

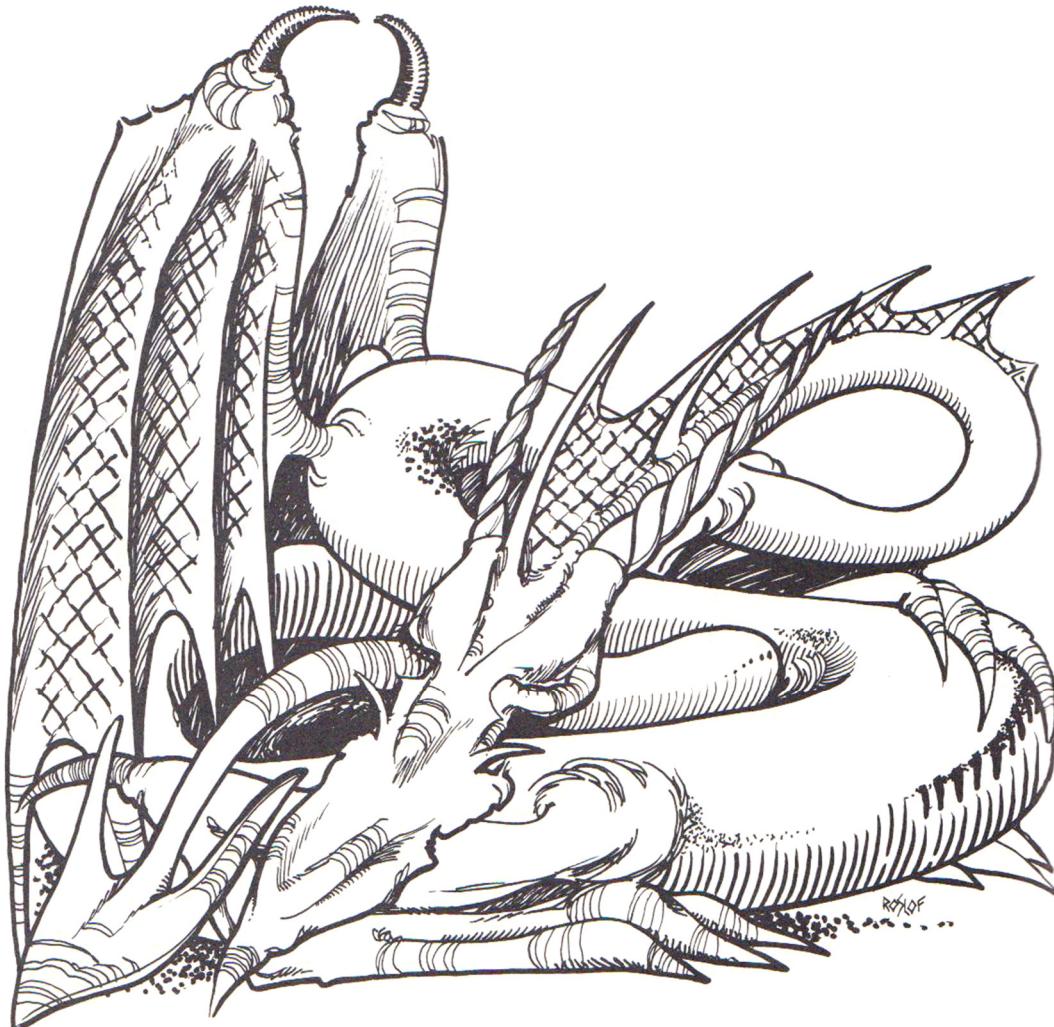
D&D®

# PLAYER'S HANDBOOK



Everything a player needs to create heroic characters  
for the world's greatest roleplaying game

# DUNGEONS & DRAGONS



## PLAYER'S HANDBOOK

*Everything a player needs to create heroic characters  
for the world's greatest roleplaying game.*

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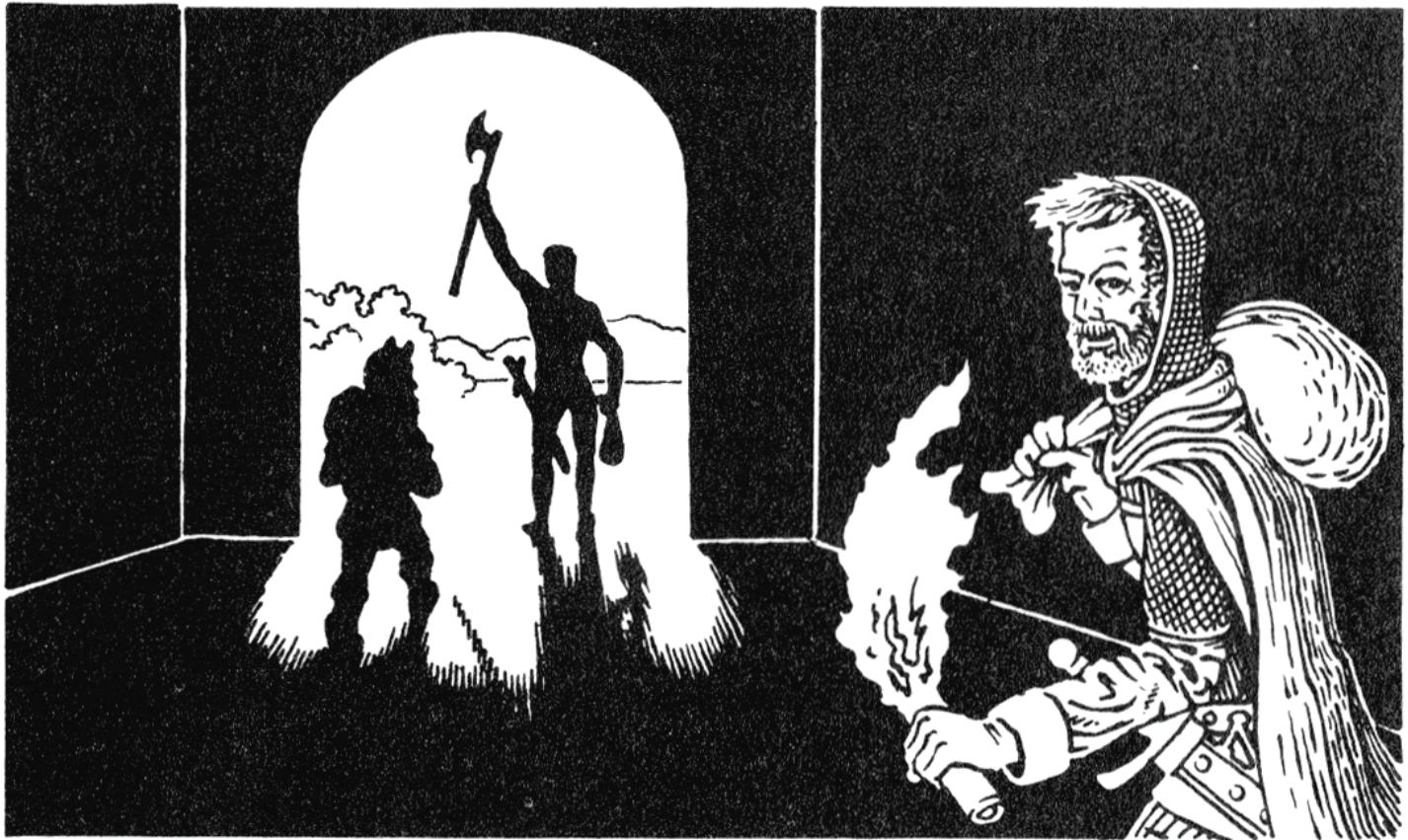


