool(of(acid(is( actually(pure(water(and(that(a(quick(dip(would( be(refreshing(is(another(matter.(Urging(a(band(of( orcs(to(stop(attacking(your(party(so(that(the(orcs( and(party(could(jointly(loot(a(rich(treasure( elsewhere(is(likewise(a(reasonable(use(of(the( spell’s(power.(

( Each(target(must(make(a(Wisdom(saving(throw. On(a(failed(save,(it(pursues(the(course(of(action( you(described(to(the(best(of(its(ability.(The( suggested(course(of(action(can(continue(for(the( entire(duration,(such(as(in(the(case(of(the(orc( band(mentioned(above.(If(the(suggested(activity( can(be(completed(in(a(shorter(time,(the(spell( ends(when(the(subject(finishes(what(it(was(asked( to(do.(You(can(instead(specify(conditions(that( will(trigger(a(special(activity(during(the(duration.( For(example,(you(might(suggest(that(a(group(of( soldiers(give(all(their(money(to(the(first(beggar( they(meet.(If(the(condition(is(not(met(before(the( spell(duration(expires,(the(activity(is(not( performed.(

Maze(

*8th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(a(creature(within(range(that(you(can(see.( You(banish(the(target(into(an(extradimensional( labyrinth,(a(different(plane(of(existence.(The( target(remains(there(for(the(duration(or(until(it( escapes(the(maze.(

( To(escape,(the(target(must(use(its(action(to( make(an(Intelligence(check(contested(by(a(check( using(your(spellcasting(ability.((A(minotaur( automatically(wins(this(contest.)(On(a(success,( the(target(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(unoccupied(space(nearest(its(former(space.(

Meld(into(Stone(

*3rd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(8(hours(

Choose(a(point(you(can(touch(on(a(stone(object( or(surface(large(enough(to(fully(contain(your( volume.(You(can(step(into(the(stone(at(that(point( using(your(movement,(melding(yourself(and(all( the(equipment(you(carry(with(the(stone(for(the( duration.(Nothing(of(your(presence(remains( visible(or(otherwise(detectable(by(nonmagical( senses.(

( While(merged(with(the(stone,(you(cannot(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(your(movement(to(leave(the(stone(where( you(entered(it,(which(ends(the(spell.(

( Minor(physical(damage(to(the(stone(does(not( 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(you(6d6( bludgeoning(damage.(The(stone’s(complete( destruction((or(transmutation(into(a(different( substance)(expels(you(and(deals(you(50( bludgeoning(damage.(If(expelled,(you(fall(prone( in(an(open(space(closest(to(where(you(first( entered.(

Melf’s(Acid(Arrow( *2nd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((powdered(rhubarb(leaf( and(an(adder’s(stomach)(

**Duration:**(Instantaneous(

A(shimmering(green(arrow(streaks(toward(a( target(within(range(and(bursts(in(a(spray(of(acid.( Make(a(ranged(attack(roll(against(the(target,(with a(bonus(equal(to(your(spellcasting(ability( modifier(+(your(proficiency(bonus.(On(a(hit,(the( target(takes(3d6(acid(damage(immediately(and( 3d6(acid(damage(at(the(end(of(its(next(turn.(On(a( miss,(the(arrow(splashes(the(target(with(acid(for( half(as(much(damage.(

***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the(initial( damage(increases(by(1d6(for(each(level(above( 2nd.(

Mending(

*Transmutation\*cantrip\**

**Casting(Time:(**1(minute(

**Range:**(Touch( **Components:(**v,(s( **Duration:**(Instantaneous(

Touch(an(object(that(is(no(larger(than(a(5[foot( cube,(such(as(a(broken(chain(link,(two(halves(of(a( broken(key,(a(torn(cloak,(or(a(leaking(wineskin.(A single(break(or(tear(in(the(object(is(mended,(and( any(trace(of(the(former(damage(is(erased.(An( object(with(multiple(breaks(can(be(fixed(with( multiple(applications(of(*mending*.(

( This(spell(can(physically(repair(a(magic(item(or( construct,(but(the(spell(cannot(restore(magic(to( such(an(object.(

Message(

*Transmutation\*cantrip\**

**Casting(Time:**(1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(short(piece(of(copper( wire)(

**Duration:**(1(round(

You(point(your(finger(at(a(creature(within(range( and(whisper(a(message.(The(creature(you( indicate(hears(the(message(as(a(whisper.(The( creature(can(then(reply(to(your(message,(which( you(hear(as(a(whisper.(

( You(can(cast(this(spell(through(solid(objects( provided(you(are(familiar(with(a(creature( beyond(the(barrier.(Magical(*silence*,(1(foot(of( stone,(1(inch(of(common(metal,(a(thin(sheet(of( lead,(or(3(feet(of(wood(blocks(the(spell.(The(spell( does(not(have(to(follow(a(straight(line(and(can( travel(around(corners,(through(gaps,(and(other( openings(freely.((

Meteor(Swarm(

*9th/level\*evocation\**

**Casting(Time:(**1(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(point(you(choose(must(make(a( Dexterity(saving(throw.(The(sphere(spreads( around(corners.(A(creature(takes(6d6(fire( damage(and(6d6(bludgeoning(damage(on(a(failed( save,(and(half(as(much(damage(on(a(successful( one.(A(creature(in(the(area(of(more(than(one(fiery( burst(is(affected(only(once.(

( The(spell(damages(objects(in(the(area(and( ignites(flammable(objects(that(are(not(being( worn(or(carried.(

Mind(Blank(

*8th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch( **Components:**(v,(s( **Duration:**(24(hours(

You(touch(a(willing(creature.(For(the(duration,( the(target(is(immune(to(psychic(damage,(any( effect(that(would(sense(its(emotions(or(read(its( thoughts,(and(all(divination(spells.(Additionally,( cannot(be(charmed.(The(spell(even(foils(*wish\** spells(and(spells(or(effects(of(similar(power(used( to(affect(the(target’s(mind(or(to(gain(information( about(the(target.((

Minor(Illusion( *Illusion\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**v,(s,(m((a(bit(of(fleece)( **Duration:**(1(minute(

You(create(a(sound(or(an(image(of(an(object,(such as(a(door,(pit,(or(pillar,(within(range(that(lasts(for( the(duration(or(until(you(dismiss(it((no(action( required)(or(cast(this(spell(again.(If(a(creature( uses(its(action(to(examine(the(sound(or(image,( the(creature(can(determine(that(it(is(an(illusion( with(an(Intelligence((Investigation)(check( against(your(spell(save(DC.(

( 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.(

( If(you(create(an(image(of(an(object,(it(appears( at(a(spot(within(range.(The(illusion(does(not( create(sound(or(any(other(effect(aside(from(its( image.(The(image(must(fit(within(a(5[foot(cube.( Any(physical(interaction(with(the(image(reveals( it(to(be(an(illusion,(because(objects(pass(through( it.(

Mirage(Arcane(

*7th/level\*illusion\**

**Casting(Time:(**10(minutes(

**Range:**(Sight(

**Components:**(v,(s( **Duration:**(10(days(

Choose(an(area(within(range(that(is(up(to(1(mile( square.(You(make(natural(terrain(in(that(area( look,(sound,(and(smell(like(some(other(sort(of( natural(terrain.(The(terrain’s(general(shape( remains(the(same,(however.(Open(fields(or(a( road(could(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.( ( Similarly,(you(can(alter(the(appearance(of( structures,(or(add(them(where(none(are(present.( It(does(not(disguise,(conceal,(or(add(creatures.( ( The(illusion(includes(audible,(visual,(tactile,( and(olfactory(elements,(so(it(can(turn(clear( ground(into(difficult(terrain(or(otherwise(impede( movement(through(the(area.((

Mirror(Image( *2nd/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(1(minute(

Two(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.(You(can(use(your(action(to(dismiss(the( illusory(duplicates.(

( Each(time(a(creature(targets(you(with(an(attack( or(a(harmful(spell(while(a(duplicate(remains,(that( creature(randomly(determines(whether(it( targets(you(or(one(of(the(duplicates.(If(you(have( two(duplicates,(the(creature(targets(a(duplicate(if( it rolls 1-4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1-3 on a d6.

A duplicate’s AC equals 10 + your Dexterity modifier, and it uses your saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals hit point damage, the duplicate disappears.

A creature is unaffected by this spell if it can’t see or if it relies on senses other than sight, such as blindsight or tremorsense.

Mislead

*5th/level\*illusion\**

**Casting(Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 hour

You(become(invisible(at(the(same(time(that(an( illusory(double(of(you(appears(where(you(are( standing;(the(double(lasts(for(the(duration.(If(you attack(or(cast(a(spell,(the(invisibility(ends.(

( You(can(use(your(action(to(move(your(illusory( double(up(to(twice(your(speed,(and(make(it( gesture,(speak,(and(behave(in(whatever(way(you( choose.(

( You(can(see(through(its(eyes(and(hear(through( its(ears(as(if(you(were(standing(where(it(is,(and( during(your(turn,(as(part(of(your(action,(you(can( switch(from(using(its(senses(to(using(your(own,( or(back(again.(While(you(perceive(using(its( senses,(you(are(blinded(and(deafened(in(regard( to(your(surroundings.(

Misty(Step(

*2nd/level\*conjuration\**

**Casting(Time:**(Swift( **Range:**(Self(

**Components:**(V(

**Duration:**(Instantaneous(

You(teleport(up(to(30(feet(to(an(unoccupied( space(that(you(can(see.(

Modify(Memory(

*5th/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(30(feet( **Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

One(creature(that(you(can(see(must(make(a( Wisdom(saving(throw;(if(you(are(fighting(this( creature,(it(has(advantage(on(its(saving(throw.( On(a(failed(save,(the(creature(becomes(charmed( by(you(for(the(duration.(While(it(is(charmed(by( you,(the(creature(is(incapacitated(and(unaware( of(its(surroundings.((

( As(long(as(it(remains(charmed(by(you,(you(can( affect(the(creature’s(memory(of(an(event(that(it( experienced(lasting(no(more(than(10(minutes.( You(can(eliminate(all(memory(of(the(event,(allow( the(creature(to(recall(the(event(with(perfect( clarity(and(exacting(detail,(change(the(details(of( the(event(so(it(remembers(the(event(in(a( different(way,(or(create(an(entirely(new(memory( of(some(other(event(that(replaces(the(creature’s( memories.((

( The(memories(must(be(of(an(event(that(took( place(within(the(last(24(hours,(and(you(speak(to( the(creature(to(describe(how(its(memories(are( affected.(The(creature(must(be(able(to( understand(the(language(you(are(speaking(for( the(modified(memories(to(take(root,(with(its( mind(filling(in(the(gaps(in(the(details(based(on( your(description.(If(the(spell(ends(before(you( have(finished(describing(the(modified(memories,( the(creature’s(memory(is(not(altered.(

( A(modified(memory(does(not(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(implanting(a(memory( of(how(much(the(creature(enjoyed(dousing(itself( in(acid,(is(dismissed,(perhaps(as(a(bad(dream(or(a( fantasy(gone(awry.(The(Dungeon(Master(may( deem(a(modified(memory(too(nonsensical(to( affect(a(creature(in(a(significant(manner.(

( A(*remove\*curse*(or(*greater\*restoration*(spell(cast( upon(the(target(restores(the(creature’s(true( memories(of(the(event.(

( ***At#Higher#Levels***.(If(you(cast(this(spell(using(a( spell(slot(of(6th(level(or(higher,(you(can(alter(the( target’s(memories(of(an(event(that(took(place(up( to(1(week(ago((6th(level),(1(month(ago((7th( level),(1(year(ago((8th(level),(or(any(time(in(the( creature’s(past((9th(level).(((

Moonbeam(

*2nd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((several(seeds(of(any( moonseed(plant(and(a(piece(of(opalescent( feldspar)(

**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.(

( Each(creature(that(enters(the(light(on(its(turn( or(starts(its(turn(there(is(engulfed(in(ghostly( flames(that(cause(searing(pain.(The(creature( must(make(a(Constitution(saving(throw.( Shapechangers(make(this(saving(throw(with( disadvantage.(A(creature(takes(3d8(radiant( damage(on(a(failed(save,(and(half(as(much( damage(on(a(successful(one.(Shapechangers(that( fail(the(saving(throw(also(instantly(revert(back(to their(natural(forms(and(cannot(assume(different( forms(until(they(leave(the(spell’s(light.(

( On(each(of(your(turns(after(you(cast(this(spell,( you(can(use(an(action(to(move(the(beam(60(feet( in(any(direction.(

***# At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 2nd.(

Mordenkainen’s(Faithful(Hound(

*4th/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(tiny(silver(whistle,(a( piece(of(bone,(and(a(thread)(

**Duration:**(8(hours(

You(conjure(a(phantom(watchdog(at(a(point( within(range,(where(it(remains(for(the(duration,( until(you(dismiss(it((which(does(not(require(an( action),(or(until(you(move(more(than(100(feet( away(from(it.(

( When(you(cast(the(spell,(you(can(also(create(a( password.(

( The(hound(is(invisible(to(all(creatures(except( you.(When(a(Small(or(larger(creature(comes( within(30(feet(of(it(without(first(speaking(the( password,(the(hound(starts(barking(loudly.(The( hound(sees(invisible(creatures(and(can(perceive( into(any(coexistent(plane(such(as(the(Ethereal( Plane.(The(hound(ignores(illusions.(

( At(the(start(of(your(turn,(if(a(creature(hostile(to( you(is(within(5(feet(of(the(hound,(it(attempts(to( bite(that(creature.(The(hound(has(an(attack( bonus(equal(to(your(magic(ability(modifier(+( your(spellcasting(bonus.(On(a(hit,(the(hound( deals(4d6(piercing(damage.(A(hound(can(make(a( bite(attack(once(per(round,(regaining(the(ability( to(bite(at(the(start(of(each(of(your(turns.(

Mordenkainen’s(Magnificent( Mansion(

*7th/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(300(feet(

**Components:**(V,(S,(M((a(miniature(portal(carved( from(ivory,(a(small(piece(of(polished(marble,( and(a(tiny(silver(spoon,(each(item(worth(at( least(5(gp;(these(items(are(not(consumed(when( you(cast(the(spell)(

**Duration:**(24(hours(

You(conjure(an(extradimensional(dwelling(that( has(a(single(entrance(centered(on(any(point( within(range.(The(entrance(appears(as(an(area(of( faint(shimmering,(5(feet(wide(and(10(feet(tall.( You(and(any(creature(you(designate(when(you( cast(the(spell(can(enter(the(extradimensional( dwelling(as(long(as(the(portal(remains(open.(You( can(choose(to(open(or(close(the(portal(provided( you(are(within(25(feet(of(it.(While(closed,(the( portal(is(invisible.(

( Beyond(the(portal(is(a(magnificent(foyer(with( numerous(chambers(beyond.(The(atmosphere(is( clean,(fresh,(and(warm.(

( You(can(create(any(floor(plan(you(like,(but(the( space(cannot(exceed(50(cubes,(each(cube(being( 10(feet(on(each(side.(The(place(is(furnished(and( decorated(as(you(choose.(It(contains(sufficient( food(to(serve(a(nine[course(banquet(for(up(to( 100(people.(A(staff(of(100(near[transparent( servants(attends(all(who(enter.(You(decide(the( visual(appearance(of(these(servants(and(their( attire.(They(are(completely(obedient(to(your( orders.(Each(servant(can(perform(any(task(a( normal(human(servant(could(perform,(but(they( cannot(attack(or(take(any(action(that(would( directly(harm(another(creature.(Thus(the( servants(can(fetch(things,(clean,(mend,(and( perform(any(number(of(other(basic(tasks.(The( servants(can(go(anywhere(in(the(mansion,(but( cannot(move(beyond(the(mansion.(Furnishings( and(other(objects(created(by(this(spell(dissipate( into(smoke(if(removed(from(the(mansion.(

Mordenkainen’s(Private(Sanctum(

*4th/level\*abjuration\**

**Casting(Time:**(10(minutes(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(thin(sheet(of(lead,(a( piece(of(opaque(glass,(a(wad(of(cotton(or(cloth,( and(powdered(chrysolite)(

**Duration:**(24(hours(

You(magically(make(an(area(within(range(secure.( The(area(is(a(cube(that(can(be(as(small(as(5(feet( to(as(large(as(100(feet(on(one(side.(The(spell(lasts( for(the(duration(or(until(you(use(an(action(to( dismiss(it,(ending(it(early.(

( When(you(cast(the(spell,(you(decide(what(sort( of(security(the(spell(provides,(choosing(some(or( all(of(the(following(properties:(

* Sound(cannot(pass(through(the(barrier(at(the( edge(of(the(warded(area.(
* The(barrier(of(the(warded(area(appears(dark( and(foggy,(preventing(light(from(passing( through(and(from(creatures(seeing(into(the( area(using(darkvision.(
* Sensors(created(by(divination(spells(cannot( appear(inside(the(protected(area(or(pass( through(the(barrier(at(its(perimeter.(
* Creatures(in(the(area(cannot(be(targeted(by( divination(spells.(
* Nothing(can(teleport(into(or(out(of(the(warded( area.(
* Planar(travel(is(blocked(within(the(warded( area.(
* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(you(can( increase(the(size(of(the(cube(by(100(feet(for(each( level(beyond(4th.(Thus(you(could(protect(a(cube( that(can(be(up(to(200(feet(on(one(side(by(using(a( spell(slot(of(5th(level.((

Mordenkainen’s(Sword(

*7th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(miniature(platinum( sword(with(a(grip(and(pommel(of(copper(and( zinc(worth(250(gp)(

**Duration:**(1(minute(

You(create(a(sword[shaped(plane(of(force(that( hovers(within(range.(It(lasts(for(the(duration(or( until(you(cast(this(spell(again.(

( When(the(sword(appears,(it(makes(a(melee( attack(against(a(target(of(your(choice(within(5( feet(of(it.(The(attack(roll(has(a(bonus(equal(to( your(spellcasting(ability(modifier(+(your( proficiency(bonus.(On(a(hit,(the(target(takes(3d10 force(damage.(

( Once(on(each(of(your(subsequent(turns,(you( can(direct(the(sword(to(move(up(to(20(feet(and( repeat(the(attack(against(a(target(of(your(choice( within(5(feet(of(it.(Directing(the(sword(requires( no(action,(but(you(must(be(able(to(take(actions.( ( This(spell(was(invented(by(the(famed( archmage(Mordenkainen,(a(native(of(the(world(of( Greyhawk,(though(it(has(since(spread( throughout(the(multiverse.(

Move(Earth(

*6th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(mixture(of(soils—clay,( loam,(and(sand—in(a(small(bag,(and(an(iron( blade)(

**Duration:**(Concentration,(up(to(2(hours(

Choose(an(area(of(terrain(no(larger(than(40(feet( on(a(side(within(range.(You(can(reshape(earth,( 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(cannot(exceed(half(the( area’s(largest(dimension.(So,(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.(