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## INTRODUCTION

The Dungeons & Dragons roleplaying game is about storytelling in worlds of swords and sorcery. It shares elements with childhood games of make-believe. Like those games, D&D is driven by imagination.

It's about picturing the towering castle beneath the stormy night sky and imagining how a fantasy adventurer might react to the challenges that scene presents.

Dungeon Master (DM): After passing through the craggy peaks, the road takes a sudden turn to the east and Castle Ravenloft towers before you. Crumbling towers of stone keep a silent watch over the approach.

They look like abandoned guardhouses. Beyond these, a wide chasm gapes, disappearing into the deep fog below. A lowered drawbridge spans the chasm, leading to an arched entrance to the castle courtyard.

The chains of the drawbridge creak in the wind, their rust-eaten iron straining with the weight. From atop the high strong walls, stone gargoyles stare at you from hollow sockets and grin hideously. A rotting wooden portcullis, green with growth, hangs in the entry tunnel. Beyond this, the main doors of Castle Ravenloft stand open, a rich warm light spilling into the courtyard.

Phillip (playing Gareth): I want to look at the gargoyles. I have a feeling they're not just statues.

Amy (playing Riva): The drawbridge looks precarious? I want to see how sturdy it is. Do I think we can cross it, or is it going to collapse under our weight?

Unlike a game of make-believe, D&D gives structure to the stories, a way of determining the consequences of the adventurers' action. Players roll dice to resolve whether their attacks hit or miss or whether their adventurers can scale a cliff, roll away from the strike of a magical Lightning Bolt, or pull off some other dangerous task. Anything is possible, but the dice make some outcomes more probable than others.

Dungeon Master (DM): OK, one at a time. Phillip, you're looking at the gargoyles?

Phillip: Yeah. Is there any hint they might be creatures and not decorations?

DM: Make an Intelligence check.

Phillip: Does my Investigation skill apply?

DM: Sure!

Phillip (rolling a d20): Ugh. Seven.

DM: They look like decorations to you. And Amy, Riva is checking out the drawbridge?

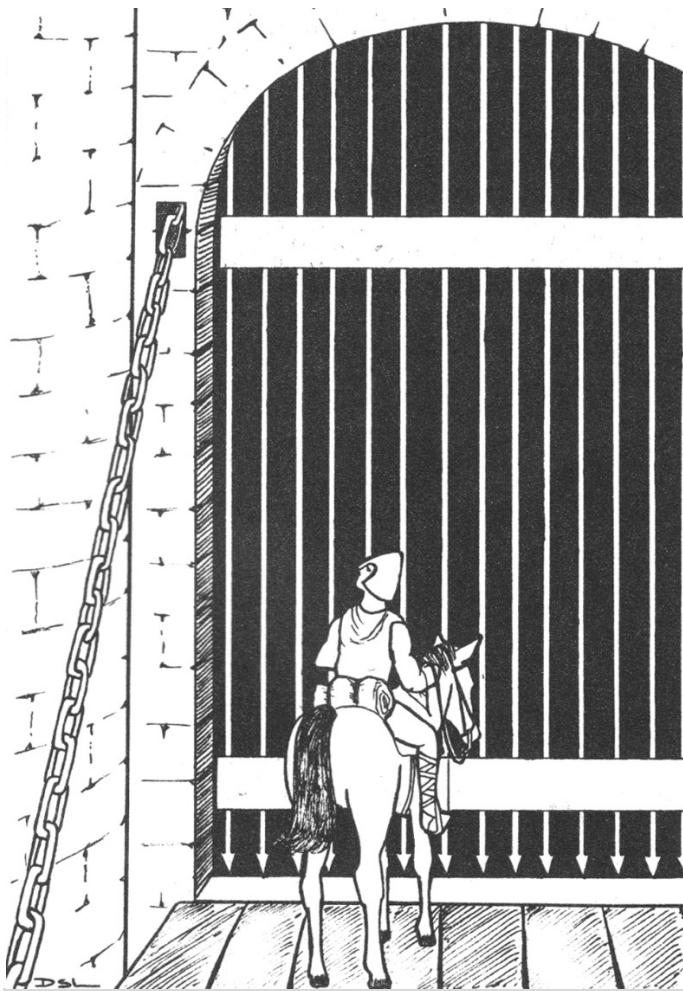
In the Dungeons & Dragons game, each player creates an adventurer (also called a character) and teams up with other adventurers (played by friends).

Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple deep in a jungle, or a lava-filled cavern beneath a mysterious mountain. The adventurers can solve puzzles, talk with other characters, battle fantastic monsters, and discover fabulous magic items and other treasure.

One player, however, takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the characters, who navigate its hazards and decide which paths to explore. The DM might describe the entrance to Castle Ravenloft, and the players decide what they want their adventurers to do. Will they walk across the dangerously weathered drawbridge? Tie themselves together with rope to minimize the chance that someone will fall if the drawbridge gives way? Or cast a spell to carry them over the chasm? Then the DM determines the results of the adventurers' actions and narrates what they experience. Because the DM can improvise to react to anything the players attempt, D&D is infinitely flexible, and each adventure can be exciting and unexpected.

The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story called a campaign. Many people who play the game keep their campaigns going for months or years, meeting with their friends every week or so to pick up the story where they left off. The adventurers grow in might as the campaign continues. Each monster defeated, each adventure completed, and each treasure recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's level.

There's no winning and losing in the Dungeons & Dragons game - at least, not the way those terms are usually understood. Together, the DM and the players create an exciting story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the player might choose to create a new character to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.



## Worlds of Adventure

The many worlds of the Dungeons & Dragons game are places of magic and monsters, of brave warriors and spectacular adventures. They begin with a foundation of medieval fantasy and then add the creatures, places, and magic that make these worlds unique.