( At(the(end(of(every(10(minutes(you(spend( concentrating(on(the(spell,(you(can(choose(a(new( area(of(terrain(to(affect.(You(can(choose(the(same( area(of(terrain(multiple(times(to(make(more( drastic(changes(to(it.(

( Because(the(terrain’s(transformation(occurs( slowly,(creatures(in(the(area(cannot(usually(be( trapped(or(injured(by(the(ground’s(movement.( ( This(spell(cannot(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(does(not(directly(affect( plant(growth.(The(moved(earth(carries(any( plants(along(with(it.(

Nondetection(

*3rd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(pinch(of(diamond(dust( worth(25(gp(sprinkled(over(the(target)(

**Duration:**(6(hours(

Choose(an(object,(a(willing(creature,(or(a(space( up(to(a(10[foot(cube(of(space(within(range.(The( target(cannot(be(detected(by(divination(magic(for the(duration.(It(cannot(be(targeted(by(divination( spells(or(perceived(through(scrying(sensors( created(by(divination(spells.(

Nystul’s(Magic(Aura(

*2nd/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(small(square(of(silk)( **Duration:**(8(hours(

You(touch(an(object(that(is(not(being(carried(or( worn(by(another(creature,(or(you(touch(a(willing( creature.(You(place(an(illusion(upon(the(target(so( that(divination(spells(reveal(false(information( about(it.(When(you(cast(the(spell,(choose(one(or( more(of(the(following(effects.(The(effect(lasts(for( the(duration.(

* ***False#Aura.#***You(change(the(way(the(target( appears(to(spells(and(magical(effects(that(detect( magical(auras,(such(as(*detect\*magic*.(You(can( make(a(nonmagical(object(appear(magical,(a( magical(object(appear(nonmagical,(or(change(the( object’s(magical(aura(so(that(it(radiates(a(specific( school(of(magic(that(you(choose.(
* ***Mask.#***You(change(the(way(the(target(appears( spells(and(magical(effects(that(detect(creature( types,(such(as(a(paladin’s(Divine(Sense(or(the( trigger(of(a(*symbol*(spell,(or(alignment.(You( choose(a(creature(type,(an(alignment,(or(both,( and(other(spells(and(magical(effects(treat(the( target(as(if(it(were(a(creature(of(that(type(or(of( that(alignment.(
* ***Obscure.#***The(target(cannot(be(perceived( through(scrying(sensors.(

Otiluke’s(Freezing(Sphere(

*6th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(300(feet(

**Components:**(V,(S,(M((a(small(crystal(sphere)( **Duration:**(Instantaneous(

A(frigid(globe(of(cold(energy(streaks(from(your( fingertips(to(a(point(of(your(choice(within(range,( where(it(explodes(in(a(60[foot[radius(sphere.( Each(creature(within(the(area(must(make(a( Constitution(saving(throw.(On(a(failed(save,(a( creature(takes(10d6(cold(damage.(On(a( successful(save,(it(takes(half(as(much(damage.( ( If(the(*freezing\*sphere*(strikes(a(body(of(water(or( a(liquid(that(is(principally(water((not(including( water[based(creatures),(it(freezes(the(liquid(to(a( depth(of(6(inches(over(an(area(30(feet(square.( This(ice(lasts(for(1(minute.(Creatures(that(were( swimming(on(the(surface(of(frozen(water(are( trapped(in(the(ice.(A(trapped(creature(can(use(an( action(to(make(a(Strength(check(against(your( spell(save(DC(to(break(free.(

( You(can(refrain(from(firing(the(globe(after( completing(the(spell,(if(you(wish.(A(small(globe( about(the(size(of(a(sling(stone,(cool(to(the(touch,( appears(in(your(hand.(At(any(time,(you(or(a( creature(you(give(the(globe(to(can(throw(the( globe((to(a(range(of(40(feet)(or(hurl(it(with(a(sling( (to(the(sling’s(normal(range).(It(shatters(on( impact,(with(the(same(effect(as(the(normal( casting(of(the(spell.(You(can(also(set(the(globe( down(without(shattering(it.(After(1(minute,(if(the( globe(hasn’t(already(shattered,(it(explodes( anyway.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(7th(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 6th.(

Otiluke’s(Resilient(Sphere(

*4th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(hemispherical(piece(of( clear(crystal(and(a(matching(hemispherical( piece(of(gum(arabic)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(point(you(can(see(within(range.(A( sphere(of(shimmering(force(5(feet(in(diameter( appears,(centered(on(the(point(you(chose;(all( creatures(completely(within(the(globe(are( enclosed(by(the(sphere(for(the(duration.(An( unwilling(creature(must(make(a(Dexterity(saving( throw.(On(a(failed(save,(the(creature(is(enclosed.( If(any(creature(affected(by(this(spell(succeeds(on( its(saving(throw,(the(spell(fails.(Any(creature(that( is(not(completely(within(the(area(enclosed(by(the( sphere(when(it(appears(is(pushed(away(from(the( center(of(the(sphere(until(it(is(no(longer(partially( inside.(

( Nothing—not(physical(objects,(energy,(nor( other(spell(effects—can(pass(through(the(barrier, in(or(out,(though(a(creature(in(the(globe(can( breathe(normally.(The(sphere(is(immune(to(all( damage(and(thus(a(creature(or(object(cannot(be( damaged(from(attacks(or(effects(originating(from outside,(nor(can(a(creature(inside(the(globe( damage(creatures(or(objects(beyond(the(globe.( ( An(enclosed(creature(can(use(its(action(to(push( against(the(sphere’s(walls(and(thus(move(the( sphere(up(to(one[half(the(creature’s(speed.( Similarly,(the(globe(can(be(picked(up(and(moved( by(other(creatures.(The(sphere(is(weightless.( ( A(*disintegrate\**spell(targeting(the(globe( destroys(it(without(harming(a(creature(trapped( inside.(

Otto’s(Irresistible(Dance(

*8th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(30(feet( **Components:(**V(

**Duration:**(Concentration,(up(to(1(minute(

Choose(one(creature(within(range(that(you(can( see.(The(target(must(make(a(Wisdom(saving( throw.(On(a(successful(save,(the(creature(is(not( affected.(On(a(failed(save,(the(target(begins(a( comic(dance(in(place—shuffling,(tapping(its(feet,( and(capering(for(the(duration.(This(spell(has(no( effect(upon(undead(or(constructs.(

( A(dancing(creature(must(use(all(its(movement( to(dance(without(leaving(its(space(and(has( disadvantage(on(all(saving(throws.(The(only( action(a(dancing(creature(can(take(is(to(make(a( Wisdom(check(against(the(spell’s(save(DC(to( regain(control(of(itself.(On(a(successful(check,(the( spell(ends.(

( If(you(know(and(use(the(target’s(true(name( when(you(cast(this(spell,(the(enchantment( instead(lasts(for(10(days,(until(you(use(your( action(to(end(the(spell,(or(until(the(creature(dies( of(exhaustion.(

( The(archmage(Otto(was(a(member(of(the(Circle( of(Eight(in(the(world(of(Greyhawk,(a(lover(of(fine( food(and(music,(and(if(his(eponymous(*irresistible\* dance*(spell(is(any(indication,(something(of(a( practical(joker.(

Pass(without(Trace(

*2nd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(10(feet(

**Components:(**V,(S,(M((ashes(from(a(burned(leaf( of(mistletoe(and(a(sprig(of(evergreen)(

**Duration:**(1(hour(

Choose(up(to(five(willing(creatures(within(range.( For(the(duration,(the(creatures(can(move( through(any(type(of(mundane(terrain—mud,( snow,(dust,(grassland,(forest,(or(the(like—and( leave(no(physical(evidence(of(their(passage,( including(footprints(and(scent.(Tracking(the( creatures(is(impossible(except(by(magical(means.(

Passwall(

*5th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(pinch(of(sesame(seeds)( **Duration:**(1(hour(

Choose(a(point(on(a(wooden,(plaster,(or(stone( surface((such(as(a(wall,(a(ceiling,(or(a(floor)( within(range.(A(passage(appears(at(that(point( and(lasts(for(the(duration.(You(choose(the( opening’s(dimensions:(up(to(5(feet(wide,(8(feet( tall,(and(20(feet(deep.(The(opening(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. ( Casting(this(spell(multiple(times(lets(you(create( a(deeper(passage.(

Permanent(Image(

*6th/level\*illusion\**

**Casting(Time:**(1(action( **Range:(**100(feet(

**Components:(**v,(s,(m((a(bit(of(fleece)( **Duration:**(Permanent(

You(create(the(image(of(an(object,(a(creature,(or( some(other(visible(phenomenon(of(size( Gargantuan(or(smaller.(The(image(appears(at(a( spot(within(range(and(lasts(for(the(duration.(( The(image(seems(completely(real,(including( sounds,(smells,(and(temperature(appropriate(to( the(thing(depicted.(You(cannot(create(sufficient( heat(or(cold(to(cause(damage,(a(sound(loud( enough(to(deal(thunder(damage(or(deafen(a( creature,(or(a(smell(that(might(impair(a(creature( (like(a(troglodyte’s(stench).(Any(physical( interaction(with(the(image(reveals(it(to(be(an( illusion,(because(objects(pass(through(it.( ( You(can(use(your(action(to(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(as(you(move(it.(Similarly,( you(can(cause(the(illusion(to(make(different( sounds(at(different(times,(even(making(it(carry( on(a(conversation,(for(example.(

Phantasmal(Force(

*2nd/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s,(m((a(bit(of(fleece)( **Duration:**(Concentration,(up(to(10(minutes(

You(reach(into(the(mind(of(a(creature(within( range(that(you(can(see,(and(craft(an(illusion(that( takes(root(in(the(creature’s(thoughts.(The(target( must(make(a(Wisdom(saving(throw.(On(a(failed( save,(you(create(an(illusory(object,(creature,(or( other(visible(phenomenon(of(your(choice(that(is( visible(only(to(the(target(for(the(duration.(This( spell(has(no(effect(upon(undead(or(constructs.( ( The(illusion(includes(sound,(temperature,(and( other(stimuli,(also(evident(only(to(the(creature.( The(illusion(can(appear(to(occupy(up(to(500( cubic(feet,(or(a(cube(about(8(feet(on(a(side— about(the(size(of(a(typical(Large(creature.(

( A(target(affected(by(this(spell(can(use(its(action( to(try(to(disbelieve(the(illusion.(When(it(does(so,( it(makes(a(Wisdom(check(against(the(spell’s( saving(throw(DC.(On(a(successful(check,(the(spell( ends.(

( While(a(target(is(affected(by(the(spell,(it(treats( the(phantasm(as(if(it(were(real.(It(rationalizes( any(illogical(outcomes(from(interacting(with(the( illusion.(For(example,(a(target(attempting(to(walk( across(a(phantasmal(bridge(that(spans(a(chasm( will(fall(once(it(steps(onto(the(bridge.(If(the( creature(survives(the(fall,(it(still(believes(that(the( bridge(exists,(and(comes(up(with(some(other( explanation(for(its(fall—it(was(pushed,(it(slipped,( or(a(strong(wind(might(have(knocked(it(off.(

( An(affected(target(is(so(convinced(of(the( phantasm’s(reality(that(it(can(even(take(damage( from(the(illusion.(A(phantasm(created(to(appear( as(a(creature(can(attack(the(target.(Similarly,(a( phantasm(created(to(appear(as(fire,(a(pool(of(acid, or(lava(can(burn(the(target.(Each(round(on(your( turn,(you(can(cause(the(phantasm(to(deal(1d6( damage(to(the(target(if(it(is(in(the(phantasm’s( area(or(within(5(feet(of(it.(The(damage(is(of(a( type(appropriate(to(the(illusion.(A(fire(deals(fire( damage,(a(monster(armed(with(a(longsword( deals(slashing(damage,(and(so(on.(

Phantasmal(Killer(

*4th/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(120(feet( **Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Choose(a(living(creature(within(range.(The( creature(makes(a(Wisdom(saving(throw.(If(the( creature(has(30(hit(points(or(fewer,(it(makes(this( save(with(disadvantage.(On(a(failed(save,(the( creature(becomes(frightened(for(the(duration(as( you(create(an(illusory(creature(within(the( creature’s(mind,(visible(only(to(it.(The(illusion( calls(on(the(creature’s(deepest(fears,(manifesting( its(worst(nightmares(in(an(implacable(threat.(At( the(start(of(each(of(the(affected(creature’s(turns,( it(must(succeed(on(a(Wisdom(saving(throw(or( take(4d10(psychic(damage.((

( At(the(end(of(each(of(an(affected(creature’s( turns,(it(can(make(an(Intelligence(saving(throw.( On(a(successful(save,(the(spell(ends(for(that( creature.(

***# At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(the( damage(increases(by(1d10(for(each(level(above( 4th.(

Phantom(Steed(

*3rd/level\*illusion\*(ritual)\**

**Casting(Time:**(1(minute(

**Range:**(30(feet( **Components:**(v,(s( **Duration:**(1(hour(

A(Large(quasi[real,(horselike(creature(appears(in( any(empty(10[foot(cube(centered(on(a(point(on( the(ground(within(range.(You(decide(the( creature’s(appearance,(but(it(appears(equipped( with(a(saddle,(bit,(and(bridle.(If(any(of(the( equipment(created(by(the(spell(is(removed(from( the(creature(and(carried(more(than(10(feet(away( from(it,(the(equipment(vanishes(in(a(puff(of( smoke.(

( For(the(duration,(you(or(a(creature(you(choose( can(ride(the(steed.(The(creature(uses(the( statistics(for(a(horse,(except(it(has(a(speed(of(100( feet.(When(the(spell(ends,(the(steed(gradually( fades,(giving(riders(the(time(they(need(to( dismount.(The(spell(ends(early(if(you(use(an( action(to(dismiss(the(steed(or(if(the(steed(takes( any(damage.(

Planar(Ally(

*6th/level\*conjuration\**

**Casting(Time:(**10(minutes.(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(beseech(an(otherworldly(entity(known(to( you,(such(as(a(god,(a(primordial,(a(demon(prince,( or(some(other(being(of(cosmic(power(for(aid.( That(entity(causes(a(celestial,(an(elemental,(or(a( fiend(loyal(to(it(to(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(call(that(creature.(In(that(case,(the( creature(can(be(of(any(type.(

( When(the(creature(appears,(it(acts(normally( (that(is,(under(no(compulsion(to(behave(a(certain( way).(You(might(ask(the(creature(to(perform(a( service(in(exchange(for(payment.(The(requested( task(could(range(from(simple((fly(us(across(the( chasm,(help(us(fight(a(battle)(to(complex((spy(on( our(enemies,(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(direct(gift(of( treasure.(Some(creatures(might(exchange(their( service(for(a(favor(from(you.(

( 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(appropriate(to(the(task( and(if(possible.(

( Some(general(guidelines(about(payments(for( tasks(of(a(certain(length(follow.(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.(

* 100(gp(per(minute(for(a(task(taking(up(to(10( minutes(
* 1,000(gp(per(hour(for(a(task(taking(up(to(24( hours(
* 10,000(gp(per(day(for(a(task(taking(up(to(10( days(

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.( ( A(creature(enlisted(to(join(your(group(counts( as(a(member(of(your(group,(receiving(a(full(share( of(experience(points(awarded.(

Planar(Binding(

*5th/level\*abjuration\**

**Casting(Time:**(1(hour(

**Range:**(60(feet(

**Components:**(V,(S,(M((a(jewel(worth(at(least(

1,000(gp,(which(is(consumed(by(the(casting(of( the(spell)(

**Duration:**(24(hours(

Choose(one(celestial,(elemental,(fey,(or(fiend( within(range(and(that(was(present(for(the(entire( casting(of(the(spell.(The(creature(must(make(a( Charisma(saving(throw.(On(a(failed(save,(you( bind(the(creature(to(your(service(for(the( duration.((

( A(bound(creature(must(follow(your( instructions(to(the(best(of(its(ability.(You(might( command(the(creature(to(accompany(you(on(an( adventure,(to(guard(a(location,(or(deliver(a( message.(The(creature(obeys(the(letter(of(your( instructions,(with(good(creatures(possibly( carrying(out(the(intent,(while(evil(creatures( working(to(twist(your(words(to(achieve(their( own(objectives.(If(the(creature(carries(out(your( instructions(completely(before(the(spell(ends,(it( returns(to(you(to(report(this(fact,(provided(you( are(on(the(same(plane(of(existence.(If(you(are(on( different(planes(of(existence,(it(returns(to(the( place(where(you(bound(it(and(remains(there( until(the(spell(ends.((

***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(6th(level(or(higher,(you(can( increase(the(duration.(If(you(cast(the(spell(using( a(6th[level(spell(slot,(the(duration(increases(to(10 days.(If(you(cast(the(spell(using(a(7th[level(spell( slot,(the(duration(increases(to(1(month.(If(you( cast(the(spell(using(an(8th[level(spell(slot,(the( duration(increases(to(6(months.(If(you(cast(the( spell(using(a(9th[level(spell(slot,(the(duration( increases(to(1(year.(

Plane(Shift(

*7th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(forked,(metal(rod(worth( at(least(250(gp,(attuned(to(a(particular(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.( If(you(are(trying(to(reach(the(City(of(Brass,(for( example,(you(might(arrive(in(its(Street(of(Steel,( before(its(Gate(of(Ashes,(or(looking(at(the(city( from(across(the(Sea(of(Fire,(at(the(DM’s( discretion.(

( Alternatively,(if(you(know(the(sigil(sequence(of( a(teleportation(circle(on(another(plane(of( existence,(this(spell(can(take(you(to(its(exact( location.(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.(

( You(can(use(this(spell(to(banish(an(unwilling( creature(to(another(plane.(Choose(a(creature(you can(touch.(That(creature(must(make(a(Dexterity( saving(throw.(On(a(failed(save,(you(touch(the( creature,(which(must(then(make(a(Charisma( saving(throw.(If(the(creature(fails(this(save,(it(is( shunted(to(the(plane(of(existence(you(specify.(A( creature(so(transported(must(find(its(own(way( back(to(your(current(plane(of(existence.(

Plant(Growth(

*3rd/level\*transmutation\*(ritual)\**

**Casting(Time:**(1(action(or(8(hours( **Range:**(150(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

This(spell(channels(life(and(vitality(into(plants( within(a(specific(area.(There(are(two(possible( uses(for(the(spell,(granting(either(short[term(or( long[term(benefits.((

( If(you(cast(this(spell(using(1(action,(choose(a( point(within(range.(All(normal(plants(in(a(100[ foot(radius(centered(on(that(point(become(thick( and(overgrown.(A(creature(moving(through(the( area(must(spend(15(extra(feet(of(movement(for( every(5(feet(it(would(travel.(

( You(can(exclude(one(or(more(areas(of(any(size( within(the(spell’s(area(from(being(affected.(

( If(you(cast(this(spell(over(8(hours,(you(enrich( the(land.(All(plants(within(range(become( enriched(for(1(year.(The(plants(yield(twice(the( normal(amount(of(food(when(harvested.(

Poison(Cloud(

*Conjuration\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(5(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(extend(your(hand(toward(a(creature(in( range,(projecting(a(puff(of(noxious(gas(from(your( palm.(The(creature(must(succeed(on(a(

Constitution(saving(throw(or(take(1d12(poison( damage.(

( ***At#Higher#Levels.****\**The(spell’s(damage(increases( by(1d8(when(you(reach(a(caster(level(of(5th( (2d12),(10th((3d12),(15th((4d12),(and(20th( (5d12).(

Polymorph(

*4th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(caterpillar(cocoon)( **Duration:**(Concentration,(up(to(1(hour(

Choose(a(creature(within(range(that(you(can(see.( If(the(target(is(willing,(you(transform(it(into(a( new(form.(This(spell(has(no(effect(upon(undead( or(constructs.(

( If(the(target(is(unwilling(and(its(hit(point( maximum(is(150(or(higher,(or(if(it(is(a( shapechanger,(it(is(unaffected.(If(the(target(is( unwilling(and(its(hit(point(maximum(is(lower( than(150,(it(must(make(a(Wisdom(saving(throw.( On(a(failed(save,(you(transform(the(creature(into( a(new(form.(

( The(transformation(lasts(for(the(duration,(or( until(the(target(is(reduced(to(0(hit(points(or(dies.( The(new(form(can(be(any(beast(whose(number(of( Hit(Dice(is(equal(to(or(less(than(that(of(the(target.( The(target’s(game(statistics(are(replaced(by(the( statistics(of(the(chosen(beast,(though(it(retains(its( alignment(and(Intelligence,(Wisdom,(and( Charisma(scores.(The(target(assumes(the(hit( points(of(its(new(form,(and(when(it(reverts(to(its( normal(form(the(creature(returns(to(the(number( of(hit(points(it(had(before(it(transformed.(If(it( reverts(as(a(result(of(dropping(to(0(hit(points,( any(excess(damage(carries(over(to(its(normal( form.(The(creature(is(limited(in(the(actions(it(can( perform(by(the(nature(of(its(new(form,(and( cannot(speak,(cast(spells,(or(take(any(other( action(that(requires(hands(or(speech.(

( The(target’s(gear(melds(into(the(new(form.(The( creature(cannot(activate,(use,(wield,(or(otherwise benefit(from(any(of(its(equipment.(

Power(Word(Heal( *9th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(50(feet( **Components:(**V( **Duration:**(Instantaneous(

A(wave(of(healing(energy(washes(out(from(a( point(within(range.(Any(number(of(creatures(of( your(choice(within(25(feet(of(that(point(regain( 8d8(+(30(hit(points.(If(the(creature(is(charmed,( frightened,(paralyzed,(or(stunned,(that(condition( ends.(If(the(creature(is(prone,(it(can(use(its( reaction(to(stand(up.(This(spell(has(no(effect( upon(undead(or(constructs.(

Power(Word(Kill(

*9th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**V( **Duration:**(Instantaneous(

You(utter(a(word(of(power(that(can(compel(a( creature(to(die(instantly.(Choose(one(creature( within(range.(If(the(creature(has(100(hit(points( or(fewer,(it(dies.(Otherwise,(the(spell(has(no( effect.(

Power(Word(Stun(

*8th/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**V( **Duration:**(Instantaneous(

You(speak(a(word(of(power(that(can(overwhelm( a(creature’s(mind,(leaving(it(dumbfounded.( Choose(one(creature(within(range.(If(the(target( has(150(hit(points(or(fewer,(it(is(stunned.( Otherwise,(the(spell(has(no(effect.(

( The(stunned(target(must(make(a(Constitution( saving(throw(at(the(end(of(each(of(its(turns.(On(a( successful(save,(the(target(is(no(longer(stunned.(

Prayer(

*3rd/level[[7]](#footnote-8)conjuration\**

**Casting(Time:**(Swift(

**Range:**(30(feet(

**Components:(**V,(S,(M((prayer(beads)(

**Duration:**(Concentration,(up(to(1(minute(

Choose(any(number(of(creatures(within(range.( Until(the(spell(ends,(each(target(gains(the( blessing(of(the(gods,(manifested(in(a(+1(bonus(to( AC,(attack(rolls,(weapon(damage(rolls,(ability( checks,(and(saving(throws.(

Prayer(of(Healing( *2nd/level\*evocation\**

**Casting(Time:**(10(minutes(

**Range:**(30(feet(

**Components:(**V(

**Duration:**(Instantaneous(

Up(to(six(creatures(of(your(choice(within(range( each(regain(1d8(+(6(hit(points.(This(spell(has(no( effect(upon(undead(or(constructs.(

* ***At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( healing(increases(by(1d8(for(each(level(above( 2nd.(

Prestidigitation( *Transmutation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(10(feet(

**Components:(**v,(s(

**Duration:**(Up(to(1(hour(

This(spell(is(a(minor(magical(trick(that(novice( spellcasters(use(for(practice.(You(create(one(of( the(following(magical(effects(within(range.(If(you( cast(this(spell(multiple(times,(up(to(three(of(its( non[instantaneous(effects(can(be(active(at(a(time.

* You(chill,(warm,(or(flavor(up(to(1(pound(of( nonliving(material(for(up(to(1(hour.(
* You(make(a(color,(small(mark,(or(symbol( appear(on(an(object(or(a(surface(for(up(to(1( hour.(
* You(produce(out(of(nothingness(a(small,( nonmagical(trinket(or(an(illusory(image(that( lasts(until(the(end(of(your(next(turn.(
* You(make(a(small(handheld(item(invisible(until( the(end(of(your(next(turn.(

Prismatic(Spray(

*7th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Eight(shimmering,(multicolored(rays(of(light( flash(from(your(hand.(Each(ray(is(a(different( color(and(has(a(different(power(and(purpose.( Each(creature(in(a(60[foot(cone(must(make(a( Dexterity(saving(throw.(For(each(target,(roll(a(d8( to(determine(which(color(ray(affects(it.(

* ***1.#Red.***(The(target(takes(10d6(fire(damage(on(a( failed(save,(or(half(that(much(damage(on(a( successful(one.(
* ***2.#Orange.***(The(target(takes(10d6(acid(damage( on(a(failed(save,(or(half(that(much(damage(on(a( successful(one.(
* ***3.#Yellow.***(The(target(takes(10d6(lightning( damage(on(a(failed(save,(or(half(that(much( damage(on(a(successful(one.(
* ***4.#Green.***(The(target(takes(10d6(poison( damage(on(a(failed(save,(or(half(that(much( damage(on(a(successful(one.(
* ***5.#Blue.***(The(target(takes(10d6(cold(damage(on( a(failed(save,(or(half(that(much(damage(on(a( successful(one.(
* ***6.#Indigo.****\**On(a(failed(save,(the(target(is( restrained.(At(the(start(of(your(next(turn,(the( target(must(make(a(Constitution(saving(throw.(If( it(fails(that(save,(the(creature(turns(to(stone.(A( creature(turned(to(stone(by(this(spell(is(stunned( and(has(resistance(to(all(damage.(If(it(is( physically(broken(or(damaged(while(in(this(state, the(creature(suffers(from(similar(damage(or( deformities(when(it(reverts(to(its(original(state.(
* ***7.#Violet.****\**On(a(failed(save,(the(target(is(blinded. At(the(start(of(your(next(turn,(the(target(must( make(a(Wisdom(saving(throw;(a(successful(save( ends(the(blindness.(If(it(fails(that(save,(the( creature(is(transported(to(another(plane(of(the( DM’s(choosing.((Typically,(a(creature(that(is(on(a( plane(that(is(not(its(home(plane(is(banished(to( that(plane,(while(other(creatures(are(cast(into( the(Astral(or(Ethereal(planes.)((
* ***8.#White.***(On(a(failed(save,(the(target(is(blinded( for(1(minute.(Additionally,(roll(the(d8(again(until( you(get(a(result(other(than(8,(and(apply(that( effect(to(the(target(as(well.(

Prismatic(Wall(

*9th/level\*abjuration\**

**Casting(Time:**(1(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(you( can(see(within(range.(Alternately,(you(can(shape( the(wall(into(a(sphere(up(to(30(feet(in(diameter( centered(on(a(point(you(choose(within(range.( The(wall(remains(in(place(for(the(duration.(If(you position(the(wall(so(that(it(passes(through(a( space(occupied(by(a(creature,(the(spell(fails(and( the(action(is(wasted.(

( The(wall(sheds(bright(light(out(to(a(range(of( 100(feet(and(dim(light(for(an(additional(100(feet.( Nothing(can(pass(through(the(barrier(created(by( the(wall,(including(spells.(You(and(creatures(you( designate(at(the(time(you(cast(the(spell(can(pass( through(and(remain(near(the(wall(without(harm.( Any(other(creature,(however,(that(moves(to( within(20(feet(of(the(wall(or(starts(its(turn(there( must(succeed(on(a(Constitution(saving(throw(or( become(blinded(for(1(minute.(

( The(wall(consists(of(eight(layers,(each(with(a( different(color.(When(a(creature(attempts(to( reach(into(or(pass(through(the(wall,(it(does(so( one(layer(at(a(time.(As(it(passes(or(reaches( through(each(layer,(the(creature(must(make(a( Dexterity(saving(throw(or(be(affected(by(that( layer’s(properties(as(described(below.( ( The(wall(can(be(destroyed,(also(one(layer(at(a( time,(in(order(from(red(to(white,(by(means( specific(to(each(layer.(Once(a(layer(is(destroyed,( it(remains(so(for(the(duration(of(the(spell.(A(*rod\* of\*cancellation\**or(a(*Mordenkainen’s\*disjunction\** spell(destroys(a(*prismatic\*wall,\**but(an(*antimagic\* field\**has(no(effect(on(it.(

* ***1.#Red.***(The(creature(takes(10d6(fire(damage( on(a(failed(save,(or(half(that(much(damage(on(a( successful(one.(This(layer(disappears(if(it(takes( 25(cold(damage(or(more.(
* ***2.#Orange.***(The(creature(takes(10d6(acid( damage(on(a(failed(save,(or(half(that(much( damage(on(a(successful(one.(This(layer( disappears(when(it(is(exposed(to(a(strong(wind.( ***# 3.#Yellow.***(The(creature(takes(10d6(lightning( damage(on(a(failed(save,(or(half(that(much( damage(on(a(successful(one.(This(layer( disappears(if(it(takes(60(force(damage(or(more.( ***# 4.#Green.***(The(creature(takes(10d6(poison( damage(on(a(failed(save,(or(half(that(much( damage(on(a(successful(one.(A(*passwall\**spell,(or( magic(capable(of(opening(a(portal(on(a(solid( surface(of(equal(or(greater(level,(causes(this(layer to(disappear.(
* ***5.#Blue.***(The(creature(takes(10d6(cold(damage( on(a(failed(save,(or(half(that(much(damage(on(a( successful(one.(This(layer(disappears(if(it(takes( 25(fire(damage(or(more.(
* ***6.#Indigo.****\**On(a(failed(save,(the(creature(is( restrained.(At(the(start(of(your(next(turn,(the( target(must(make(a(Constitution(saving(throw.(If( it(fails(that(save,(the(creature(turns(to(stone(as(if( by(a(*flesh\*to\*stone*(spell.(This(layer(disappears(if( exposed(to(bright(light(shed(by(a(*daylight\**spell(or( a(similar(spell(of(equal(or(higher(level.(
* ***7.#Violet.****\**On(a(failed(save,(the(creature(is( blinded.(At(the(start(of(your(next(turn,(the(target( must(make(a(Wisdom(saving(throw;(a(successful( save(ends(the(blindness.(If(it(fails(that(save,(the( creature(is(transported(to(another(plane(of(the( DM’s(choosing.((Typically,(a(creature(that(is(on(a( plane(that(is(not(its(home(plane(is(banished(to( that(plane,(while(other(creatures(are(cast(into( the(Astral(or(Ethereal(planes.)(This(layer( disappears(if(targeted(by(a(*dispel\*magic\**spell(or( magic(that(can(end(magical(effects(of(its(level(or( higher.(
* ***8.#White.***(On(a(failed(save,(the(creature(is( blinded(for(1(minute.(Additionally,(roll(the(d8( again(until(you(get(a(result(other(than(8,(and( apply(that(effect(to(the(target(as(well.(This(layer( disappears(if(exposed(to(darkness(shed(by(a( *darkness\**spell(or(a(similar(spell(of(equal(or( higher(level.(

Produce(Flame(

*Conjuration\*cantrip\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(10(minutes(

A(flickering(flame(appears(in(your(hand(or(at(the( end(of(an(object(you(are(holding(or(wearing.(The( flame(remains(there(for(the(duration.(The(flame( emits(bright(light(in(a(10[foot(radius(and(dim( light(for(an(additional(10(feet.(The(spell(ends( early(if(you(dismiss(it((no(action(required)(or(if( you(cast(it(again.(

( You(can(also(attack(with(the(flame.(When(you( cast(this(spell,(or(during(subsequent(rounds(as( an(action,(you(can(hurl(the(flame(at(a(creature( within(30(feet(of.(Make(a(ranged(attack(roll.(You( have(a(bonus(to(the(attack(roll(equal(to(your( spellcasting(ability(modifier(+(your(proficiency( bonus.(On(a(hit,(the(target(takes(1d8(fire(damage.( If(you(throw(the(flame,(the(spell(ends.(

***# At#Higher#Levels.***(The(spell’s(damage(increases by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Programmed(Illusion(

*6th/level\*illusion\**

**Casting(Time:**(1(action(

**Range:(**120(feet(

**Components:**(V,(S,(M((a(bit(of(fleece(and(jade( dust(worth(at(least(25(gp)(

**Duration:**(Permanent(

Choose(an(area(that(can(fit(inside(a(30[foot(cube.( You(imbue(the(area(with(an(illusion(of(an(object,( creature,(or(force(that(can(fit(inside(the(area.(You( decide(when(you(cast(the(spell(how(the(illusion( behaves(and(what(sounds(it(makes.(The(scripted( performance(can(last(up(to(5(minutes.(Once(you( finish,(the(spell(binds(the(illusion(to(the(area( until(a(condition(you(state(during(the(casting( comes(to(pass.((

( Once(the(condition(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(this(time,(the(illusion(can(be( activated(again.(

( The(conditions(that(cause(the(illusion(to( appear(can(be(as(general(or(as(detailed(as(you( like,(though(only(visual(or(audible(conditions(can be(used,(and(only(if(they(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,(or(you( could(set(the(illusion(to(trigger(only(when(a( creature(says(the(correct(word(or(phrase.((

Project(Image(

*7th/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(500(miles(

**Components:**(V,(S,(M((a(small(replica(of(you( made(from(materials(worth(at(least(5(gp)(

**Duration:**(Concentration,(up(to(1(day(

You(create(an(illusory(copy(of(yourself(at(a(point( you(choose(within(range(that(lasts(for(the( duration.(The(copy(can(appear(at(any(location( you(have(seen(before.(The(illusion(looks(and( sounds(like(you(but(is(intangible.(If(the(illusion( takes(any(damage,(the(spell(ends(early.(

( You(can(use(your(action(to(move(your(copy(up( to(twice(your(speed,(and(make(it(gesture,(speak,( and(behave(in(whatever(way(you(choose.(It( mimics(your(mannerisms(perfectly.(

( You(can(see(through(its(eyes(and(hear(through( its(ears(as(if(you(were(standing(where(it(is,(and( during(your(turn,(as(part(of(your(action,(you(can( switch(from(using(its(senses(to(using(your(own,( or(back(again.(While(you(perceive(using(its( senses,(you(are(blinded(and(deafened(in(regard( to(your(surroundings.(

Protection(from(Energy(

*3rd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(hour(

You(touch(a(willing(creature(and(choose(one( damage(type:(acid,(cold,(fire,(lightning,(or( thunder.(The(target(has(resistance(to(that( damage(type(for(the(duration.(

Protection(from(Evil(

*1st/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((holy(water(or(powdered( silver(and(iron(sprinkled)(

**Duration:**(10(minutes(

You(touch(a(willing(creature.(Until(the(spell(ends,( the(target(is(protected(against(certain(types(of( evil(creatures:(elementals,(fey,(fiends,(and( undead.(

( The(protection(grants(several(benefits:(Evil( creatures(of(those(types(have(disadvantage(on( attack(rolls(against(the(target.(The(target(also( can’t(be(charmed,(frightened,(or(possessed(by( them.(If(the(target(is(already(charmed,(frightened, or(possessed(by(such(a(creature,(the(target(has( advantage(on(any(new(saving(throw(against(the( relevant(effect.(

Protection(from(Poison(

*2nd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s( **Duration:**(1(hour(

You(touch(a(creature.(If(it(is(poisoned,(you( neutralize(the(poison.(If(more(than(one(poison( afflicts(the(target,(you(neutralize(one(poison(that( you(know(is(present,(or(you(neutralize(one(at( random.(

( For(the(duration,(the(target(has(advantage(on( saving(throws(against(poison,(and(it(has( resistance(against(poison(damage.(

Purify(Food(and(Drink(

*1st/level\*transmutation\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(10(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

Choose(a(point(within(range.(All(nonmagical(food( and(drink(within(a(5[foot[radius(sphere(centered( on(that(point(is(purified(and(rendered(free(of( poison(and(disease.(

Raise(Dead(

*5th/level\*necromancy\**

**Casting(Time:(**1(hour(

**Range:**(Touch(

**Components:(**V,(S,(M((a(diamond(worth(at(least( 500(gp)(

**Duration:**(Instantaneous(

You(touch(a(creature(that(has(been(dead(no( longer(than(10(days(and(that(is(not(undead.(If(the creature’s(soul(is(both(willing(and(at(liberty(to( rejoin(the(body,(the(creature(returns(to(life(with( 1(hit(point.(

( This(spell(also(neutralizes(any(poisons(and( cures(nonmagical(diseases(that(affected(the( creature(at(the(time(it(died.(This(spell(does(not,( however,(remove(magical(diseases,(curses,(or( similar(effects;(if(these(are(not(first(removed( prior(to(casting(the(spell,(they(take(effect(when( the(creature(returns(to(life.(

( This(spell(closes(all(mortal(wounds,(but(it(does( not(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 all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Rary’s Telepathic Bond

*5th/level\*divination\*(ritual)\**

**Casting(Time:** 1 action

**Range:** 30 feet

**Components:(**V, S, M pieces of eggshell from two different kinds of creatures)

**Duration:** 1 hour

Choose up to six willing creatures within range.

Creatures with Intelligence scores of 2 or less are not affected by this spell. You forge a telepathic link among all the affected creatures, linking each creature to all the others for the duration.