The worlds of the Dungeons & Dragons game exist within a vast cosmos called the multiverse, connected in strange and mysterious ways to one another and to other planes of existence, such as the Elemental Plane of Fire and the Infinite Depths of the Abyss. Within this multiverse are an endless variety of worlds. Many of them have been published as official settings for the D&D game. The legends of the Forgotten Realms, Dragonlance, Greyhawk, Dark Sun, Mystara, and Planescape settings are woven together in the fabric of the multiverse.

Alongside these worlds are hundreds of thousands more, created by generations of D&D players for their own games. And amid all the richness of the multiverse, you might create a world of your own.

All these worlds share characteristics, but each world is set apart by its own history and cultures, distinctive monsters and races, fantastic geography, ancient dungeons, and scheming villains. Some races have unusual traits in different worlds. The halflings of the Dark Sun setting, for example, are jungle-dwelling cannibals, and the elves are desert nomads. Some worlds feature races unknown in other settings, such as Planescape's barioaur, goat-like humanoids that are native to the plane of Ysgard. Some worlds are dominated by one great story, like the War of the Lance that plays a central role in the Dragonlance setting. But they're all D&D worlds, and you can use the rules in this book to create a character and play in any one of them.

Your DM might set the campaign on one of these worlds or on one that he or she created. Because there is so much diversity among the worlds of D&D, you should check with your DM about any house rules that will affect your play of the game. Ultimately, the Dungeon Master is the authority on the campaign and its setting, even if the setting is a published world.

## Using This Book

The Player's Handbook is divided into three parts. Part 1 is about creating a character, providing the rules and guidance you need to make the character you'll play in the game. It includes information on the various races, classes, backgrounds, equipment, and other customization options that you can choose from.

Many of the rules in part 1 rely on material in parts 2 and 3. If you come across a game concept in part 1 that you don't understand, consult the book's index. Part 2 details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

Part 3 is all about magic. It covers the nature of magic in the worlds of D&D, the rules for spellcasting, and the huge variety of spells available to magic-using characters (and monsters) in the game.

## How to Play

The play of the Dungeons & Dragons game unfolds according to this basic pattern:

1. The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).
2. The players describe what they want to do. Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The DM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal combat against a mighty dragon. In certain situations, particularly combat, the action is

more structured and the players (and DM) take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventure takes place in the imagination of the players and DM, relying on the DM's verbal descriptions to set the scene. Some DMs like to use music, art, or recorded sound effects to help set the mood, and many players and DMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a DM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

## Specific Beats General

This book contains rules that govern how the game plays. That said, many racial traits, class features, spells, magic items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins.

Exceptions to the rules are often minor. For instance, many adventurers don't have proficiency with longbows, but every elf does because of a racial trait. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally pass through walls, but some spells make that possible. Magic accounts for most of the major exceptions to the rules.

## Game Dice

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter "d" followed by the number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit.

Example: If you roll a 7 and a 1, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add.

Example: "3d8 + 5" means that you roll three eight-sided dice, add them together, and add 5 to the total.

The same "d" notation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

## The D20

Does an adventurer's sword swing hurt a dragon or just bounce off its iron-hard scales? Will the ogre believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a Fireball, or does he or she take full damage from the blaze?

In cases where the outcome of an action is uncertain, the Dungeons & Dragons game relies on rolls of a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by six ability scores. The abilities are Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.)

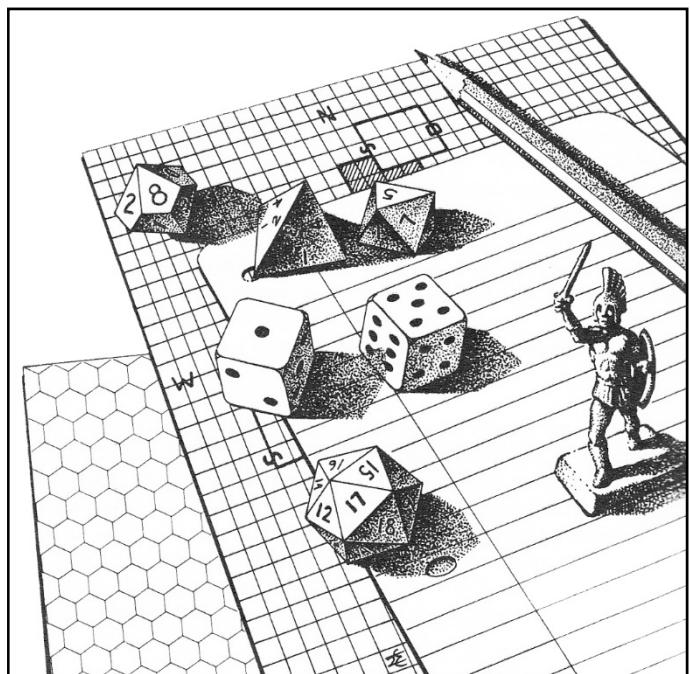
These ability scores, and the ability modifiers derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps:

1. Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill. (See chapter 1 for details on each ability and how to determine an ability's modifier.)
2. Apply circumstantial bonuses and penalties. A class feature, a spell, a particular circumstance, or some other effect might give a bonus or penalty to the check.
3. Compare the total to a target number. If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure.

The DM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC).

This simple rule governs the resolution of most tasks in D&D play. Chapter 7 provides more detailed rules for using the d20 in the game.



## Advantage and Disadvantage

Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

Example: If you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

More detailed rules for advantage and disadvantage are presented in chapter 7.

## Round Down

There's one more rule about die rolls that you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

## Adventures

The Dungeons & Dragons game consists of a group of characters embarking on an adventure that the Dungeon Master presents to them. Each character brings particular capabilities to the adventure in the form of ability scores and skills, class features, racial traits, equipment, and magic items. Every character is different, with various strengths and weaknesses, so the best party of adventurers is one in which the characters complement each other and cover the weaknesses of their companions. The adventurers must cooperate to successfully complete the adventure.

The adventure is the heart of the game, a story with a beginning, a middle, and an end. An adventure might be created by the Dungeon Master or purchased off the shelf, tweaked and modified to suit the DM's needs and desires. In either case, an adventure features a fantastic setting, whether it's an underground dungeon, a crumbling castle, a stretch of wilderness, or a bustling city.

It features a rich cast of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs). Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the NPCs is a villain whose agenda drives much of an adventure's action. Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their best to kill or capture each other in combat. At other times, the adventurers talk to another creature (or even a magical object) with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to civilization to rest and enjoy the spoils of their labors.