Until the spell ends, affected creatures can communicate telepathically through the bond regardless of having or not having a common language. The communication is possible regardless(of(distance,(though(it(cannot(extend( to(other(planes(of(existence.(

Ray(of(Enfeeblement(

*2nd/level\*necromancy\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(1(minute(

A(black(beam(of(energy(springs(from(your(finger( toward(a(creature(within(range.(Make(a(ranged( attack(roll(against(the(creature,(with(a(bonus(to( the(roll(equal(to(your(spellcasting(ability( modifier(+(your(proficiency(bonus.(On(a(hit,(the( target(has(disadvantage(on(attack(rolls(based(on( Strength(or(Dexterity,(and(it(can(deal(no(more( than(1(damage(with(such(an(attack.(This(spell(has no(effect(on(undead(or(constructs.((

( Until(the(spell(ends,(at(the(end(of(each(of(the( target’s(turns,(it(can(make(a(Constitution(saving( throw(against(the(spell.(On(a(success,(the(spell( ends(early.(

Ray(of(Frost( *Evocation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

A(beam(of(blue[white(light(streaks(toward(a( creature(within(range.(Make(a(ranged(attack(roll( against(that(creature,(with(a(bonus(to(the(roll( equal(to(your(spellcasting(ability(modifier(+(your( proficiency(bonus.(On(a(hit,(the(target(takes(1d8( cold(damage,(and(its(speed(is(reduced(by(10(feet( until(your(next(turn.(

***# At#Higher#Levels.#***The(spell’s(damage(increases by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Ray(of(Sickness(

*1st/level\*necromancy\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(fire(a(ray(of(sickening(energy(at(a(creature( that(you(can(see(in(range.(Make(a(spell(attack( against(the(target,(and(if(the(attack(hits(the(target( takes(3d8(poison(damage(and(must(make(a( Constitution(saving(throw.(If(the(creature(fails(its( saving(throw,(it(is(also(intoxicated(until(the(end( of(your(next(turn.(

( ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 1st.(

Regenerate(

*7th/level\*transmutation\**

**Casting(Time:(**1(minute(

**Range:**(Touch(

**Components:(**V,(S,(M((a(prayer(wheel(and(holy( water)(

**Duration:**(1(hour(

You(touch(a(creature(and(stimulate(its(natural( healing(ability.(The(target(regains(4d8(+(15(hit( points(and(then(1(hit(point(per(minute(for(the( duration.(This(spell(has(no(effect(upon(undead(or( constructs.(

( Any(limbs(the(creature(is(lacking(are(restored( after(2(minutes.(If(you(have(the(severed( extremity(and(hold(it(to(the(stump,(the(spell( instantaneously(causes(the(limb(to(knit(to(the( stump.(

Reincarnate(

*5th/level\*transmutation\**

**Casting(Time:**(1(hour(

**Range:**(Touch(

**Components:(**V,(S,(M((rare(oils(and(unguents( worth(at(least(1,000(gp)(

**Duration:**(Instantaneous(

You(touch(a(dead(humanoid(or(a(piece(of(a(dead( humanoid.(Provided(the(creature(has(been(dead( no(longer(than(one(week(and(its(soul(is(free(and( willing(to(return,(you(form(a(new(adult(body(for( the(soul(to(inhabit(from(the(natural(elements(at( hand(and(then(recall(the(soul(to(inhabit(the(new( body.(If(the(target’s(soul(is(not(free(or(willing,(the( spell(fails.(

( The(magic(fashions(a(new(body(for(the( creature(to(inhabit(from(available(materials,( which(likely(causes(the(creature’s(race(to(change.( The(Dungeon(Master(rolls(a(d%(and(consults(the( following(table(to(determine(what(form(the( character(takes(when(restored(to(life.(

01-04 Dragonborn

05-13 Dwarf, Hill

14-21! Dwarf,!Mountain!

22-25! Elf,!Dark!

26-34! Elf,!High!

35-42! Elf,!Wood!

43-46! Gnome,!Forest!

47-52! Gnome,!Rock!

53-56! Halfcelf!

57-60! Halfcorc!

61-68! Halfling,!Lightfoot!

69-76! Halfling,!Stout!

77-96! Human!

97-100! Tiefling!

( In(the(creature’s(new(body,(it(recalls(most(of( its(former(life(and(experiences.(It(retains(all(the( capabilities(it(had(in(its(original(form,(except(it( exchanges(its(original(race(and(all(of(its(racial( features(for(the(new(race(and(all(of(its(racial( features.(

Remove(Curse( *3rd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**v,(s(

**Duration:**(Instantaneous(

You(touch(one(creature(or(object.(All(curses( affecting(it(end,(unless(the(object(is(a(magic( weapon,(a(shield,(or(a(suit(of(armor.(Such(an(item( retains(its(curse,(but(the(person(wearing(or( holding(the(cursed(item(can(remove(or(drop(it( and(is(no(longer(attuned(to(it.(

Resistance(

*Abjuration\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(miniature(cloak)( **Duration:**(1(minute(

You(touch(one(willing(creature.(Once(before(the( spell(ends,(that(creature(can(roll(a(d4(and(add(the number(rolled(to(one(saving(throw(of(its(choice.( It(may(choose(to(roll(the(die(before(or(after( rolling(the(d20.(The(spell(then(ends.(

( The(spell(ends(early(if(you(cast(it(again(before( the(duration(has(passed.(

Resurrection(

*7th/level\*necromancy\**

**Casting(Time:(**1(hour(

**Range:**(Touch(

**Components:(**V,(S,(M((a(diamond(worth(at(least( 1,000(gp)(

**Duration:**(Instantaneous(

You(touch(a(dead(creature(that(has(been(dead(for no(more(than(a(century,(that(did(not(die(of(old( age,(and(that(is(not(undead.(If(its(soul(is(free(and( willing,(the(target(returns(to(life(with(all(its(hit( points.(

( This(spell(neutralizes(any(poisons(and(cures( normal(diseases(afflicting(the(creature(when(it( died.(It(does(not,(however,(remove(magical( diseases,(curses,(and(the(like;(if(such(effects(are( not(removed(prior(to(casting(the(spell,(they( afflict(the(target(on(its(return(to(life.(

( 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 all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you complete a long rest, you cannot cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Reverse Gravity

*7th/level\*transmutation\**

**Casting(Time:(**1 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 that are not somehow anchored to the ground in the area fall(upward(and(reach(the(top(of(the(area(in(1( round.(A(creature(can(make(a(Dexterity(saving( throw(to(grab(onto(a(fixed(object(it(can(reach.( ( If(some(solid(object((such(as(a(ceiling)(is( encountered(in(this(fall,(falling(objects(and( creatures(strike(it(in(the(same(manner(as(they( would(during(a(normal(downward(fall.(If(an( object(or(creature(reaches(the(top(of(the(area( without(striking(anything,(it(remains(there,( oscillating(slightly,(for(the(duration.((

( At(the(end(of(the(duration,(affected(objects(and( creatures(fall(downward.(

Revivify(

*3rd/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((diamonds(worth(1,000(gp,( which(are(consumed(when(the(spell(is(cast).**(**

**Duration:**(Instantaneous(

You(touch(a(creature(that(has(died(within(the(last( minute.(That(creature(returns(to(life(with(1(hit( point.(This(creature(cannot(return(to(life( creatures(that(have(died(of(old(age.(

Righteous(Shield(

*2nd/level\*abjuration\**

**Casting(Time:**(1(action(

**Range:**(10(feet( **Components:(**V( **Duration:**(Concentration,(up(to(1(minute(

Holy(power(radiates(from(you,(protecting( friendly(creatures(within(10(feet(of(you.(For(the( duration,(each(friendly(creature(in(the(area,( including(you,(gains(resistance(to(bludgeoning,( piercing,(and(slashing(damage.(

Rope(Trick(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((powdered(corn(extract( and(a(twisted(loop(of(parchment)(

**Duration:**(1(hour(

You(touch(a(length(of(rope(that(is(up(to(60(feet( long.(One(end(of(the(rope(then(rises(into(the(air( until(the(whole(rope(hangs(perpendicular(to(the( ground.(At(the(upper(end(of(the(rope,(an(invisible( entrance(opens(to(an(extradimensional(space( that(lasts(until(the(spell(ends.(

( The(extradimensional(space(can(be(reached(by( climbing(to(the(top(of(the(rope.(The(space(holds( as(many(as(eight(Medium(or(smaller(creatures.( The(rope(can(be(pulled(into(the(space,(making( the(rope(disappear(from(view(outside(the(space.( ( Creatures(in(the(extradimensional(space(are(on( another(plane(of(existence.(Attacks(and(spells( cannot(cross(through(the(entrance(into(the(space, but(those(in(the(space(can(see(out(of(it(as(if( through(a(3[foot[by[5[foot(window(centered(on( the(rope.(

( Anything(inside(the(extradimensional(space( drops(out(when(the(spell(ends.(

Sacred(Flame( *Evocation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(60(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

Tongues(of(divine(radiance,(like(flame,(engulf(a( creature(within(range(that(you(can(see.(Gaining( no(benefit(from(cover,(the(target(must(succeed( on(a(Dexterity(saving(throw(or(take(1d8(radiant( damage.(

* ***At#Higher#Levels.***(The(spell’s(damage(increases( by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Sanctuary(

*1st/level\*abjuration\**

**Casting(Time:**(Swift(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(small(silver(mirror)( **Duration:**(1(minute(

You(ward(a(creature(within(range(against(enemy( attacks.(Until(the(spell(ends,(anyone(who(targets( that(creature(with(an(attack(or(a(harmful(spell( must(first(make(a(Wisdom(saving(throw.(On(a( failed(save,(it(must(choose(a(new(target(or(lose( the(attack(or(spell.(*Sanctuary*(doesn’t(protect(the( chosen(creature(from(area(effects,(such(as(the( explosion(of(a(*fireball*.(

( If(the(chosen(creature(makes(an(attack(or(casts( a(spell(that(affects(an(enemy(creature,(this(spell( ends(early.(

Scorching(Burst( *Evocation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(Instantaneous(

A(brief(burst(of(flame(erupts(from(a(point(that( you(can(see(in(range.(Each(creature(in(a(10[foot( cube(must(make(a(Dexterity(saving(throw.(On(a( failed(save,(the(target(takes(1d4(fire(damage,(or( half(as(much(damage(on(a(successful(save.( ***# At#Higher#Levels.#***The(spell’s(damage(increases by(1d4(when(you(reach(a(caster(level(of(5th( (2d4),(10th((3d4),(15th((4d4),(and(20th((5d4).(

Scorching(Ray( *2nd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(120(feet( **Components:(**v,(s( **Duration:**(Instantaneous(

You(create(three(rays(of(fire(and(hurl(them(at( targets(within(range.(You(can(hurl(them(at(one( target(or(several.(

( Make(a(ranged(attack(roll(for(each(ray.(You( have(a(bonus(to(the(roll(equal(to(your( spellcasting(ability(modifier(+(your(proficiency( bonus.(On(a(hit,(the(target(takes(2d6(fire(damage.( ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(you( create(one(additional(ray(for(each(level(above( 2nd.(

Scrying(

*5th/level\*divination\**

**Casting(Time:**(10(minutes(

**Range:**(Self(

**Components:(**V,(S,(M((a(focus(worth(at(least( 1,000(gp,(either(a(crystal(ball,(a(silver(mirror,( or(a(font(filled(with(holy(water)(

**Duration:**(Concentration,(up(to(10(minutes(

You(can(see(and(hear(a(particular(creature(you( choose,(as(long(as(it(is(on(the(same(plane(of( existence(as(you.(The(target(must(make(a( Wisdom(saving(throw,(which(is(modified(by(how( well(you(know(the(target(and(the(sort(of(physical connection(you(have(to(it.(

**Knowledge) Save)Modifier)**

Secondhand!(you!have!heard!of!the!target)! +5!

Firsthand!(you!have!met!the!target)! +0!

Familiar (you know the target well) -5

**Connection) Save)Modifier)**

Likeness or picture -2

Possession or garment -4

Body part, lock of hair, bit of nail, etc. -10

( On(a(successful(save,(the(target(is(not(affected,( and(you(cannot(use(this(spell(against(it(again(for( 24(hours.(

( On(a(failed(save,(the(spell(creates(an(invisible( 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.(A(creature( that(can(see(the(sensor(sees(luminous(orb(about( the(size(of(your(fist.(

Searing(Smite(

*1st/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(Your(weapon(flares( with(white[hot(intensity,(and(the(attack(deals( 1d6(extra(fire(damage(to(the(target.(Until(the( spell(ends,(at(the(start(of(each(of(its(turns,(the( target(must(make(a(Constitution(saving(throw(or( take(1d6(fire(damage.(The(spell(ends(when(the( creature(makes(a(successful(saving(throw( against(it.(

* ***At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(extra( damage(increases(by(1d6(for(each(level(above( 1st.(

See(Invisibility(

*2nd/level\*divination\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(pinch(of(talc(and(a(small( sprinkling(of(powdered(silver(

**Duration:**(1(hour(

For(the(duration,(you(see(invisible(creature(and( objects(as(if(they(were(visible(and(you(see( ethereal(creatures(and(objects(as(if(they(were( visible(but(translucent.(

Seeming(

*5th/level\*illusion\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**v,(s(

**Duration:**(12(hours(

Choose(any(number(of(willing(creatures(that(you( can(see(within(range.(You(give(each(target(a(new,( illusory(appearance.(The(spell(disguises(physical( appearance(as(well(as(clothing,(armor,(weapons,( and(equipment.(You(can(make(each(creature( seem(1(foot(shorter(or(taller(and(appear(thin,(fat,( or(in(between.(You(can’t(change(a(target’s(body( type,(so(you(must(choose(a(form(that(has(the( same(basic(arrangement(of(limbs.(Otherwise,(the( extent(of(the(illusion(is(up(to(you.(The(spell(lasts( for(the(duration,(unless(you(use(your(action(to( dismiss(it(sooner.(

( 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,(and(anyone(who( touches(it(would(feel(nothing(or(would(feel(the( creature’s(head(and(hair.(If(you(use(this(spell(to( appear(thinner(than(you(are,(the(hand(of( someone(who(reaches(out(to(touch(you(would( bump(into(something(while(it(was(seemingly(still in(midair.(

( To(discern(that(a(target(is(disguised,(a(creature( can(use(its(action(to(inspect(the(target(and(make( a(Wisdom((Perception)(check(against(the(spell’s( saving(throw(DC.(If(it(succeeds,(it(becomes(aware that(the(target(is(disguised.(

Sending(

*3rd/level\*evocation\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(See(text(

**Components:**(V,(S,(M((a(short(piece(of(fine( copper(wire)(

**Duration:**(1(round(

You(send(a(short(message(of(twenty[five(words( or(less(to(a(creature(with(which(you(are(familiar.( The(creature(recognizes(you(if(it(knows(you(and( may(answer(in(a(like(manner(immediately.(The( spell(enables(creatures(with(Intelligence(scores( of(at(least(1(to(understand(the(meaning(of(your( message.(

Sequester(

*8th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(powder(composed(of( diamond,(emerald,(ruby,(and(sapphire(dust( with(a(total(value(of(at(least(5,000(gp)(

**Duration:**(Permanent(

Choose(a(creature(or(object(as(the(target(of(this( spell.(If(the(creature(is(unwilling,(it(must(make(a( Constitution(saving(throw;(if(it(fails,(it(is(affected( by(the(spell,(and(if(it(succeeds(it(is(immune(to(the( spell(cast(by(you.(The(target(falls(into(a(state(of( suspended(animation.(For(the(target,(time(ceases to(flow(and(its(condition(becomes(fixed.(A( creature(does(not(grow(older,(and(its(body( functions(virtually(cease.(You(can(also(choose(for( the(target(to(become(invisible(for(the(duration.( While(affected(by(this(spell,(the(target(cannot(be( detected(by(divination(magic(for(the(duration.(It( cannot(be(targeted(by(divination(spells(or( perceived(through(scrying(sensors(created(by( divination(spells.(This(state(persists(until(the( magic(is(removed((such(as(by(a(*dispel\*magic*(or( *freedom*(spell).((

( You(can(also(set(a(condition(for(the(spell(to(end early.(The(condition(can(be(anything(you(choose,( but(the(conditions(must(occur(within(1(mile(of( the(target.(Examples(include(“after(1,000(years”( or(“when(the(tarrasque(awakens.”(This(spell(also( ends(early(if(the(target(takes(any(damage.(

Shapechange(

*9th/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V,(S,(M((a(jade(circlet(worth(at( least(1,500(gp,(which(you(must(place(on(your( head(before(you(cast(the(spell.(The(spell(does( not(consume(the(circlet,(though(it(does(meld( with(your(form(until(the(spell(ends)(

**Duration:**(2(hours(

You(transform(into(a(new(form.(The( transformation(lasts(for(the(duration,(or(until( you(are(reduced(to(0(hit(points(or(die.(The(spell( also(ends(early(if(you(dismiss(it((not(an(action).( The(new(form(can(be(any(creature(with(a(CR( equal(to(your(level(or(lower.(The(creature(cannot( be(a(construct(or(undead(and(you(must(have( seen(the(creature(at(least(once.((

( Your(game(statistics(are(replaced(by(the( statistics(of(the(chosen(creature,(though(you( retain(your(alignment(and(Intelligence,(Wisdom,( and(Charisma(scores.(You(assume(the(hit(points( of(its(new(form,(and(when(you(revert(to(your( normal(form(you(return(to(the(number(of(hit( points(you(had(before(you(transformed.(If(you( revert(as(a(result(of(dropping(to(0(hit(points,(any( excess(damage(carries(over(to(your(normal(form.( You(are(limited(in(the(actions(you(can(perform( by(the(nature(of(its(new(form,(and(you(can(only( speak(if(the(creature(whose(form(you(assume( can(normally(speak.(

( If(the(creature(you(choose(has(any(class(levels,( you(do(not(gain(the(benefits(of(features(granted( by(those(classes.(You(retain(the(benefit(of(any( features(granted(by(your(own(classes.((

( Your(gear(melds(into(the(new(form.(You(cannot( activate,(use,(wield,(or(otherwise(benefit(from( any(of(equipment(you(were(carrying(or(wearing( when(you(assumed(the(new(form.(

Shatter((

*2nd/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:**(V,(S,(M((a(chip(of(mica)( **Duration:**(Instantaneous(

Choose(a(point(within(range.(A(sudden(loud( ringing(noise(erupts(from(that(point(with(painful( intensity.(Each(creature(and(each(object(that(is( neither(held(nor(carried(in(a(10[foot[radius( centered(on(that(point(takes(3d8(thunder( damage.(A(creature(takes(half(as(much(damage( with(a(successful(Constitution(saving(throw.( Creatures(made(of(non[living,(inorganic(material( such(as(stone,(crystal,(or(metal(have( disadvantage(on(this(saving(throw.(

***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 2nd.(

Shield(

*1st/level\*abjuration\**

**Casting(Time:**(1(reaction,(which(you(take(when( you(are(hit(by(an(attack(or(targeted(by(the( *magic\*missile*(spell(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(1(round(

An(invisible(barrier(of(magical(force,(like(a( physical(shield,(appears(to(protect(you.(Until(the( start(of(your(next(turn,(you(have(a(+4(bonus(to( AC,(including(against(the(triggering(attack,(and( you(take(no(damage(from(*magic\*missile*.(

Shield(of(Faith( *1st/level\*abjuration\**

**Casting(Time:**(Swift(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(small(parchment(with(a( bit(of(holy(text(written(on(it)(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(a(creature(within(range.(A(shimmering( field(appears(and(surrounds(that(creature,( granting(it(a(+1(bonus(to(AC.(The(bonus(lasts(for( the(duration.(

Shillelagh(

*Transmutation\*cantrip\**

**Casting(Time:**(1(action(

**Range:**(10(feet(

**Components:(**V,(S,(M((mistletoe(and(a(shamrock( leaf)(

**Duration:**(Instantaneous(

The(wood(of(your(club(or(quarterstaff(is(imbued( with(nature’s(power(and(lashes(out(like(a(whip(at( a(nearby(creature.(Make(a(melee(attack(roll( against(a(creature(within(range.(You(have(a( bonus(to(the(roll(equal(to(your(spellcasting( ability(modifier(+(your(proficiency(bonus.(On(a( hit,(the(target(takes(1d8(bludgeoning(damage.( ***# At#Higher#Levels.***(The(spell’s(damage(increases by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Shocking(Grasp( *Evocation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(Touch( **Components:(**v,(s( **Duration:**(Instantaneous(

Lightning(springs(from(your(hand(to(deliver(a( shock(to(a(creature(you(try(to(touch.(The(target( must(succeed(on(a(Dexterity(saving(throw.( Otherwise,(the(target(takes(1d8(lightning( damage,(and(it(can’t(take(reactions(until(its(next( turn.(A(target(wearing(heavy(armor(made(of( metal(has(disadvantage(on(the(saving(throw.( ***# At#Higher#Levels.***(The(spell’s(damage(increases by(1d8(when(you(reach(a(caster(level(of(5th( (2d8),(10th((3d8),(15th((4d8),(and(20th((5d8).(

Silence( *2nd/level\*illusion\*(ritual)\**

**Casting(Time:(**1(action(

**Range:**(120(feet( **Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

Choose(a(point(within(range.(No(sound(can(be( created(within(or(pass(through(a(20[foot[radius( sphere(centered(on(that(point(for(the(duration.( Creatures(within(the(area(of(silence(are( effectively(deafened,(and(casting(a(spell(that( involves(speech(is(impossible(there.(

Silent(Image(

*1st/level\*illusion\**

**Casting(Time:**(1(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(of(size(Large(or( smaller.(The(image(appears(at(a(spot(within( range(and(lasts(for(the(duration.(The(image(does( not(create(sound(or(any(other(effect(aside(from( its(image.(Any(physical(interaction(with(the( image(reveals(it(to(be(an(illusion,(because(objects( pass(through(it.(

( A(creature(that(uses(its(action(to(examine(the( image(can(determine(that(it(is(an(illusion(with(a( Wisdom((Perception)(check(against(your(spell( save(DC.((

( You(can(use(your(action(to(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.((

Simulacrum(

*7th/level\*illusion\**

**Casting(Time:**(12(hours(

**Range:**(Touch(

**Components:**(V,(S,(M((snow(or(ice(in(quantities( sufficient(to(made(a(life[size(copy(of(the( creature(you(would(duplicate,(a(piece(of(that( creature((hair,(nail,(or(the(like)(placed(inside( the(snow(or(ice,(and(powdered(ruby(worth(100 gp(per(level(of(the(creature,(sprinkled(over(the( duplicate)(

**Duration:**(Permanent(

You(shape(an(illusory(duplicate(of(one(beast(or( humanoid(that(is(within(range(for(the(entire( casting(time(of(the(spell.(The(duplicate(creature( is(partially(real(and(formed(from(ice(or(snow.(It( appears(to(be(the(same(as(the(original,(but(it(has( one[half(the(creature’s(hit(point(maximum.( Otherwise,(the(illusion(uses(the(statistics(of(the( creature(it(duplicates.((

( The(simulacrum(is(friendly(to(you(and( creatures(you(designate.(It(obeys(your(spoken( commands,(moving(and(acting(in(accordance( with(your(wishes(and(acting(on(your(turn(in( combat.(The(simulacrum(lacks(the(ability(to( learn(or(become(more(powerful(and(thus(it( never(increases(its(level(or(other(abilities.( ( If(the(simulacrum(becomes(damaged,(you(can( repair(it(in(an(alchemical(laboratory,(using(rare( herbs(and(minerals(worth(100(gp(per(hit(point(it( would(regain.(The(simulacrum(lasts(until(it(drops to(0(hit(points,(at(which(point(it(reverts(to(snow( and(melts(instantly.(

Sleep(

*1st/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(pinch(of(fine(sand,(rose( petals,(or(a(live(cricket)(

**Duration:**(1(minute(

The(magic(of(this(spell(makes(creatures(drowsy,( and(might(send(them(to(sleep.(Choose(a(point( within(range,(and(roll(4d8.(The(total(is(how(many( hit(points(of(creatures(this(spell(can(affect.(Each( creature(to(be(affected(must(be(within(20(feet(of( the(point(you(chose.(The(spell(ignores(any( creature(that(is(unconscious,(and(it(has(no(effect( upon(undead(or(constructs.(

( Starting(with(the(creature(that(has(the(lowest( current(hit(points,(each(creature(affected(by(this( spell(falls(unconscious(until(the(spell(ends,(the( sleeper(takes(damage,(or(someone(uses(an(action( to(shake(or(slap(the(sleeper(awake.(Subtract(each( creature’s(hit(points(from(the(total(before( moving(on(to(the(creature(with(the(next(lowest( hit(points.(A(creature’s(hit(points(must(be(equal( to(or(less(than(the(remaining(total(for(that( creature(to(be(affected.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(roll(an( additional(2d8(for(each(level(above(1st.(

Sleet(Storm(

*3rd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((a(pinch(of(dust(and(a(few( drops(of(water)(

**Duration:**(Concentration,(up(to(1(minute(

Until(the(spell(ends,(freezing(rain(and(sleet(fall(in( a(40[foot(radius(centered(on(a(point(you(choose( within(range.(The(area(is(heavily(obscured,(and( exposed(flames(in(the(area(are(doused.(

( The(ground(in(the(area(becomes(covered(with( slick(ice,(making(it(difficult(terrain.(When(a( creature(enters(the(area(or(starts(its(turn(there,( the(creature(must(succeed(on(a(Dexterity(saving( throw(or(fall(prone.(

Slow(

*3rd/level\*transmutation\** **Casting(Time:**(1(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,( causing(it(to(move(sluggishly.(

( An(affected(target’s(speed(is(halved.( Additionally, the target takes a -2 penalty to AC and Dexterity saving throws, and it can either move or take an action on its turn, not both.

Spare the Dying *Necromancy\*cantrip\** **Casting(Time:** Swift **Range:** Touch **Components:(**V, S **Duration:** Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.

Speak with Animals *1st/level\*divination\*(ritual)\** **Casting(Time:(**1 action **Range:** Self **Components:(**V, S **Duration:** 10 minutes

You gain the ability to comprehend and communicate with beasts for the duration. The intelligence and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you.

Speak with Dead *3rd/level\*necromancy\** **Casting(Time:(**1 action **Range:** 10 feet

**Components:(**V,(S,(M((burning(incense)( **Duration:**(10(minutes(

Choose(a(corpse(within(range.(The(corpse(must( still(have(a(mouth,(not(be(an(undead(creature,( and(not(have(been(the(target(of(this(spell(within( the(last(7(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.( This(spell*\**does(not(return(the(creature’s(soul(to( its(body,(only(its(animating(spirit.(Thus,(the( corpse(cannot(learn(new(information,(does(not( comprehend(anything(that(has(happened(since(it( died,(nor(can(it(speculate(about(future(events.(

Speak(with(Plants(

*3rd/level\*divination\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(10(minutes(

You(gain(the(ability(to(comprehend(and( communicate(with(plants(for(the(duration.(The( intelligence,(awareness,(and(mobility(of(many( plants(is(limited(by(their(intelligence,(but(at( minimum,(a(plant(can(give(you(information( about(happenings(within(30(feet(of(it(within(the( past(day.(

Spider(Climb(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((a(drop(of(bitumen(and(a( spider)(

**Duration:**(Concentration,(up(to(1(hour(

You(touch(a(willing(creature.(Until(the(spell(ends, the(target(gains(the(ability(to(move(up,(down,( and(across(vertical(surfaces,(and(even(upside( down(along(ceilings,(while(leaving(its(hands(free.( The(target(uses(its(normal(speed(for(this( movement.(

Spike(Growth(

*2nd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((seven(sharp(thorns(or( seven(small(twigs,(each(sharpened(to(a(point)(

**Duration:**(10(minutes(

The(ground(in(a(20[foot(radius(centered(on(a( point(within(range(twists(and(sprouts(hard( spikes(and(thorns.(The(area(becomes(difficult( terrain(for(the(duration.(When(a(creature(moves( through(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( cannot(see(the(area(of(the(spell(at(the(time(the( spell(is(cast(must(make(a(Wisdom((Perception)( check(against(the(spell’s(saving(throw(DC(to( recognize(the(terrain(as(hazardous.(

Spirit(Guardians( *2nd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Duration:**(Concentration,(up(to(10(minutes(

You(call(forth(the(spirits(of(the(dead(to(protect( you.(They(appear(as(ghostly(humanoids(and( position(themselves(around(you(in(a(radius(of(15 feet(for(the(duration.(The(spirits(of(the(dead( remain(in(place(for(the(duration.(

( When(you(cast(this(spell,(you(may(designate( any(creature(you(can(see(to(be(unaffected(by(this spell.(Any(other(creature(that(is(in(the(area(when you(cast(the(spell(or(that(enters(the(area(must( make(a(Wisdom(saving(throw.(On(a(failed(save,(a( creature(takes(2d8(radiant(damage((if(you(are( good(or(neutral)(or(2d8(necrotic(damage((if(you( are(evil).(On(a(successful(save,(it(takes(half(as( much(damage.(

( For(every(5(feet(a(creature(would(travel(across the(ground(within(this(area,(it(must(spend(10( feet(of(movement.(

* ***At#Higher#Levels.****\**When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 2nd.(

Spiritual(Weapon( *2nd/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**v,(s(

**Duration:**(1(minute(

You(create(a(floating,(spectral(weapon(within( range(that(lasts(for(the(duration(or(until(you(cast( this(spell(again.(When(you(cast(the(spell,(the( weapon(makes(a(melee(attack(against(a(creature( within(5(feet(of(it.(The(weapon(has(a(bonus(to(hit( equal(to(your(spellcasting(ability(modifier(+(your( proficiency(bonus.(On(a(hit,(the(target(takes(1d8( force(damage.(

( As(part(of(your(action(on(any(turn(until(the( spell(ends,(you(can(move(the(weapon(up(to(20( feet(and(repeat(the(attack(against(a(creature( within(5(feet(of(it.(

( The(weapon(is(typically(a(hammer,(though(it( can(take(whatever(form(you(choose.(Some(clerics of(deities(who(are(associated(with(a(particular( weapon((as(St.(Cuthbert(is(known(for(his(mace,( or(Thor(for(his(hammer)(make(the(effect(of(this( spell(resemble(that(weapon.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(3rd(level(or(higher,(the( damage(increases(by(1(for(each(level(above(2nd.(

Staggering(Smite(

*4th/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:**(V(

**Duration:**(Instantaneous(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(Your(weapon( pierces(both(body(and(mind,(and(the(attack(deals( 4d6(extra(psychic(damage(to(the(target.(The( creature(must(make(a(Wisdom(saving(throw.(On( a(failed(save,(the(creature(has(disadvantage(on( attack(rolls(and(ability(checks,(and(cannot(take( reactions,(until(the(end(of(its(next(turn.(

Stinking(Cloud( *3rd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(rotten(egg(or(several( skunk(cabbage(leaves)(

**Duration:**(Concentration,(up(to(1(minute(

You(create(a(20[foot[radius(sphere(of(yellow,( nauseating(gas(centered(on(a(point(within(range.( The(sphere(spreads(around(corners.(The( sphere’s(area(is(lightly(obscured.(The(cloud(lasts( for(the(duration.(

( Each(creature(that(starts(its(turn(in(the(area(of( the(cloud(must(make(a(Constitution(saving(throw. On(a(failed(save,(the(creature(spends(its(action( that(turn(retching(and(reeling.(Undead(and( constructs(are(unaffected(by(the(cloud.(

( A(moderate(wind((at(least(10(miles(per(hour)( disperses(the(cloud(after(4(rounds.(A(strong(wind( (at(least(20(miles(per(hour)(disperses(it(after(1( round.(

Stone(Shape(

*4th/level\*transmutation****#***

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((soft(clay,(which(must(be( worked(into(roughly(the(desired(shape(of(the( stone(object)(

**Duration:**(Permanent(

You(touch(a(stone(object(of(Medium(size(or( smaller(or(a(block(of(stone(that(fits(within(a(5[ foot(cube(and(form(it(into(any(shape(that(suits( your(purpose.(This(spell(permits(you(to(reshape( a(stone(door(to(make(an(exit(where(one(didn’t( exist(or(to(seal(a(door(shut.(Though(it(is(possible( to(create(rough(coffers,(doors,(and(other(objects( with(up(to(two(hinges(and(a(latch,(finer(detail( isn’t(possible.(

Stoneskin(

*4th/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((diamond(dust(worth(100( gp,(which(is(consumed(when(you(cast(the( spell)(

**Duration:**(1(hour(

You(touch(a(willing(creature.(Until(the(spell(ends,( the(target’s(flesh(becomes(as(hard(as(stone,( giving(it(resistance(to(bludgeoning,(piercing,(and( slashing(damage.(

Storm(of(Vengeance(

*9th/level\*conjuration\**

**Casting(Time:(**1(action( **Range:(**Sight(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(1(minute(

You(must(be(outdoors(to(cast(this(spell.(A( churning(storm(cloud(forms(in(the(sky,(centered( on(a(point(you(can(see(and(spreading(to(a(radius( of(360(feet.(Lightning(flashes(in(the(area(and( thunder(booms.(Each(creature(under(the(cloud( (no(more(than(5,000(feet(beneath(the(cloud)( when(it(appears(must(make(a(Constitution( saving(throw.(On(a(failed(save,(the(creature(takes( 2d6(thunder(damage(and(becomes(deafened(for( 5(minutes.(

( Each(round(you(spend(concentrating(on(this( spell(creates(additional(effects(as(follows.(

* ***2nd#Round.***(Acidic(rain(falls(from(the(cloud.( Each(creature(under(the(cloud(takes(1d6(acid( damage.(
* ***3rd#Round.***(You(call(six(bolts(of(lightning(from( the(cloud(to(strike(six(creatures(or(objects(of( your(choice(beneath(the(cloud.(A(given(creature( or(object(can’t(be(struck(by(more(than(one(bolt.(A struck(creature(must(make(a(Dexterity(saving( throw.(On(a(failed(save,(the(creature(takes(10d6( lightning(damage,(and(half(as(much(damage(on(a( successful(one.(
* ***4th#Round.***(Hailstones(rain(down(from(the( cloud.(Each(creature(under(the(cloud(takes(2d6( bludgeoning(damage.(
* ***5th#through#10th#Round.***(Freezing(rain(and( wind(gusts(assail(the(area(under(the(cloud.(The( area(under(the(cloud(becomes(heavily(obscured( and(difficult(terrain.(Each(creature(under(the( cloud(takes(1d6(cold(damage.(Ranged(weapon( attacks(in(the(area(are(impossible.(The(wind(and( rain(count(as(a(severe(distraction(for(the( purposes(of(maintaining(concentration(on(spells.( Finally,(strong(wind(gusts((at(least(20(miles(per( hour)(automatically(disperse(fogs,(mists,(and( similar(phenomena,(whether(mundane(or( magical.(

Suggestion(

*2nd/level\*enchantment\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(M((a(snake’s(tongue(and(either( a(bit(of(honeycomb(or(a(drop(of(sweet(oil)(

**Duration:**(Concentration,(up(to(8(hours(

You(suggest(a(course(of(activity((limited(to(a( sentence(or(two)(and(magically(influence(a( creature(within(range(that(can(hear(and( understand(you.(The(suggestion(must(be(worded( in(such(a(manner(as(to(make(the(course(of(action( sound(reasonable.(Asking(the(creature(to(stab( itself,(throw(itself(onto(a(spear,(immolate(itself,( or(do(some(other(obviously(harmful(act( automatically(negates(the(effect(of(the(spell.( However,(a(suggestion(that(a(pool(of(acid(is( actually(pure(water(and(that(a(quick(dip(would( be(refreshing(is(another(matter.(Urging(a(red( dragon(to(stop(attacking(your(party(so(that(the( dragon(and(party(could(jointly(loot(a(rich( treasure(elsewhere(is(likewise(a(reasonable(use( of(the(spell’s(power.(

( The(target(must(make(a(Wisdom(saving(throw.( On(a(failed(save,(it(pursues(the(course(of(action( you(described(to(the(best(of(its(ability.(The( suggested(course(of(action(can(continue(for(the( entire(duration,(such(as(in(the(case(of(the(dragon( mentioned(above.(If(the(suggested(activity(can(be completed(in(a(shorter(time,(the(spell(ends(when( the(subject(finishes(what(it(was(asked(to(do.(You( can(instead(specify(conditions(that(will(trigger(a( special(activity(during(the(duration.(For(example,( you(might(suggest(that(a(noble(knight(give(her( warhorse(to(the(first(beggar(she(meets.(If(the( condition(is(not(met(before(the(spell(duration( expires,(the(activity(is(not(performed.(

Sunbeam(

*6th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(magnifying(glass)( **Duration:**(Concentration,(up(to(1(minute(

A(mote(of(brilliant(light(appears(in(your(hand.(It( emits(bright(light(in(a(30[foot(radius(and(dim( light(for(an(additional(30(feet.(This(light(is( sunlight,(and(it(lasts(for(the(duration.(

( The(mote(also(flashes(with(a(5[foot[wide,(60[ foot[long(line(of(radiance.(Each(creature(in(the( line(must(make(a(Constitution(saving(throw.(On(a( failed(save,(a(creature(takes(6d8(radiant(damage( and(is(blinded(until(your(next(turn.(On(a( successful(save,(it(takes(half(as(much(damage( and(is(not(blinded.(

( You(can(create(a(new(line(of(radiance(as(your( action(on(any(turn(until(the(spell(ends.(

( Undead,(oozes,(fungi,(and(molds(always(fail( this(saving(throw.(

Sunburst(

*8th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(150(feet(

**Components:(**V,(S,(M((fire(and(a(piece(of( sunstone)(

**Duration:**(Instantaneous(

Choose(a(point(within(range.(Brilliant(sunlight( flashes(in(a(60[foot(radius(centered(on(that(point. Each(creature(in(that(light(must(make(a( Constitution(saving(throw.(On(a(failed(save,(a( creature(takes(12d6(radiant(damage(and(is( blinded(for(1(minute.(On(a(successful(save,(it( takes(half(as(much(damage(and(is(not(blinded.( ( Undead,(oozes,(fungi,(and(mold(always(fail(this( saving(throw.(