But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series - a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

## The Three Pillars of Adventure

Adventurers can try to do anything their players can imagine, but it can be helpful to talk about their activities in three broad categories:

1. Exploration: Exploration includes both the adventurers' movement through the world and their interaction with objects and situations that require their attention. Exploration is the give-and-take of the players describing what they want their characters to do, and the Dungeon Master telling the players what happens as a result. On a large scale, that might involve the characters spending a day crossing a rolling plain or an hour making their way through caverns underground. On the smallest scale, it could mean one character pulling a lever in a dungeon room to see what happens.
2. Social Interaction: Social interaction features the adventurers talking to someone (or something) else. It might mean demanding that a captured scout reveals the secret entrance to the goblin lair, getting information from a rescued prisoner, pleading for mercy from an orc chieftain, or persuading a talkative magic mirror to show a distant location to the adventurers. The rules in chapters 7 and 8 support exploration and social interaction, as do many class features in chapter 3 and alignments in chapter 4.
3. Combat: Combat, the focus of chapter 9, involves characters and other creatures swinging weapons, casting spells, maneuvering for position, and so on - all in an effort to defeat their opponents, whether that means killing every enemy, taking captives, or forcing a rout. Combat is the most structured element of a D&D session, with creatures taking turns to make sure that everyone

gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts like surfing down a flight of stairs on a shield, to examine the environment (perhaps by pulling a mysterious lever), and to interact with other creatures, including allies, enemies, and neutral parties.

## The Wonders of Magic

Few D&D adventures end without something magical happening. Whether helpful or harmful, magic appears frequently in the life of an adventurer, and it is the focus of chapters 10 and 11.

In the worlds of Dungeons & Dragons, practitioners of magic are rare, set apart from the masses of people by their extraordinary talent. Common folk might see evidence of magic on a regular basis, but it's usually minor - a fantastic monster, a visibly answered prayer, a wizard walking through the streets with an animated shield guardian as a bodyguard.

For adventurers, though, magic is key to their survival. Without the healing magic of clerics and paladins, adventurers would quickly succumb to their wounds.

Without the uplifting magical support of bards and clerics, warriors might be overwhelmed by powerful foes. Without the sheer magical power and versatility of wizards and druids, every threat would be magnified tenfold.

Magic is also a favored tool of villains. Many adventures are driven by the machinations of spellcasters who are hell-bent on using magic for some ill end. A cult leader seeks to awaken a god who slumbers beneath the sea, a hag kidnaps youths to magically drain them of their vigor, a mad wizard labors to invest an army of automatons with a facsimile of life, a dragon begins a mystical ritual to rise up as a god of destruction - these are just a few of the magical threats that adventurers might face. With magic of their own, in the form of spells and magic items, the adventurers might prevail!



# CHAPTER 1: STEP-BY-STEP CHARACTERS



Your first step in playing an adventurer in the Dungeons & Dragons game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or halfling) and a class (such as fighter or wizard). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Dungeons & Dragons world.

Before you dive into step 1 below, think about the kind of adventurer you want to play. You might be a courageous fighter, a skulking thief, a fervent cleric, or a flamboyant wizard. Or you might be more interested in an unconventional character, such as a brawny thief who likes hand-to-hand combat, or a sharpshooter who picks off enemies from afar. Do you like fantasy fiction featuring dwarves or elves? Try building a character of one of those races. Do you want your character to be the toughest adventurer at the table? Consider a class like barbarian or paladin. If you don't know where else to begin, take a look at the illustrations in this book to see what catches your interest.

Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

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 at the end of this book), 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.

**Building Bragi:** Each step of character creation includes an example of that step, with a player named Bob building his dwarf character, Bragi.

## I. Choose a Race

Every character belongs to a race, one of the many intelligent humanoid species in the D&D world. The most common player character races are dwarves, elves, halflings, and humans. Some races also have subraces, such as mountain dwarf or wood elf. Chapter 2 provides more information about these races, as well as the less widespread races of gnomes, half-elves, and half-orcs.

The race you choose contributes to your character's identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your character's race grants particular racial traits, such as special senses, proficiency with certain weapons, proficiency in one or more skills, or the ability to use minor spells. These traits sometimes dovetail with the capabilities of certain classes (see step 2).

**Example:** The racial traits of halflings make them exceptional thieves, and grey elves tend to be powerful wizards. Sometimes playing against type can be fun, too. Half-orc paladins and mountain dwarf thieves, for example, can be unusual but memorable characters.

Your race also adjusts one or more of your ability scores, which you determine in step 3. Note these adjustments and remember to apply them later.

Record the traits granted by your race on your character sheet. Be sure to note your starting languages and your base speed as well.

**Building Bragi, 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, including his speed of 25 feet and the languages he knows: Common and Dwarvish.

## II. 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 described in chapter 3.

Your character receives a number of benefits from your choice of class. Many of these benefits are class features - capabilities (including spellcasting) that set your character apart from members of other classes.

You also gain a number of proficiencies: armor, weapons, and skills. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie. On your character sheet, record all the features that your class gives you at 1<sup>st</sup> level.

### Level

Typically, a character starts at 1<sup>st</sup> level and advances in level by adventuring and gaining experience points (XP). A 1<sup>st</sup> level character is 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 1<sup>st</sup> level marks your character's entry into the adventuring life. If you're already familiar with the game, or if you are joining an existing D&D campaign, your DM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your levels past 1<sup>st</sup>. Also, record your experience points. A 1<sup>st</sup> level character has 0 XP. A higher-level character typically begins with the minimum amount of XP required to reach that level (see "Beyond 1<sup>st</sup> Level" on page 7).

### 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 1<sup>st</sup> 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, as indicated in your class description. (You also add your Constitution modifier, which you'll determine in step 3.) This is also your hit point maximum.

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).

### Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1<sup>st</sup> 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
- Saving throws
- Saving throw Difficulty Class (DC) for spells you cast (see chapter 10)

Your class determines your weapon armor, and skill proficiencies. (Skills are described in chapter 7). Some races give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't 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. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, or halve it only once.

**Building Bragi, Step 2:** Bob imagines Bragi charging into battle with an axe, one horn on his helmet broken off. He makes Bragi a fighter and notes the fighter's proficiencies and 1<sup>st</sup> level class features on his character sheet.

As a 1<sup>st</sup> level fighter, Bragi has 1 Hit Die - a d10 - and starts with hit points equal to 10+his Constitution modifier. Bob notes this, and will record the final number after he determines Bragi's Constitution score (see step 3). Bob also notes the proficiency bonus for a 1<sup>st</sup> level character, which is +2.