( This(spell(ends(darkness(created(by(spells(of( 9th(level(or(lower.(

Sunburst(Smite(

*3rd/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

You(can(cast(this(spell(when(you(hit(with(a(melee( weapon(attack(on(your(turn.(Your(weapon(bursts( with(bright(light,(and(the(attack(deals(3d8(extra( radiant(damage(to(the(target.(Additionally,(the( target(must(succeed(on(a(Constitution(saving( throw(or(be(blinded(until(the(spell(ends.(

Swift(Quiver(

*5th/level\*transmutation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V,(S,(M((a(quiver(containing(at( least(one(piece(of(ammunition)(

**Duration:**(Concentration,(up(to(1(minute(

You(transmute(your(quiver(to(produce(an( endless(supply(of(nonmagical(ammunition,( which(seems(to(leap(into(your(hand(when(you( reach(for(it.(Until(the(spell(ends,(when(you(use( the(attack(action(on(your(turn(to(make(a(ranged( attack(on(your(turn(with(a(weapon(that(uses( ammunition,(you(can(use(a(bonus(action(to(make( two(attacks(with(that(same(weapon.(

( Each(time(you(make(such(a(ranged(attack,(your( quiver(magically(replaces(the(piece(of( ammunition(you(used(with(a(similar(piece(of( nonmagical(ammunition.(Any(pieces(of( ammunition(created(by(this(spell(disintegrate( when(the(spell(ends.(If(you(are(no(longer(wearing or(carrying(the(quiver,(the(spell(ends.(

Symbol(

*7th/level\*abjuration\**

**Casting(Time:**(1(minute(

**Range:**(Touch(

**Components:**(V,(S,(M((mercury,(phosphorus,( plus(powdered(diamond(and(opal(with(a(total( value(of(at(least(1,000(gp)(

**Duration:**(Permanent(

When(you(cast(this(spell,(you(inscribe(a(powerful( glyph(that(harms(other(creatures,(either(upon(a( surface((such(as(a(section(of(floor,(a(wall,(or(a( table)(or(within(an(object(that(can(be(closed( (such(as(a(book,(a(scroll,(or(a(treasure(chest)(to( conceal(the(glyph.(If(you(choose(a(surface,(the( *symbol*(can(cover(an(area(of(the(surface(no(larger( than(10(feet(in(diameter.(The(*symbol*(is(nearly( invisible,(requiring(an(Intelligence( (Investigation)(check(against(a(DC(equal(to(your( spell(DC(to(find(it.(

( You(decide(what(triggers(the(*symbol*(when(you( cast(the(spell.(For(glyphs(inscribed(on(a(surface,( the(most(typical(triggers(include(touching(or( standing(upon(the(glyph,(removing(another( object(covering(the(glyph,(approaching(within(a( certain(distance(of(the(glyph,(or(manipulating(the object(on(which(the(glyph(is(described.(For( glyphs(inscribed(within(an(object,(the(most( common(trigger(is(opening(that(object,( approaching(within(a(certain(distance(of(the( object,(or(seeing(or(reading(the(glyph.((

( You(can(further(refine(the(trigger(to(only( trigger(under(certain(circumstances(or(according( to(physical(characteristics((such(as(height(or( weight),(physical(kind((for(example,(the(ward( could(be(set(to(affect(aberrations,(drow,(or( shapechangers),(or(alignment.(You(can(also(set( conditions(for(creatures(that(do(not(trigger(the( glyph—such(as(those(who(say(a(certain( password,(or(even(excepting(certain(individual( creatures(from(the(trigger.(

( Once(triggered,(the(symbol(glows,(filling(a(60[ foot[radius(sphere(with(dim(light(for(10(minutes,( after(which(time(the(symbol(fades(away.(Each( creature(in(the(area(of(the(sphere(when(the( symbol(activates,(that(enters(the(area,(or(that( ends(its(turn(in(the(area(is(affected(by(the(symbol( as(described(below.(A(creature(can(be(affected(by( an(activated(*symbol*(only(once(per(turn.(*\**

( When(you(inscribe(the(*symbol*,(choose(one(of( the(options(below*.\*\**

* ***Death.***(Each(target(must(make(a(Constitution( saving(throw.(A(creature(takes(10d10(necrotic( damage(on(a(failed(save.((
* ***Discord.***(Each(target(must(make(a(Constitution( saving(throw.(On(a(failed(save,(the(creature( becomes(intoxicated(for(1(minute.(An(affected( creature(falls(into(belligerent(bickering(and( argument(with(other(creatures(and(are(incapable( of(meaningful(communication.((
* ***Fear.***(Each(target(must(make(a(Wisdom(saving( throw.(On(a(failed(save,(the(creature(becomes( frightened(for(1(minute.(While(frightened,(the( creature(drops(whatever(it(is(holding(and(must( move(at(least(30(feet(away(from(the(symbol(on( each(of(its(turns,(if(able.((
* ***Hopelessness.***(Each(target(must(make(a( Charisma(saving(throw.(On(a(failed(save,(the( creature(becomes(charmed(by(all(creatures(that( are(hostile(to(it(for(1(minute,(during(which(time( it(behaves(as(though(overwhelmed(with(despair.(( ***# Insanity.***(Each(target(must(make(an( Intelligence(saving(throw.(On(a(failed(save,(the( creature(is(driven(temporarily(insane(for(1( minute.(An(insane(creature(cannot(take(actions,( cannot(understand(what(other(creatures(say,( cannot(read,(and(only(speaks(in(gibberish.(In( addition,(the(creature(always(fails(Wisdom( saving(throws.(The(creature(also(behaves(as(an( insane(creature(would,(as(determined(by(the( Dungeon(Master.((
* ***Pain.***(Each(target(must(make(a(Constitution( saving(throw.(On(a(failed(save,(the(creature( becomes(incapacitated(for(1(minute.((
* ***Sleep.***(Each(target(must(make(a(Wisdom(saving( throw.(On(a(failed(save,(the(creature(falls( unconscious(for(10(minutes,(until(the(creature( takes(damage,(or(someone(uses(an(action(to( shake(or(slap(the(creature(awake.((
* ***Stunning.***(Each(target(must(make(a(Wisdom( saving(throw.(On(a(failed(save,(the(creature( becomes(stunned(for(1(minute.((

Tasha’s(Hideous(Laughter(

*1st/level\*enchantment\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(V,(S,(M((tiny(tarts(and(a(feather( that(is(waved(in(the(air(

**Duration:**(1(minute(

Choose(a(creature(within(range.(Constructs(and( undead(are(not(affected,(nor(are(creatures(with( Intelligence(scores(of(4(or(less.(The(creature(you( chose(must(succeed(on(a(Wisdom(saving(throw( or(fall(prone,(becoming(incapacitated(and(unable( to(stand(up(for(the(duration(of(the(spell.((( ( At(the(end(of(each(of(its(turns,(the(affected( creature(can(make(another(saving(throw.(On(a( success,(the(spell(ends(early.(

Telekinesis(

*5th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Concentration,(up(to(10(minutes(

You(gain(the(ability(to(telekinetically(manipulate( creatures(or(objects(for(the(duration.(

* ***Creature.***(You(can(use(your(action(to(choose(a( creature(within(60(feet(of(you(that(is(up(to(two( sizes(larger(than(you.(If(you(do(so,(make(a(check( with(your(spellcasting(ability(contested(by(the( creature’s(Strength(check.(

( If(you(win(the(contest,(you(move(the(creature( up(to(30(feet(in(any(direction.(Until(the(start(of( your(next(turn,(the(creature(is(restrained(in(your( telekinetic(grip.(

( In(each(round(after(you(cast(the(spell,(you(can( use(your(action(to(attempt(to(maintain(your( telekinetic(grip(on(the(creature.(If(you(choose(not( to(use(your(action(for(this(purpose,(the(spell( ends.(

( If(the(creature(is(being(held(in(the(air,(out(of( contact(with(the(ground(or(another(surface( capable(of(supporting(it,(you(automatically( maintain(your(grip(when(you(try(to(do(so,(and( you(can(move(the(creature(up(to(30(feet(in(any( direction,(as(long(as(you(don’t(move(it(farther( than(60(feet(from(you.(

( If(the(creature(in(your(grip(can(get(purchase(on( an(immovable(surface(or(is(Large(or(larger,(you( must(engage(it(in(another(contest.(If(the(creature( wins(the(contest,(the(spell(ends.(

* ***Object.***(You(can(use(your(action(to(select(an( object(within(60(feet(of(you(that(you(want(to( manipulate.(If(you(do(so,(the(spell(works(as(if(you( had(targeted(a(creature,(with(the(following( exceptions:(
* You(automatically(affect(an(object(weighing( 300(pounds(or(less(that(is(not(being(worn(or( carried.(
* If(the(object(is(held,(worn,(or(carried(by(a( creature,(you(must(make(a(check(with(your( spellcasting(ability(contested(by(that(creature’s( Strength(check.(
* 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(

*7th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(10(feet( **Components:(**V( **Duration:**(Instantaneous(

Choose(up(to(five(willing(creatures(within(range.( Alternately,(choose(one(Large(or(smaller(object( or(one(object(that(can(fit(inside(a(10[foot(cube.( You(and(each(creature(you(chose,(or(the(object( you(chose,(are(instantly(transported(from(your( current(location(to(a(destination(that(is(known(to( you(on(the(same(plane(of(existence.(Your( familiarity(with(the(destination(determines( whether(you(arrive(there(successfully.(Roll(d100( and(consult(the(table.(

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **)** | **On)** | **Off)** | **Similar)** | |
| **Familiarity)** | **Target)** | **Target)** | **Area)** | **Mishap)** |
| Permanent!circle! | 01-100 | —! | —! | —! |
| Very!familiar! | 01-96! | 97-99! | 100! | —! |
| Studied!carefully! | 01-76! | 77-87! | 88-95! | 96-100! |
| Seen!casually! | 01-46! | 47-56! | 57-66! | 67-100! |
| Viewed!once! | 01-26! | 27-46! | 47-56! | 57-100! |
| Description! | 01-26! | 27-46! | 47-56! | 57-100! |
| False!destination! | —! | —! | 01-60! | 61-100! |
| Associated!object! | 01-100! | —! | —! | —! |

***# Familiarity.***(“Permanent(circle”(means(a( permanent(teleportation(circle(whose(sigil( sequence(you(know.(“Very(familiar”(is(a(place( you(have(been(very(often(and(where(you(feel(at( home.(“Studied(carefully”(is(a(location(you(know( well,(because(you(have(been(there(often(or(you( have(used(other(means(to(study(the(place.(“Seen( casually”(is(someplace(you(have(seen(more(than( once(but(with(which(you(are(not(very(familiar.( “Viewed(once”(is(a(place(you(have(seen(once,( possibly(using(magic.(“Description”(is(a(place( whose(location(and(appearance(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(familiar(location(that( no(longer(exists.((

( “Associated(object”(means(that(you(possess(an( object(taken(from(the(desired(destination(within( the(last(six(months,(such(as(a(book(from(a( wizard’s(library,(bed(linen(from(a(royal(suite,(a( chunk(of(marble(from(a(lich’s(secret(tomb,(or(the( like.(

* ***On#Target.***(You(and(your(group((or(the(object( you(chose)(appear(where(you(want(to.(
* ***Off#Target.***(You(and(your(group((or(the(object( you(chose)(appear(a(random(distance(away(from( the(destination(in(a(random(direction.(Distance( off target is 1d10 x 1d10% of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15%, or 18 miles. The DM determines the direction off target randomly by rolling a d8. On a 1, north; 2, northeast; 3, east; 4, southeast;

5, south; 6, southwest; 7, west; 8, northwest. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

* ***Similar#Area.***(You(or(the(object(you(chose( winds(up(in(an(area(that’s(visually(or( thematically(similar(to(the(target(area.(A(mage( heading(for(her(home(laboratory,(for(example,( might(wind(up(in(another(mage’s(laboratory(or( in(an(alchemical(supply(shop(that(has(many(of( the(same(tools(and(implements(as(in(her( laboratory.(Generally,(you(appear(in(the(closest( similar(place,(but(since(the(spell(has(no(range( limit,(you(could(conceivably(wind(up(anywhere( on(the(plane.(
* ***Mishap.***(You,(or(the(object(you(chose,(are( assaulted(by(the(spell’s(magic.(Teleporting( creatures(or(objects(each(take(1d10(force( damage,(and(you(reroll(on(the(table(to(see(where( the(creatures(or(object(wind(up.(For(these(rerolls, roll(1d20(+(80(instead(of(d100.(Each(time(this( result(comes(up,(the(teleporting(creature(or( object(takes(another(1d10(force(damage(and( reroll.(

Teleportation(Circle(

*5th/level\*conjuration\**

**Casting(Time:(**1(minute(

**Range:**(10(feet( **Components:(**V( **Duration:**(1(round(

You(draw(a(10[foot(circle(on(the(ground( inscribed(with(sigils(that(link(your(location(to(a( permanent(teleportation(circle(of(your(choice( whose(sigil(sequence(you(have(learned.(Many( major(temples,(guilds,(and(other(places(of(import( have(permanent(teleportation(circles(inscribed( somewhere(within(their(confines.((

( Upon(casting(the(spell,(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.(

( A(sigil(sequence(is(a(string(of(magical(runes( arranged(in(a(particular(pattern.(Each( permanent(teleportation(circle(in(the(world(and( beyond(has(a(unique(sigil(sequence.(When(you( first(gain(the(ability(to(cast(this(spell,(you(learn( two(sigil(sequences(to(destinations(determined( by(the(Dungeon(Master.(You(can(learn(additional( sigil(sequences(during(your(adventures.(You(can( commit(a(new(sigil(sequence(to(memory(after( studying(it(for(a(minute.(

( You(can(create(a(permanent(teleportation( circle(by(casting(this(spell(every(day(for(one(year( in(one(location.(You(need(not(use(the(circle(to( teleport(when(you(cast(the(spell(in(this(way.(

Tenser’s(Floating(Disk(

*1st/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:**(V,(S,(M((a(drop(of(mercury)( **Duration:**(1(hour(

Choose(a(point(3(feet(above(the(ground(within( range.(A(3[foot(diameter(circular(plane(of(force( springs(into(existence(centered(on(that(point,( parallel(to(the(ground.(It(remains(for(the( duration.(The(disk(can(hold(up(to(500(pounds.(If( more(weight(it(placed(on(top(of(it,(the(spell(ends( early(and(everything(on(the(disk(falls(to(the( ground.(

( The(disk(is(immobile(while(you(are(within(20( feet(of(it.(If(you(move(more(than(20(feet(away( from(it,(the(disk(follows(you(so(that(it(remains( within(20(feet(of(you.(A(disk(can(move(across( uneven(terrain,(up(or(down(stairs,(slopes(and(the( like,(but(it(cannot(move(across(an(area(with(an( elevation(change(of(10(feet(or(more.(For(example, the(disk(cannot(move(across(a(10[foot[deep(pit,( nor(could(a(disk(appearing(at(the(bottom(of(such( a(pit(leave(the(pit.((

( If(you(move(more(than(100(feet(from(the(disk( (typically(because(it(can’t(move(around(an( obstacle(to(follow(you),(the(spell(ends.(

Thaumaturgy( *Transmutation\*cantrip\**

**Casting(Time:(**1(action(

**Range:**(30(feet( **Components:(**V(

**Duration:**(Up(to(1(minute(

You(manifest(a(minor(wonder,(a(sign(of(divine( power.(Choose(one(of(the(following(effects( within(range.(You(can(end(any(of(those(effects( early((no(action(required).(If(you(cast(this(spell( multiple(times,(you(can(have(up(to(three(of(its(1[ minute(effects(active(at(a(time.(

* You(magnify(the(sound(of(your(voice(to(boom( up(to(three(times(as(loud(as(normal(for(the( duration.(
* You(cause(flames(to(flicker,(sputter,(brighten,( dim,(or(change(color(for(the(duration.(
* You(cause(faint,(benign(tremors(in(the(ground( for(the(duration.(
* You(instantaneously(cause(a(thin(glass(object( to(crack(or(a(piece(of(cloth(or(parchment(to( smoke(and(singe.(The(object(must(be( nonmagical.(
* You(create(an(instantaneous(sound(that( originates(from(a(point(of(your(choice(within( range,(such(as(a(rumble(of(thunder,(the(cry(of( an(owl(or(raven,(or(ominous(whispers.(
* You(instantaneously(cause(an(unlocked(door( or(window(to(fly(open(or(slam(shut.(
* You(turn(your(eyes(solid(black(or(solid(white,( or(alter(the(appearance(of(your(eyes(in(some( other(way(for(the(duration.(

Thunderous(Smite(

*1st/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(Instantaneous(

You(can(cast(this(spell(when(you(hit(with(a(melee weapon(attack(on(your(turn.(Your(weapon(rings( with(thunder(that(is(audible(within(300(feet(of( you,(and(the(attack(deals(2d6(extra(thunder( damage(to(the(target.(Additionally,(the(creature( must(succeed(on(a(Strength(saving(throw(or(be( pushed(10(feet(away(from(you(and(fall(prone.( ***# At#Higher#Levels.#***When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(extra( damage(increases(by(1d6(for(each(level(above( 1st.(

Thunderwave( *1st/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**v,(s(

**Duration:**(Instantaneous(

With(a(loud(crack,(a(wave(of(thunderous(force( sweeps(out(from(you.(Each(creature(in(a(15[foot( cube(originating(from(you(must(make(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( one,(it(takes(half(as(much(damage(and(is(not( pushed.(

( In(addition,(unsecured(objects(that(are( completely(within(the(area(of(effect(are( automatically(pushed(10(feet(away(from(you(by( the(spell’s(effect,(and(the(spell(emits(a( thunderous(boom(audible(within(300(feet(of(you. ***# At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 1st.(

Time(Stop(

*9th/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Instantaneous(

You(briefly(stop(the(flow(of(time(for(everyone( but(yourself.(Although(no(time(passes(for(other( creatures,(you(have(a(few(seconds(to(move(and( act.(You(have(1d4(+(1(rounds(of(apparent(time,( during(which(you(can(use(actions(and(move(as( normal.(

( This(spell(ends(if(one(of(the(actions(you(use( during(this(period(targets(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(this(spell.(

Tongues(

*3rd/level\*divination\**

**Casting(Time:**(1(action(

**Range:**(Touch(

**Components:**(V,(M((a(small(clay(model(of(a( ziggurat)(

**Duration:**(1(hour(

Touch(a(creature.(For(the(duration,(the(creature( you(touched(can(understand(any(spoken( language(it(hears.(As(well,(when(the(creature( speaks,(any(creature(that(knows(at(least(one( language(and(can(hear(the(affected(creature( understands(what(it(says.(

Transport(via(Plants(

*6th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(10(feet(

**Components:**(v,(s(

**Duration:**(1(round(

Choose(up(to(five(willing(creatures(and(one( Large(or(larger(inanimate(plant(within(range.( You(then(choose(a(specific(inanimate(plant(of( your(size(or(larger(that(is(on(the(same(plane.(You( must(have(seen(or(touched(this(plant(at(least( once(before.(For(the(duration,(Any(creature(or( object(can(step(into(the(target(plant(and(exit( from(the(plant(you(chose(as(if(the(two(were( adjacent(to(each(other.(

Trap(the(Soul(

*8th/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(gemstone(worth(at(least( 1,000(gp(for(each(Hit(Die(of(the(creature(you( would(trap)(

**Duration:**(Permanent(

Choose(a(creature(within(range(that(you(can(see.( The(target(must(make(a(Wisdom(saving(throw.( On(a(failed(save,(you(force(the(target’s(soul(into(a( gemstone.(While(its(soul(is(so(trapped,(the( target’s(body(and(all(the(equipment(it(is(carrying( cease(to(exist.(

( The(gem(holds(the(target(indefinitely(or(until( the(gem(is(broken,(at(which(time(the(target’s( body(re[forms(in(an(unoccupied(space(nearest(to( the(gem(and(in(the(same(state(as(when(this(spell( was(cast(on(it,(with(all(the(equipment(it(was( carrying(when(it(was(trapped.(

( You,(and(you(alone,(can(communicate( telepathically(with(the(trapped(soul.(Other( creatures(that(inspect(the(gemstone(see(a(tiny( figure(inside(it.(

( If(you(speak(the(target’s(true(name( (when(you(cast(the(spell,(the(target(has( disadvantage(on(the(saving(throw.(

Tree(Shape(

*2nd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(8(hours(

You,(along(with(everything(you(wear(and(carry,( assume(the(form(of(a(Large(living(tree,(a(Large( shrub,(or(a(Large(dead(tree(trunk(with(scattered( limbs(and(remain(in(that(form(for(the(duration(or until(you(choose(to(dismiss(the(spell((not(an( action).(

( While(in(this(form,(you(are(incapacitated(and( you(cannot(move.(However,(you(perceive(your( surroundings(as(if(you(were(in(your(normal(form( and(you(have(resistance(to(bludgeoning(and( piercing(damage.(

Tree(Stride(

*5th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

You(gain(the(ability(to(enter(trees(and(move(from( inside(one(tree(to(inside(another(tree(of(the(same( kind.(Both(trees(must(be(living(and(at(least(the( same(size(as(you.(You(can(use(your(move(to(enter a(tree.(You(instantly(know(the(location(of(all( other(trees(of(the(same(kind(within(500(feet(and( may(choose(whether(you(want(to(pass(into(one( or(simply(step(back(out(of(the(tree(you(moved( into.(

( You(can(use(*tree\*stride*(once(per(round(for(the( duration.(

True(Resurrection(

*9th/level\*necromancy\**

**Casting(Time:(**1(hour(

**Range:**(Touch(

**Components:(**V,(S,(M((treasure(worth(at(least(

25,000(gp)(

**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.(If(the(creature’s(soul(is( free(and(willing,(the(creature(is(restored(to(life( with(all(its(hit(points.(

( This(spell(closes(all(wounds,(neutralizes(any( poison,(cures(all(diseases,(and(lifts(any(curses( affecting(the(creature(when(it(died.(The(spell( replaces(damaged(or(missing(organs(and(limbs.( ( The(spell(can(even(provide(a(new(body(if(the( original(no(longer(exists,(in(which(case(you(must( speak(the(creature’s(name.(It(then(appears(in(an( unoccupied(space(you(choose(within(10(feet(of( you.(

True(Polymorph(

*9th/level\*transmutation\**

**Casting(Time:**(1(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(within(range(or(one( nonmagical(object(that(is(neither(worn(nor( carried(by(another(creature.(You(transform(the( creature(into(a(different(creature,(the(creature( into(an(object,(or(the(object(into(a(creature.(The( transformation(lasts(for(the(duration,(or(until(the( target(is(reduced(to(0(hit(points(or(dies.(If(you( concentrate(on(this(spell(for(the(full(duration,(the( effect(becomes(permanent.(

( Unwilling(creatures(with(hit(point(maximums( of(300(or(more(or(that(are(shapechangers(are(not( affected(by(this(spell.(An(unwilling(creature(can( make(a(Wisdom(saving(throw(and(is(not(affected( on(a(save.(

***# Creature#into#Creature.#***If(you(turn(a(creature( into(another(kind(of(creature,(the(new(form(can( be(any(kind(you(choose(whose(Challenge(Rating( is(equal(to(or(less(than(that(of(the(target.(The( target’s(game(statistics(are(replaced(by(the( statistics(of(the(chosen(beast,(though(it(retains(its( alignment(and(Intelligence,(Wisdom,(and( Charisma(scores.(The(target(assumes(the(hit( points(of(its(new(form,(and(when(it(reverts(to(its( normal(form(the(creature(returns(to(the(number( of(hit(points(it(had(before(it(transformed.(If(it( reverts(as(a(result(of(dropping(to(0(hit(points,( any(excess(damage(carries(over(to(its(normal( form.(The(creature(is(limited(in(the(actions(it(can( perform(by(the(nature(of(its(new(form,(and( cannot(speak,(cast(spells,(or(take(any(other( action(that(requires(hands(or(speech.(

( The(target’s(gear(melds(into(the(new(form.(The( creature(cannot(activate,(use,(wield,(or(otherwise( benefit(from(any(of(its(equipment.(

* ***Object#into#Creature.#***If(you(turn(an(object(into a(creature,(the(creature(can(take(any(form(you( choose(up(to(the(object’s(size.(The(creature(is( friendly(to(you(and(your(companions.(It(acts(on( each(of(your(turns.(You(decide(what(action(it( takes(and(how(it(moves.(The(Dungeon(Master( has(the(creature’s(statistics(and(resolves(all(of(its( actions(and(movement.(
* ***Creature#into#Object.#***If(you(turn(a(creature( into(an(object,(it(transforms(along(with(whatever( it(is(wearing(and(carrying(into(that(form.(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.(

True(Seeing( *5th/level\*divination\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:(**V,(S,(M((an(ointment(for(the(eyes( that(costs(25(gp(and(is(made(from(mushroom( powder,(saffron,(and(fat,(which(is(consumed( when(you(cast(the(spell)(

**Duration:**(1(hour(

You(touch(a(willing(creature.(Until(the(spell(ends,( the(creature(can(see(things(as(they(actually(are( out(to(a(range(of(120(feet.(The(creature(sees(in( normal(and(magical(darkness,(notices(secret( doors(hidden(by(magic,(sees(invisible(creatures( and(objects,(automatically(detects(visual( illusions(and(succeeds(on(saving(throws(against( them,(and(perceives(the(true(forms(of(creatures( affected(by(transmutation(spells.(Furthermore,( the(target(can(see(into(the(Ethereal(Plane.(

Tsunami(

*8th/level\*conjuration\**

**Casting(Time:**(1(minute(

**Range:**(Sight(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(6(rounds(

A(wall(of(water(springs(into(existence(at(a(point( you(choose(within(range.(You(can(choose(to( make(the(wall(up(to(300(feet(long,(300(feet(high,( and(50(feet(thick.(The(wall(lasts(for(the(duration( ( When(the(wall(appears,(each(creature(within( its(area(must(make(a(Strength(saving(throw.(On(a( failed(save,(it(takes(6d10(bludgeoning(damage,( or(half(as(much(damage(on(a(successful(save.( ( At(the(start(of(each(of(your(turns(after(the(wall( appears,(the(wall,(along(with(any(creatures(in(it,( moves(50(feet(away(from(you.(Any(Huge(or( smaller(creature(inside(the(wall(or(whose(space( the(wall(enters(when(it(moves(must(make(a( Strength(saving(throw(or(takes(5d10( bludgeoning(damage.(A(creature(can(take(this( damage(just(once(per(round.(The(wall’s(height(is( then(reduced(by(50(feet,(and(the(damage( creatures(take(from(the(spell(is(reduced(by(1d10.( When(the(wall(reaches(0(feet(in(height,(the(spell( ends.(

( Creatures(caught(in(the(wall(can(swim(toward( the(edges(by(making(Strength((Athletics)(checks( against(the(spell’s(saving(throw(DC.((

Unseen(Servant(

*1st/level\*conjuration\*(ritual)\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:**(V,(S,(M((a(piece(of(string(and(a(bit( of(wood)(

**Duration:**(1(hour(

Choose(an(unoccupied(space(large(enough(to( hold(a(Small(creature(on(the(ground(within(range. An(invisible(servant(springs(into(existence(in( that(space(and(remains(for(the(duration.(The( servant*\**has(AC(10(and(1(hit(point;(if(it(is(reduced( to(0(hit(points,(the(spell(ends.((

( On(your(turn,(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(servant(could(perform.(Once(you( give(the(command,(the(servant(performs(the(task( to(the(best(of(its(ability(until(it(completes(the( task,(after(which(point(it(waits(for(your(next( command.((

( If(you(command(the(servant(to(perform(a(task( that(would(move(it(more(than(60(feet(from(you,( the(spell(ends(early.(

Vampiric(Touch(

*3rd/level\*necromancy\**

**Casting(Time:**(1(action( **Range:(**Self(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(1(minute(

Ribbons(of(twisting(darkness(coil(around(your( hands,(eager(to(siphon(life(force(from(those(you( touch(to(heal(your(own(wounds.(When(you(cast( the(spell(and(again(on(each(turn(as(your(action( for(the(duration,(you(can(use(your(hand(to(make( a(melee(attack(against(a(creature(in(your(reach.( You(have(a(bonus(to(hit(equal(to(your(magic( ability(modifier(+(your(spellcasting(bonus.(On(a( hit,(the(target(takes(3d6(necrotic(damage(and( you(regain(hit(points(equal(to(half(the(amount(of( necrotic(damage(dealt.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(4th(level(or(higher,(the( damage(increases(by(1d6(for(each(level(above( 3rd.(

Vicious(Mockery(

*Enchantment\*cantrip\**

**Casting(Time:**(1(action(

**Range:**(60(feet( **Components:**(V( **Duration:**(Instantaneous(

You(call(out(a(magic[empowered(insult(to(a( creature(within(range(that(you(can(see.(The( target(must(succeed(on(a(Wisdom(saving(throw( or(take(1d4(psychic(damage(and(have( disadvantage(on(the(next(attack(roll(it(makes( before(the(end(of(its(next(turn.(

( The(spell’s(damage(increases(when(you(reach( higher(levels:(to(2d4(at(5th(level,(3d4(at(10th( level,(4d4(at(15th(level,(and(5d4(at(20th(level.(

Wall(of(Fire(

*4th/level\*evocation\**

**Casting(Time:(**1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(small(piece(of( phosphorus)(

**Duration:**(Concentration,(up(to(1(minute(

You(create(a(wall(of(fire(on(a(solid(surface(within range.(You(can(choose(to(make(the(wall(up(to(30( feet(long,(10(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(lasts(for(the( duration,(and(it(heavily(obscures(creatures( behind(it.(

( When(the(wall(appears,(each(creature(within( its(area(must(make(a(Dexterity(saving(throw.(On( a(failed(save,(it(takes(5d8(fire(damage.(On(a( success,(the(creature(can(move(5(feet(so(it(is(not( in(the(wall.((

( 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,(and(each(creature(that( enters(the(wall(on(its(turn.(The(other(side(of(the( wall(deals(no(damage.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(5th(level(or(higher,(the( damage(increases(by(1d8(for(each(level(above( 4th.(

Wall(of(Force(

*5th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(60(feet(

**Components:**(V,(S,(M((a(pinch(of(powder(made( by(crushing(a(clear(gemstone)(

**Duration:**(Concentration,(up(to(10(minutes(

An(invisible(plane(of(force(springs(into(existence( at(a(point(you(choose(within(range.(The(plane( 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.( It(can(have(any(shape(you(like.(You(can(form(it( into(a(hemispherical(dome(or(a(sphere(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(1/4[inch(thick.(Each(panel(must(be( contiguous(with(another(panel.(The(wall(lasts(for( the(duration.(

( Nothing(can(physically(pass(through(the(wall.( It(is(immune(to(all(damage(and(cannot(be( dispelled(using(*dispel\*magic\**or(*greater\*dispel\* magic.*(A(*disintegrate\**spell(destroys(the(wall( instantly,(however.(The(wall(also(extends(into( planes(coexistent(with(the(plane(of(existence(on( which(you(cast(the(spell.(So(if(you(cast(the(spell( on(the(Material(Plane,(the(wall(extends(into(the( Ethereal(Plane,(for(example.(

Wall(of(Ice(

*6th/level\*evocation\*(wizard)\**

**Casting(Time:**(1(action(

**Range:**(120(feet(

**Components:(**V,(S,(M((a(small(piece(of(quartz)( **Duration:**(Concentration,(up(to(10(minutes(

You(create(a(wall(of(ice(on(a(solid(surface(within( range.(You(can(choose(to(make(the(wall(up(to(30( feet(long,(10(feet(high,(and(1(foot(thick,(or(a( hemispherical(dome(up(to(20(feet(in(diameter( and(1(foot(thick.(The(wall(lasts(for(the(duration.( ( When(the(wall(appears,(each(creature(within( its(area(is(pushed(away(from(the(wall’s(center( until(it(is(not(in(the(wall’s(space(and(then(makes( a(Dexterity(saving(throw.(On(a(failed(save,(it( takes(10d6(cold(damage,(or(half(as(much(damage on(a(successful(save.(

( The(wall(is(an(object(that(can(be(damaged(and( thus(breached.(It(has(AC(5(and(30(hp(per(10[foot( section,(and(it(is(vulnerable(to(fire(damage.( Reducing(a(10[foot(section(of(wall(destroys(it( and(leaves(behind(a(sheet(of(frigid(air(in(the( space(the(wall(occupied.(Any(creature(moving( through(the(sheet(of(frigid(air(must(make(a( Constitution(saving(throw((though(no(more(than( once(per(turn).(A(creature(takes(5d6(cold( damage(on(a(failed(save,(or(half(as(much(damage( on(a(successful(one.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(7th(level(or(higher,(the( damage(from(passing(through(the(sheet(of(frigid( air(increases(by(2d6(for(each(level(above(6th.(

Wall(of(Stone(

*5th/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(small(block(of(granite)( **Duration:**(Instantaneous(

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(at(least(one(other(panel.( Alternatively,(you(can(create(10[foot[by[20[foot( panels(that(are(only(3(inches(thick.((

( The(wall(can(have(any(shape(you(desire,( though(it(cannot(occupy(the(same(space(as(a( creature(or(object.(The(wall(need(not(be(vertical,( nor(rest(on(any(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(crenellations,(battlements,(and(so(on.( ( The(wall(is(an(object(made(of(stone(that(can(be( damaged(and(thus(breached.(Each(panel(has(AC(5, and(it(has(15(hit(points(per(inch(of(thickness.( Reducing(a(panel(to(0(hit(points(destroys(it(and( may(cause(connected(panels(to(collapse(at(the( DM’s(discretion.(

Wall(of(Thorns(

*6th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(90(feet(

**Components:(**V,(S,(M((a(handful(of(thorns)( **Duration:**(Concentration,(up(to(10(minutes(

You(create(a(wall(of(tough,(pliable,(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(30[foot(radius(and(is(up(to(20( feet(high(and(5(feet(thick.(The(wall(blocks(line(of( sight.(

( When(the(wall(appears,(each(creature(within( its(area(must(make(a(Dexterity(saving(throw.(On( a(failed(save,(it(takes(7d8(slashing(damage.(On(a( success,(the(creature(can(move(5(feet(so(it(is(not( in(the(wall.((

( A(creature(can(move(through(the(wall,(albeit( slowly(and(painfully.(For(every(5(feet(a(creature( would(travel(through(the(wall,(it(must(spend(20( feet(of(movement.(Furthermore,(a(creature(that( enters(the(wall’s(space(must(make(a(Dexterity( saving(throw(once(each(round(it’s(in(contact(with( the(wall.(On(a(failed(save,(a(creature(takes(7d8( slashing(damage.(On(a(successful(save,(it(takes( half(as(much(damage.(

* ***at#higher#levels.*(**when(you(cast(this(spell( using(a(spell(slot(of(a(level(higher(than(6th,(the( wall’s(length(increases(by(10(feet(or(the(size(of( its(radius(increases(by(5(feet(and(the(damage( increases(by(1d8(for(each(level(above(6th.(

Warding(Bond( *2nd/level\*abjuration\**

**Casting(Time:(**1(action(

**Range:**(Touch(

**Components:**(V,(S,(M((a(pair(of(platinum(rings( worth(at(least(50(gp(each;(The(rings(are(not( consumed(when(you(cast(the(spell,(and(you( and(the(target(must(both(wear(the(rings(for(the( duration)(

**Duration:**(1(hour(

This(spell(wards(a(willing(creature(you(touch(and creates(a(mystic(connection(between(you(and(the( subject(so(that(some(of(its(wounds(are( transferred(to(you.(The(target(gains(a(+1(bonus( to(AC(and(saving(throws(for(the(duration.( Additionally,(the(target(gains(resistance(to(all( damage(while(it(remains(within(50(feet(of(you.( However,(each(time(the(warded(creature(takes( damage,(you(take(the(same(amount(of(damage.( ( If(you(fall(to(0(hit(points,(or(you(and(the(subject( become(separated(by(more(than(50(feet,(the(spell( ends(early.(

Water(Breathing(

*3rd/level\*transmutation\**

**Casting(Time:(**1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(short(reed(or(piece(of( straw)(

**Duration:**(8(hours(

Choose(up(to(ten(willing(creatures(within(range.( In(addition(to(retaining(its(normal(mode(of( respiration,(each(creature(can(now(breathe( underwater(until(the(spell(ends.(

Water(Walk(

*3rd/level\*transmutation\**

**Casting(Time:**(1(action(

**Range:**(30(feet(

**Components:(**V,(S,(M((a(piece(of(cork)(

**Duration:**(1(hour(

Choose(up(to(ten(willing(creatures(within(range.( Until(the(spell(ends,(each(target(can(move(across( any(liquid(surface—such(as(water,(acid,(mud,( snow,(quicksand,(ice,(or(lava—as(if(it(were(solid( ground.((

( If(you(target(a(creature(submerged(in(a(liquid,( the(spell(carries(the(target(to(the(surface(of(the( liquid(at(a(rate(of(60(feet(per(round.(

Web(

*2nd/level\*conjuration\**

**Casting(Time:(**1(action(

**Range:**(60(feet(

**Components:(**V,(S,(M((a(bit(of(spiderweb)( **Duration:**(Concentration,(up(to(1(hour(

You(conjure(a(mass(of(thick,(sticky(webbing(at(a( point(of(your(choosing(within(range.(The(webs( fill(a(20[foot(radius(centered(on(that(point(for(the( duration.(The(webs(are(difficult(terrain(and( lightly(obscure(their(area.(