### III. Determine Ability Scores

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

The six abilities and their use in the game are described in chapter 7. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races adjust which abilities, and what classes consider each ability particularly important.

#### Ability Score Summary

##### Strength

Measures: Natural athleticism, bodily power

Important for: Barbarian, fighter, paladin, ranger

Racial Increases (+2): Half-orcs

Racial Penalties (-2): Forest and surface gnomes, and lightfoot and stout halflings

##### Intelligence

Measures: Mental acuity, information recall, analytical skill

Important for: Wizard

Racial Increases (+1): Grey elves

##### Wisdom

Measures: Awareness, intuition, insight

Important for: Cleric, druid, paladin, ranger

##### Dexterity

Measures: Physical agility, reflexes, balance, poise

Important for: Monk, ranger, thief

Racial Increases (+2): High and wood elves, and lightfoot halflings

Racial Increases (+1): Grey elves, half-elves, and stout halflings

Racial Penalties (-1): Mountain dwarves

##### Constitution

Measures: Health, stamina, vital force

Important for: Everyone

Racial Increases (+2): Hill and mountain dwarves, deep, forest and surface gnomes, and half-orcs

Racial Increases (+1): Stout halflings

Racial Penalties (-2): Grey, high, and wood elves

##### Charisma

Measures: Confidence, eloquence, leadership

Important for: Bard, paladin

Racial Penalties (-2): Hill dwarves, deep gnomes, and half-orcs

Racial Penalties (-1): Mountain dwarves

### Ability Score Generation

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this 5 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 use the following scores instead: 16, 15, 14, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Intelligence, Wisdom, Dexterity, Constitution, 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 using the table below. Write the modifier next to each of your scores.

**Building Bragi, Step 3:** Bob decides to use the standard set of scores (16, 15, 14, 12, 10, 8) for Bragi's abilities. Since he's a fighter, he puts his highest score, 16, in Strength. His next highest, 15, goes in Constitution. Bragi might be a brash fighter, but Bob decides he wants the hill dwarf to be older, wiser, and a good leader, so he puts decent scores in Wisdom and Charisma. After applying his racial adjustments (increasing Bragi's Constitution by 2 and decreasing his Charisma by 2), Bragi's ability scores and modifiers look like this:

Strength 16 (+3), Intelligence 8 (-1), Wisdom 12 (+1), Dexterity 10 (+0), Constitution 17 (+3), Charisma 12 (+1).

Bob fills in Bragi's final hit points: 10 + his Constitution modifier of +3, for a total of 13 hit points.

Ability Score	Ability Modifier
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	±0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

### IV. 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. Using the information in chapter 4, you can flesh out your character's physical appearance and background. Choose your character's alignment (the moral compass that guides his or her decisions) and ideals.

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 a burly or athletic body, while a character with low Strength might be scrawny or plump.
- A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget 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, foolhardy, or oblivious.
- 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 usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail.
- A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with low Charisma might come across as abrasive, inarticulate, or timid.

**Building Bragi, Step 4:** Bob fills in some of Bragi's basic details: his name, his sex (male), his height and weight, 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 Bragi comes from a noble line, but his clan was expelled from its homeland when Bragi was very young.

Bob has a pretty clear picture of Bragi's personality in mind, that Bragi is a caring, sensitive dwarf who genuinely loves his friends and allies, but he hides this soft heart behind a gruff, snarling demeanor.



## V. Choose Equipment

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).

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

### Armor Class

Your Armor Class (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear armor or carry shields, however.

Without armor or a shield, your character's AC equals  $10 + \text{his or her Dexterity modifier}$ . If your character wears armor, carries a shield, or both, calculate your AC using the rules in chapter 5. Record your AC on your character sheet.

Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class.

There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in chapter 5.

Some spells and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

### Weapons

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

- For attacks with melee weapons, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a short sword, can use your Dexterity modifier instead.
- For attacks with ranged weapons, use your Dexterity modifier for attack and damage rolls. A weapon that has the thrown property, such as a handaxe, can use your Strength modifier instead.

**Building Bragi, Step 5:** Bob writes down the equipment that he has purchased for his character. His starting equipment includes chain mail and a shield, which combine to give Bragi an Armor Class of 18.

For Bragi's weapons, Bob chooses a battleaxe and two handaxes. His battleaxe is a melee weapon, so Bragi uses his Strength modifier for his attacks and damage. His attack bonus is his Strength modifier (+3) plus his proficiency bonus (+2), for a total of +5. The battleaxe deals 1d8 slashing damage, and Bragi adds his Strength modifier to the damage when he hits, for a total of 1d8+3 slashing damage. When throwing a handaxe, Bragi has the same attack bonus (handaxes, as thrown weapons, use Strength for attacks and damage), and the weapon deals 1d6+3 slashing damage when it hits.

## VI. 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 perils 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 1<sup>st</sup> Level

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. 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. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up). When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained.

For example, when Bragi reaches 11<sup>th</sup> level, 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 11.

The Character Advancement table on page 8 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 in your character's class description to see what other improvements you gain at each level.

## Ability Score Improvement

When you reach 5<sup>th</sup> level, and again at 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> 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 usual, you can't increase an ability score above 20 using this feature. Chapter 6 provides customization options, called feats, that may be chosen in place of ability score improvement.

## Tiers of Play

The shading in the Character Advancement table shows the four tiers of play. The tiers don't have any rules associated with them; they are a general description of how the play experience changes as characters gain levels.

In the first tier (levels 1-4), characters are effectively apprentice adventurers. They are learning the features that define them as members of particular classes. The threats they face are relatively minor, usually posing a danger to local farmsteads or villages.

In the second tier (levels 5-10), characters come into their own. Many spellcasters gain access to 3<sup>rd</sup> level spells at the start of this tier, crossing a new threshold of magical power with spells such as *Fireball* and *Lightning Bolt*. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have become important, facing dangers that threaten cities and kingdoms.

In the third tier (levels 11-16), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among adventurers. At 11<sup>th</sup> level, many spellcasters gain access to 6<sup>th</sup> level spells, some of which create effects previously impossible for player characters to achieve. Other characters gain features that allow them to make more attacks or do more impressive

things with those attacks. These mighty adventurers often confront threats to whole regions and continents.

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

## Character Advancement

Experience Points	Level	Hit Dice	Proficiency Bonus
0	1	1	+2
750	2	2	+2
2,000	3	3	+2
4,000	4	4	+2
7,500	5	5	+3
15,000	6	6	+3
25,000	7	7	+3
40,000	8	8	+3
60,000	9	9	+4
80,000	10	10	+4
100,000	11	11	+4
125,000	12	12	+4
150,000	13	13	+5
180,000	14	14	+5
210,000	15	15	+5
250,000	16	16	+5
300,000	17	17	+6
350,000	18	18	+6
400,000	19	19	+6
450,000	20	20	+6



# CHAPTER 2: RACES

A visit to one of the great cities of one of the worlds of Dungeons & Dragons - Waterdeep, the Free City of Greyhawk, or even uncanny Sigil, the City of Doors - overwhelms the senses. Voices chatter in countless different languages. The smells of cooking in dozens of different cuisines mingle with the odors of crowded streets and poor sanitation. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves - people of varying size, shape, and color, dressed in a dazzling spectrum of styles and hues - represent many different races, from diminutive halflings and stout dwarves to majestically beautiful elves, mingling among a variety of human ethnicities.

Scattered among the members of these more common races are those less commonly seen: a hulking half-orc here, pushing his way through the crowd, and a wistful gnome there, thinking of a simpler time beneath the lush hills of his homeland. Half-elves live and work alongside humans and elves, without fully belonging to the races of either of their parents.

## Choose a Race

Humans are the most common people in the worlds of D&D, but 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 player-controlled adventurer. Dwarves, elves, halflings, and humans are the most common races to produce the sort of adventurers who make up typical parties. Gnomes, half-elves, and half-orcs 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.

**Example:** A halfling could be a good choice for a sneaky thief, 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 cues for building your character's story. Each race's description in this chapter 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 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.

## Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

**Ability Score Increases and Decreases:** Every race increases one or more of a character's ability scores. Most races also decrease one or more of a character's ability scores.

Race	Ability Score Adjustments
Dwarf, hill	Constitution +2, Charisma -2
Dwarf, mountain	Constitution +2, Dexterity -1, Charisma -1
Elf, grey	Intelligence +1, Dexterity +1, Constitution -2
Elf, high	Dexterity +2, Constitution -2
Elf, wood	Dexterity +2, Constitution -2
Gnome, forest	Constitution +2, Strength -2
Gnome, rock	Constitution +2, Strength -2
Gnome, deep	Constitution +2, Charisma -2
Half-Elf	Dexterity +1, +1 to any other ability score
Half-Orc	Strength +2; Constitution +2; Charisma -2
Halfling, lightfoot	Dexterity +2, Strength -2
Halfling, stout	Dexterity +1, Constitution +1, Strength -2
Human	+2 to any two ability scores

**Age:** The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores.

**Example:** If you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

**Alignment:** Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

**Size:** Characters of most races are Medium, a size category including creatures that are roughly 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. The most important of these rules is that Small characters have trouble wielding Large weapons, as explained in chapter 6.

**Speed:** Your speed determines how far you can move when traveling (chapter 8) and fighting (chapter 9).

**Languages:** By virtue of your race, your character can speak, read, and write certain languages. Chapter 4 lists the most common languages of the D&D multiverse.

**Subraces:** Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from race to race and world to world. In the Dragonlance campaign setting, for example, mountain dwarves and hill dwarves live together as different clans of the same people, but in the Forgotten Realms, they live far apart in separate kingdoms and call themselves shield dwarves and gold dwarves, respectively.

**Favored Classes:** All characters have classes that members of that race have an affinity towards. A character who advances in a favored class gains 1 hit point per level (up to the maximum allowed by their class's Hit Die type). These favored classes are based upon typical representations of these races in classic Dungeons & Dragons settings, such as The World of Greyhawk, the Forgotten Realms, Planescape, and Dragonlance.

Of course, your DM may modify these to suit their particular campaign. For example, dwarves are shriveled and conniving magicians and tricksters in Norse myth and legend. As such, dwarves in a Norse myth-inspired game would typically be wizards and thieves rather than fighters and clerics.





## 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 all dwarves.

### Short and Stout

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. Though they stand well under 5 feet tall, dwarves are so broad and compact that they can weigh as much as a human standing nearly two feet taller. Their courage and endurance are also easily a match for any of the larger folk.

Dwarven skin ranges from deep brown to a paler hue tinged with red, but the most common shades are light brown or deep tan, like certain tones of earth. Their hair, worn long but in simple styles, is usually black, gray, or brown, though paler dwarves often have red hair. Male dwarves value their beards highly and groom them carefully.

### Long Memory, Long Grudges

Dwarves can live to be more than 500 years old, so the oldest living dwarves often remember a very different world. For example, some of the oldest dwarves living in Citadel Felbar (in the world of the Forgotten Realms) can recall the day, more than three centuries ago, when orcs conquered the fortress and drove them into an exile that lasted over 250 years. This longevity grants them a perspective on the world that shorter-lived races such as humans and halflings lack.

Dwarves are solid and enduring like the mountains they love, weathering the passage of centuries with stoic endurance and little change. They respect the traditions of their clans, tracing their ancestry back to the founding of their most ancient strongholds in the youth of the world, and don't abandon those traditions lightly.

Part of those traditions is devotion to the gods of the dwarves, who uphold the dwarven ideals of industrious labor, skill in battle, and devotion to the forge.

Individual dwarves are determined and loyal, true to their word and decisive in action, sometimes to the point of stubbornness. Many dwarves have a strong sense of justice, and they are slow to forget wrongs they have suffered. A wrong done to one dwarf is a wrong done to the dwarf's entire clan, so what begins as one dwarf's hunt for vengeance can become a full-blown clan feud.

Dwarves get along passably well with most other races. "The difference between an acquaintance and a friend is about a hundred years," is a dwarf saying that might be hyperbole, but certainly points to how difficult it can be for a member of a short-lived race like humans to earn a dwarf's trust.

### Clans and Kingdoms

Dwarven kingdoms stretch deep beneath the mountains where the dwarves mine gems and precious metals and forge items of wonder. They love the beauty and artistry of precious metals and fine jewelry, and, in some dwarves, this love festers into avarice. Whatever wealth they can't find in their mountains, they gain through trade. They dislike boats, so enterprising humans and halflings frequently handle trade in dwarven goods along water routes. Trustworthy members of other races are welcome in dwarf settlements, though some areas are off limits even to them.

The chief unit of dwarven society is the clan, and dwarves highly value social standing. Even dwarves who live far from their own kingdoms

cherish their clan identities and affiliations, recognize related dwarves, and invoke their ancestors' names in oaths and curses.

To be clanless is the worst fate that can befall a dwarf. Dwarves in other lands are typically artisans, especially weaponmiths, armorers, and jewelers. Some become mercenaries or bodyguards, highly sought after for their courage and loyalty.

### Gods, Gold, and Clan

Dwarves who take up the adventuring life might be motivated by a desire for treasure - for its own sake, for a specific purpose, or even out of an altruistic desire to help others. Other dwarves are driven by the command or inspiration of a deity, a direct calling or simply a desire to bring glory to one of the dwarf gods.