( If(the(webs(are(not(anchored(between(two( solid(masses((such(as(walls(or(trees)(or(layered( across(a(floor,(wall,(or(ceiling,(the(conjured(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.(

( Each(creature(that(starts(its(turn(in(the(webs( or(that(enters(them(for(the(first(time(during(its( turn(must(make(a(Dexterity(saving(throw.(On(a( failed(save,(the(creature(is(restrained(as(long(as(it( remains(in(the(webs(or(until(it(breaks(free.(

( A(creature(restrained(by(the(webs(can(use(its( action(to(make(a(Strength(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(at(the(start(of( your(next(turn.(The(fire(spreads(5(feet(at(the(end( of(each(turn(until(the(web(burns(away.(Any( creature(that(starts(its(turn(in(an(area(of(burning( webs(takes(2d4(fire(damage.(

Weird(

*9th/level\*illusion\**

**Casting(Time:(**1(action(

**Range:**(120(feet(

**Components:**(v,(s(

**Duration:**(Concentration,(up(to(one(minute(

Choose(a(point(within(range.(Each(living(creature( within(30(feet(of(that(point(must(make(a(Wisdom( saving(throw.(On(a(failed(save,(the(creature( becomes(frightened(for(the(duration(as(you( create(an(illusory(creature(within(the(creature’s( mind,(visible(only(to(it.(The(illusion(calls(on(the( creature’s(deepest(fears,(manifesting(its(worst( nightmares(in(an(implacable(threat.(At(the(start( of(each(of(the(affected(creature’s(turns,(it(must( succeed(on(a(Wisdom(saving(throw(or(take(4d10( psychic(damage.(

( At(the(end(of(each(of(an(affected(creature’s( turns,(it(can(make(an(Intelligence(saving(throw.( On(a(successful(save,(the(spell(ends(for(that( creature.(

Wind(Walk(

*6th/level\*transmutation\**

**Casting(Time:(**1(minute(

**Range:**(30(feet(

**Components:(**V,(S,(M((fire(and(holy(or(unholy( water)(

**Duration:**(8(hours(

You(and(up(to(10(willing(creatures(within(range( assume(a(cloud(form(for(the(duration,(appearing( as(nothing(more(than(a(wisp(of(cloud.(While(in(a( cloud(form,(a(creature(has(a(fly(speed(of(300(feet, and(has(resistance(against(damage(from( nonmagical(weapons.(The(only(actions(a( creature(can(take(in(this(form(are(to(dash(or(to( resume(its(normal(form.(Resuming(normal(form( takes(1(minute.(Until(the(duration(expires,(a( creature(can(revert(to(cloud(form;(this(also( requires(1(minute.((

( If(a(creature(is(in(cloud(form(and(flying(when( the(effect(ends,(it(descends(60(feet(per(round(for( 1(minute(until(it(lands,(which(it(does(safely.(If(it( cannot(land(after(1(minute,(the(creature(falls(the( remaining(distance.(

Wind(Wall(

*3rd/level\*evocation\**

**Casting(Time:**(1(action(

**Range:**(120(feet(

**Components:**(V,(S,(M((a(tiny(fan(and(a(feather(of( exotic(origin)(

**Duration:**(Concentration,(up(to(1(minute(

A(wall(of(strong(wind(rises(from(the(ground(at(a( point(you(choose(within(range.(You(can(choose( to(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(within( its(area(must(make(a(Strength(saving(throw.(On(a( failed(save,(the(creature(takes(3d8(bludgeoning( damage,(or(half(as(much(damage(on(a(successful( save.(

( The(strong(wind(keeps(fog,(smoke,(and(other( gases(at(bay.(Smaller(or(smaller(flying(creatures( or(objects(cannot(pass(through(the(barrier.(Loose materials(and(cloth(garments(brought(into(the( wall(fly(upward.(Arrows,(bolts,(and(other(Small( or(smaller(projectiles(launched(at(targets(behind( the(barrier(are(deflected(upward(and( automatically(miss.(Creatures(in(gaseous(form( cannot(pass(through(it.(

Wish(

*9th/level[[8]](#footnote-9)conjuration\**

**Casting(Time:(**1(action(

**Range:**(Self(

**Components:(**V(

**Duration:**(Instantaneous(

*Wish*(is(the(mightiest(spell(a(mortal(creature(can( cast.(By(simply(speaking(aloud,(you(can(alter(the( very(foundations(of(reality(in(accord(with(your( desires.(

( The(basic(use(of(this(spell(is(to(duplicate(any( other(spell(of(8th(level(or(lower.(You(do(not(need( to(meet(any(requirements.(The(spell(simply(takes effect.(

( Alternatively,(you(can(achieve(any(one(of(the( following(effects.(

itself(to(accommodate(the(new(result.(For( example,(a(*wish*(spell(could(undo(an( opponent’s(successful(save,(a(foe’s(successful( critical(hit,(a(friend’s(failed(save,(and(so(on.(You( must(accept(the(result(of(the(reroll,(even(if(it(is( less(favorable(to(you(than(the(original(roll.(

You(might(be(able(to(achieve(something(beyond( the(scope(of(the(above(examples.(To(do(so,(state( your(wish(to(the(DM(as(precisely(as(possible.( Your(DM(has(a(lot(of(latitude(in(ruling(what( occurs(in(such(an(instance;(the(greater(the(wish,( the(greater(the(likelihood(that(something(goes( wrong.(Either(the(spell*\**simply(fails,(the(effect( you(desire(is(only(partly(achieved,(or(you(suffer( some(unforeseen(consequence(as(a(result(of(how( the(wish(was(worded.(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( artifact(might(instantly(transport(you(to(the( presence(of(the(item’s(current(owner.(

( The(stress(of(casting(this(spell(to(produce(any( effect(other(than(duplicating(another(spell( weakens(you.(Until(you(complete(a(long(rest,(you( lose(the(ability(to(cast(spells.(In(addition,(your( Strength(drops(to(3,(if(it(is(not(3(or(lower(already, 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.(

Witch(Bolt(

*1st/level\*evocation\**

**Casting(Time:**(1(action(

**Range:(**30(feet(

**Duration:**(Concentration,(up(to(1(minute(

A(beam(of(crackling(blue(lightning(energy(lances( out(toward(a(creature(within(range,(creating(a( sustained(arc(of(lightning(between(you(and(the( target.(Make(a(ranged(attack(roll(against(that( creature,(with(a(bonus(to(the(roll(equal(to(your( magic(ability(modifier(+(your(spellcasting(bonus,( if(any.(On(a(hit,(the(target(takes(1d12(lightning( damage,(and(for(the(duration(of(the(spell(on(each( of(your(turns(you(can(use(your(action(to(sustain( the(lightning(and(deal(1d12(lightning(damage(to( the(target.(

( If(the(target(is(ever(more(than(30(feet(away( from(you,(or(if(the(target(ever(has(total(cover( from(you,(the(spell(ends(early.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(initial( damage(increases(by(1d12(for(each(level(above( 1st.(

Word(of(Recall(

*6th/level\*conjuration\**

**Casting(Time:**(1(action(

**Range:**(Self(

**Components:**(V(

**Duration:**(24(hours((

You(must(be(within(a(permanent(teleportation( circle(whose(sigil(sequence(you(learned(to(cast( the(spell.(As(an(action,(while(you(are(on(the(same( plane(of(existence(as(the(teleportation(circle( where(you(cast(this,(you(and(up(to(five(willing( creatures(you(choose(within(5(feet(of(you( instantly(transport(to(the(open(spaces(nearest(to( that(teleportation(circle.(This(spell(then(ends.(

Wrathful(Smite(

*1st/level\*evocation\**

**Casting(Time:**(Swift(

**Range:**(Self(

**Components:(**V(

**Duration:**(1(minute(

Cast(this(spell(when(you(hit(with(a(melee(weapon( attack(on(your(turn.(Your(weapon(stirs(up( feelings(of(doom(in(your(target,(and(the(attack( deals(1d6(extra(psychic(damage.(Additionally,( the(creature(must(make(a(Wisdom(saving(throw( or(be(frightened(until(the(spell(ends.(As(an(action, the(creature(can(make(a(Wisdom(check(against( your(spell(save(DC(to(steel(its(resolve(and(end( this(spell.(

* ***At#Higher#Levels.***(When(you(cast(this(spell( using(a(spell(slot(of(2nd(level(or(higher,(the(extra( damage(increases(by(1d6(for(each(level(above( 1st.(

Zone(of(Truth(

*2nd/level\*enchantment\**

**Components:(**v,(s(

**Duration:**(10(minutes(

Choose(a(point(within(range.(You(create(a( magical(zone(that(guards(against(deception.(Until the(spell(ends,(any(creature(that(enters(a(15[foot( radius(centered(on(that(point(or(that(starts(its( turn(there(must(make(a(Charisma(saving(throw.( On(a(failed(save,(a(creature(cannot(speak(a( deliberate(lie(while(in(the(radius.(You(know( whether(each(creature(succeeds(or(fails(on(its( saving(throw.(

( An(affected(creature(is(aware(of(the(spell(and( may(thus(avoid(answering(questions(to(which(it( would(normally(respond(with(a(lie.(Such(a( creature(can(be(evasive(in(its(answers(as(long(as( it(remains(within(the(boundaries(of(the(truth.(

**Casting(Time:**(1(action

**Range:**(60(feet(

Appendix:)Conditions

Conditions!alter!a!creature’s!capabilities!in!a! variety!of!ways!and!arise!as!a!result!of!a!spell!or! other!effect.!Most!conditions,!such!as!blinded! and!deafened,!are!impairments,!but!a!few,!such! as!incorporeal!and!invisible,!can!be!

advantageous.!

! A!condition!lasts!either!until!it!is!countered! (the!prone!condition!is!countered!by!standing!up, for!example)!or!for!a!duration!specified!by!the! effect!that!imposed!the!condition.!

! If!more!than!one!effect!impose!the!same! condition!on!a!creature,!each!instance!of!the! condition!has!its!own!duration,!but!the!effects!of! the!condition!are!not!compounded!on!the! creature.!

! The!following!definitions!specify!what! happens!to!a!creature!while!it!is!subjected!to!a! condition.!Each!definition!is!a!starting!point.!It’s! up!to!the!DM!to!determine!additional!details!that! might!be!appropriate!for!the!condition!in!certain! circumstances.!For!example,!an!intoxicated! character!normally!makes!ability!checks!with! disadvantage,!but!the!DM!might!decide!that!

Charisma!(Persuasion)!checks!made!to!influence! aleHloving!dwarves!don’t!suffer!this!drawback.!

Blinded!

* A!blinded!creature!automatically!fails!any! ability!check!that!requires!sight.!
* Attack!rolls!against!the!creature!have! advantage,!and!the!creature’s!attack!rolls!have! disadvantage.!

Charmed!

* A!charmed!creature!can’t!attack!the!charmer! or!target!the!charmer!with!harmful!abilities!or! magical!effects.!!
* The!charmer!has!advantage!on!any!ability! check!to!interact!socially!with!the!creature.!

Deafened!

* A!deafened!creature!automatically!fails!any! ability!check!that!requires!hearing.!

Frightened!

* A!frightened!creature!has!disadvantage!on! ability!checks!and!attack!rolls!while!the!source! of!its!fear!is!within!line!of!sight.!
* The!creature!can’t!willingly!move!to!a!position! where!it!would!end!a!turn!closer!to!the!source! of!its!fear!than!where!it!started.!

Grappled!

* A!grappled!creature’s!speed!becomes!0,!and!it! can’t!benefit!from!any!bonus!to!its!speed.!
* The!condition!ends!if!the!grappler!is! incapacitated!(see!the!condition).!
* The!condition!also!ends!if!an!effect,!such!as!the blast!created!by!the!*thunderwave*!spell,!

removes!the!grappled!creature!from!the!reach! of!the!grappler!or!grappling!effect.!

Incapacitated!

* An!incapacitated!creature!can’t!take!actions.!
* The!creature!also!can’t!use!its!reaction.!

Incorporeal!

* An!incorporeal!creature!has!resistance!against! nonmagical!damage.!
* The!creature!can!move!through!any!object!or! creature,!but!can’t!stop!there.!

Intoxicated!

* An!intoxicated!creature!has!disadvantage!on! attack!rolls!and!ability!checks.!
* To!cast!a!spell,!the!creature!must!first!succeed! on!a!DC!10!Constitution!check.!Otherwise,!the! spellcasting!action!is!wasted,!but!the!spell!is! not.!

Invisible!

* An!invisible!creature!is!impossible!to!see! without!the!aid!of!magic!or!a!special!sense.!For! the!purpose!of!hiding,!the!creature!is!heavily! obscured.!The!creature’s!location!can!be!

detected!by!any!noise!it!makes!or!any!tracks!it! leaves.!

* Attack!rolls!against!the!creature!have! disadvantage,!and!the!creature’s!attack!rolls! have!advantage.!

Paralyzed!

* A!paralyzed!creature!is!incapacitated!(see!the! condition).!
* The!creature!can’t!move!or!speak.!!
* The!creature!automatically!fails!Strength!and! Dexterity!saving!throws.!
* Attack!rolls!against!the!creature!have! advantage.!
* Any!attack!that!hits!the!creature!is!a!critical!hit! if!the!attacker!is!within!5!feet!of!the!creature.!

Prone!

* A!prone!creature’s!only!movement!option!is!to! crawl,!unless!it!stands!up!and!thereby!ends!the condition.!
* The!creature!has!disadvantage!on!attack!rolls.!
* An!attack!roll!against!the!creature!has!

advantage!if!the!attacker!is!within!5!feet!of!the! creature.!Otherwise,!the!attack!roll!has!

disadvantage.!

Restrained!

* A!restrained!creature’s!speed!becomes!0,!and! it!can’t!benefit!from!any!bonus!to!its!speed.!
* Attack!rolls!against!the!creature!have! advantage,!and!the!creature’s!attack!rolls!have! disadvantage.!
* The!creature!has!disadvantage!on!Dexterity! saving!throws.!

Stunned!

* A!stunned!creature!is!incapacitated!(see!the! condition).!
* The!creature!can’t!move!or!speak.!
* The!creature!automatically!fails!Strength!and! Dexterity!saving!throws.!
* Attack!rolls!against!the!creature!have! advantage.!

Unconscious!

* An!unconscious!creature!is!incapacitated!(see! the!condition).!
* The!creature!drops!whatever!it’s!holding!and! falls!prone.!
* The!creature!can’t!move!or!speak.!
* The!creature!automatically!fails!Strength!and!

Dexterity!saving!throws.!

* Attack!rolls!against!the!creature!have! advantage.!
* Any!attack!that!hits!the!creature!is!a!critical!hit! if!the!attacker!is!within!5!feet!of!the!creature.!

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long9term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion.

Exhaustion is measured in six levels. An effect can cause a creature to suffer one or more levels of exhaustion, as specified in the effect’s description.

**Level Effect**

1. Disadvantage on ability checks
2. Speed halved
3. Disadvantage on attack rolls and saving throws
4. Hit point maximum halved
5. Speed reduced to 0
6. Death

As a creature’s level of exhaustion increases, the effects worsen. The creature suffers the effect not only of the current level of exhaustion, but also of all the previous levels, so a creature suffering level 2 exhaustion has its speed halved and also has disadvantage on ability checks.

An effect that removes exhaustion reduces its level, with all exhaustion effects disappearing if a creature’s exhaustion level is reduced below 1.

Finishing a long rest reduces a creature’s exhaustion level by 1, provided that the creature has also ingested some food and drink.

• Find(the(best(person(to(talk(to(for(news,( rumors,(and(gossip(

• Blend(into(a(crowd(to(get(the(sense(of(key( topics(of(conversation(

Every(character(and(monster(has(a(speed,(which( is(the(distance(in(feet(that(the(character(or(

1. Choose\*a\*sorcerous\*origin,\*which\*describes\*the\* source\*of\*your\*innate\*magical\*power:\*Draconic\* Bloodline\*or\*Wild\*Magic,\*both\*detailed\*at\*the\*end\* of\*the\*class\*description.\* [↑](#footnote-ref-2)
2. Your\*choice\*grants\*you\*features\*when\*you\* choose\*it\*at\*1st\*level,\*and\*then\*again\*at\*6th,\*14th,\* and\*18th\*level.\*

   At\*3rd\*level,\*you\*gain\*the\*ability\*to\*twist\*your\* spells\*to\*suit\*your\*needs.\*You\*gain\*two\*of\*the\* following\*Metamagic\*options\*of\*your\*choice.\*You\* gain\*another\*one\*at\*10th\*and\*17th\*level.\* [↑](#footnote-ref-3)
3. You\*can\*use\*only\*one\*Metamagic\*option\*on\*a\* spell\*when\*you\*cast\*it,\*unless\*otherwise\*noted.\* [↑](#footnote-ref-4)
4. Control(a(heavily(laden(cart(on(a(steep(descent(

   • Steer(a(chariot(around(a(tight(turn(

   • Pick(a(lock(

   • Securely(tie(up(a(prisoner(

   • Wriggle(free(of(bonds(

   • Win(a(game(of(speed(or(agility(

   • Play(a(stringed(instrument(

   • Craft(a(small(or(detailed(object( [↑](#footnote-ref-5)
5. Movement(through(dangerous(dungeons(or( wilderness(areas(often(involves(more(than( simply(walking—adventurers(might(have(to( [↑](#footnote-ref-6)
6. You(create(a(tiny,(harmless(sensory(effect(that( lasts(for(up(to(1(minute(and(predicts(what(the( weather(will(be(at(your(location(for(the(next( 24(hours.(You(might(create(a(golden(orb(for( clear(skies,(a(cloud(for(rain,(falling(snowflakes( for(snow,(and(so(on.( [↑](#footnote-ref-7)
7. You(create(an(instantaneous(sensory(effect( that(is(harmless,(such(as(a(shower(of(sparks,(a( puff(of(wind,(faint(musical(notes,(or(an(odd( odor.(

   • You(instantaneously(light(or(snuff(out(a(candle,( a(torch,(or(a(small(campfire.(

   • You(instantaneously(clean(or(soil(an(item(no( larger(than(a(cubic(foot.( [↑](#footnote-ref-8)
8. Create(one(object(of(up(to(25,000(gp(in(value( that(is(not(a(magic(item.(

   • Create(one(common,(uncommon,(or(rare(magic( item.(

   • Allow(up(to(twenty(creatures(to(regain(all(hit( points(and(end(all(effects(on(them(described(in( the(*greater\*restoration\**spell.(

   • Grant(up(to(ten(creatures(immunity(to(a( damage(type,(a(magical(effect,(or(some(other( effect(for(8(hours.(For(instance,(you(could( make(yourself(and(all(your(companions( immune(to(a(lich’s(life(drain(attack.(

   • Undo(a(single(recent(event(by(forcing(a(reroll( of(any(roll(made(within(the(last(round( (including(your(last(turn).(Reality(reshapes( [↑](#footnote-ref-9)