Clan and ancestry are also important motivators. A dwarf might seek to restore a clan's lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. Or a dwarf might search for the axe wielded by a mighty ancestor, lost on the field of battle centuries ago.

### Dwarf Names

A dwarf's name is granted by a clan elder, in accordance with tradition. Every proper dwarven name has been used and reused down through the generations. A dwarf's name belongs to the clan, not to the individual. A dwarf who misuses or brings shame to a clan name is stripped of the name and forbidden by law to use any dwarven name in its place.

- Male Names: Adrik, Alberich, Baern, Barendd, Brott, Bragi, Bruenor, Dain, Darrak, Delg, Eberk, Einkil, Fargrim, Flint, Gardain, Harbek, Kildrak, Morgran, Orsik, Oskar, Rangrim, Rurik, Taklinn, Thoradin, Thorin, Tordek, Traubon, Travok, Ulfgar, Veit, Vondal
- Female Names: Amber, Artin, Audhild, Bardyn, Dagnal, Diesa, Eldeth, Falkrunn, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Lifrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra
- Clan Names: Balderk, Battlehammer, Brawnanvil, Dankil, Fireforge, Frostbeard, Gorunn, Holderhek, Ironfist, Loderr, Lutgehr, Rumnaheim, Strakeln, Torunn, Ungart

### Dwarf Traits

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

- Ability Score Increase: Your Constitution score increases by 2.
- Age: Dwarves mature at the same rate as humans, but they're 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 well-ordered 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 walking speed is 25 feet. Your speed is not reduced by encumbrance.
- Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Resilience: You have a +2 bonus to saving throws versus magic and 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.
- Skills Proficiencies: You gain proficiency with one of the following skills: Craft (jeweler, smith, or mason) or Profession (miner or trader).
- Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

- 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.

## Dwarven Subraces

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 the most common of dwarvenkind, you are gruff and tireless laborers, with 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 Krynn in the Dragonlance setting.

- Ability Score Decrease: Your Charisma is reduced by 2.
- Favored Classes: Barbarian, cleric, fighter, and thief.

**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 Dragonlance, are mountain dwarves.

- Ability Score Decrease: Your Dexterity and Charisma scores are reduced by 1.
- Favored Classes: Cleric, fighter, and thief.

**Duergar:** In cities deep in the Underdark live the duergar, or gray dwarves. These vicious, stealthy slave traders raid the surface world for captives, then sell their prey to the other races of the Underdark. They have innate magical abilities to become invisible and to temporarily grow to giant size.

They are not permitted as player characters.

## 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.

### Slender and Graceful

With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They are slightly shorter than humans on average, ranging from well under 5 feet tall to just over 6 feet. They are slimmer than humans, weighing only 100 to 145 pounds. Males and females are about the same height, and males are only marginally heavier than females.

Elves' coloration encompasses the normal human range and also includes skin in shades of copper, bronze, and almost bluish-white, hair like spun gold or pale silver, and eyes of amber or violet. Elves have no facial and little body hair. They favor elegant clothing in bright colors, and they enjoy simple yet lovely jewelry.

### A Timeless Perspective

Elves can live well over 1,000 years, giving them a broad perspective on events that might trouble the shorter-lived races more deeply. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance. When pursuing a goal, however, whether adventuring on a mission or learning a new skill or art, elves can be focused and



relentless. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

Like the branches of a young tree, elves are flexible in the face of danger. They trust in diplomacy and compromise to resolve differences before they escalate to violence. They have been known to retreat from intrusions into their woodland homes, confident that they can simply wait the invaders out. But when the need arises, elves reveal a stern martial side, demonstrating skill with sword, bow, and strategy.

Although they can be haughty, elves are generally gracious even to those who fall short of their high expectations - which is most non-elves. Still, they can find good in just about anyone.

## Hidden Woodland Realms

Most elves dwell in small forest villages hidden among the trees. Elves hunt game, gather food, and grow vegetables, and their skill and magic allow them to support themselves without the need for clearing and plowing land. They are talented artisans, crafting finely worked clothes and art objects. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals (which they have no interest in mining).

Elves encountered outside their own lands are commonly traveling minstrels, artists, or sages. Human nobles compete for the services of elf instructors to teach swordplay or magic to their children.

## Exploration and Adventure

Elves take up adventuring out of wanderlust. Since they are so long-lived, they can enjoy centuries of exploration and discovery. They dislike the pace of human society, which is regimented from day to day but constantly changing over decades, so they find careers that let them travel freely and set their own pace. Elves also enjoy exercising their martial prowess or gaining greater magical power, and adventuring allows them to do so.

Some might join with rebels fighting against oppression, and others might become champions of moral causes.

## Elf Names

Elves are considered children until they declare themselves adults, some time after the hundredth birthday, and before this period they are called by child names.

On declaring adulthood, an elf selects an adult name, although those who knew him or her as a youngster might continue to use the child name. Each elf's adult name is a unique creation, though it might reflect the names of respected individuals or other family members. Little distinction exists between male names and female names; the groupings here reflect only general tendencies. In addition, every elf bears a family name, typically a combination of other Elvish words. Some elves traveling among humans translate their family names into Common, but others retain the Elvish version.

- Child Names: Ara, Bryn, Del, Eryn, Faen, Innil, Lael, Mella, Naill, Naeris, Phann, Rael, Rinn, Sai, Syllin, Thia, Vall
- Male Adult Names: Adran, Aelar, Aramil, Arannis, Aust, Beiro, Berrian, Carric, Enialis, Erdan, Erevan, Galinndan, Hadarai, Heian, Himo, Immeral, Ivellios, Laucian, Mindartis, Paelias, Peren, Quarion, Riardon, Rolen, Soveliss, Thamior, Tharivol, Theren, Varis
- Female Adult Names: Adrie, Althaea, Anastrianna, Andraste, Antinua, Bethryonna, Birel, Caelynn, Drusilia, Enna, Felosial, Ielenia, Jelenneth, Keyleth, Leshanna, Lia, Meriele, Mialee, Naivara, Quellenha, Quillathe, Sariel, Shanairra, Shava, Silaqui, Theirastra, Thia, Vadania, Valanthe, Xanaphia
- Family Names (Common Translations): Amakiir (Gemflower), Amastacia (Starflower), Galanodel (Moonwhisper), Holimion (Diamonddew), Ilphelkiiir (Gemblossom), Liadon (Silverfrond), Meliamne (Oakenheel), Nail'o (Nightbreeze), Stannodel (Moonbrook), Xiloscient (Goldpetal)

## Elf Traits

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

- 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 1,200 years old.
- Alignment: Elves love freedom, variety, and self-expression, 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. The drow are an exception; their exile into the Underdark has made them vicious and dangerous. Drow are more often evil than not.
  - Size: Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.
  - Speed: Your base walking speed is 30 feet.
  - Darkvision: Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. 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 can't put you to sleep.
  - Elf Weapon Training: You have proficiency with the longsword, shortsword, shortbow, and longbow.
  - 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.
  - Trance: Elves don't 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. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires. The valley elves of Greyhawk often speak Gnomish instead of Common.

## Elven Subraces

Ancient divides among the elven people resulted in four main subraces: grey elves, high elves, wood elves, and dark elves, who are commonly called drow. Player characters may be grey elves, high elves, or wood elves. In some worlds, these subraces are divided still further (such as the sun elves and moon elves of the Forgotten Realms, or the valley and wild elves of Greyhawk), so if you wish, you can choose a narrower subrace.

**Grey Elf:** These noble elves are the rarest and most powerful of their kind. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet. They are the longest lived of the elven people, with life spans of up to 1,500 years.

They favor white, yellow, silver, or gold garments. Their cloaks are often deep blue or purple.

Grey elves (including the valley elves of Greyhawk, the Silvanesti of Dragonlance, and the sun elves of the Forgotten Realms) are haughty and reclusive, believing themselves to be superior to non-elves and even other elves.

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.

- Ability Score Adjustments: Your Intelligence and Dexterity scores increase by 1. Your Constitution score decreases by 2.
- Favored Classes: Bard, cleric, fighter, ranger, thief, and wizard

**High Elf:** High elves (including 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.

Moon elves (also called silver elves) are much paler, with alabaster skin sometimes tinged with blue.

They often have hair of silver-white, 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 Adjustments: Your Dexterity score increases by 2. Your Constitution score decreases by 2.
- Favored Classes: Bard, cleric, fighter, ranger, thief, and wizard

**Wood Elf:** Wood elves, also known as sylvan elves, include the wild elves of Greyhawk and the Kagonesti of Dragonlance, as well as the wood elves of Greyhawk and the Forgotten Realms. In Faerun, wood elves, also called wild elves, green elves, or forest elves, are reclusive and distrustful of non-elves. The wild elves, or grugach, of Greyhawk are similarly xenophobic.

Wood elves' skin tends to be copperish in hue, sometimes with traces of green. Their hair tends toward browns and blacks, but it is occasionally blond or copper-colored. Their eyes are green, brown, or hazel.

- Ability Score Adjustments: Your Dexterity score increases by 2. Your Constitution score decreases by 2.
- Favored Classes: Bard, druid, fighter, ranger, thief, and wizard

**Drow:** Descended from an earlier subrace of dark-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 lilac, silver, pink, red, and blue. They tend to be smaller and thinner than most elves.

They are not permitted as player characters.

## Gnome

A hum of activity pervades the warrens and neighborhoods where gnomes form their close-knit communities. Louder sounds punctuate the hum: the steady rhythm of picks striking rock here, the din of smiths' hammers 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.

## Vibrant Expression

A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles (beneath their prodigious noses), and their bright eyes shine with excitement. Their fair hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around.



A gnome's personality is writ large in his or her appearance. A male gnome's beard, in contrast to his wild hair, is kept carefully trimmed but often styled into curious forks or neat points. A gnome's clothing, though usually made in modest earth tones, is elaborately decorated with embroidery, embossing, or gleaming jewels.

## Delighted Dedication

As far as gnomes are concerned, being alive is a wonderful thing, and they squeeze every ounce of enjoyment out of their six to eight centuries of life.

Humans might wonder about getting bored over the course of such a long life, and elves take plenty of time to savor the beauties of the world

in their long years, but gnomes seem to worry that even with all that time, they can't get in enough of the things they want to do and see.

Gnomes speak as if they can't get the thoughts out of their heads fast enough. Even as they offer ideas and opinions on a range of subjects, they still manage to listen carefully to others, adding the appropriate exclamations of surprise and appreciation along the way.

Though gnomes love jokes of all kinds, particularly puns and pranks, they're just as dedicated to the more serious tasks they undertake. Many gnomes are skilled jewelers, herbalists, engineers, miners, and smiths. They're willing to make mistakes and laugh at themselves in the process of perfecting what they do, taking bold (sometimes foolhardy) risks and dreaming large.

## Bright Burrows

Gnomes make their homes in hilly, wooded lands. They live underground but get more fresh air than dwarves do, enjoying the natural, living world on the surface whenever they can. Their homes are well hidden by both clever construction and simple illusions. Welcome visitors are quickly ushered into the bright, warm burrows. Those who are not welcome are unlikely to find the burrows in the first place.

Gnomes who settle in human lands are commonly gemcutters, engineers, sages, or tinkers. Some human families retain gnome tutors, ensuring that their pupils enjoy a mix of serious learning and delighted enjoyment. A gnome might tutor several generations of a single human family over the course of his or her long life.

## Forest and Rock Gnome Names

Gnomes love names, and most have half a dozen or so. A gnome's mother, father, clan elder, aunts, and uncles each give the gnome a name, and various nicknames from just about everyone else might or might not stick over time. Gnome names are typically variants on the names of ancestors or distant relatives, though some are purely new inventions. When dealing with humans and others who are "stuffy" about names, a gnome learns to use no more than three names: a personal name, a clan name, and a nickname, choosing the one in each category that's the most fun to say.

- Male Names: Alston, Alvyn, Boddynock, Brocc, Burgell, Dimble, Eldon, Erky, Fonkin, Frug, Gerbo, Gendal, Glim, Grimble, Jebeddo, Kellen, Namfoodle, Orryn, Roondar, Seebo, Sindri, Warryn, Wrenn, Zook
- Female Names: Bimpnottin, Breena, Caramip, Carlin, Donella, Duvamil, Ella, Ellyjobell, Ellywick, Lilli, Loopmottin, Lorilla, Mardnab, Nissa, Nyx, Oda, Orla, Roywyn, Shamil, Tana, Waywocket, Zanna
- Clan Names: Beren, Cyrwidd, Daergel, Folkor, Garrick, Grumble, Nackle, Murnig, Ningel, Raulhor, Scheppen, Timbers, Turen, Vinniskillen
- Nicknames: Aleslosh, Ashhearth, Badger, Cloak, Doublelock, Filchbatter, Fnipper, Ku, Nim, Oneshoe, Pock, Sparklegem, Stumbleduck

## Deep Gnome Names

Svirfneblin prefer less flamboyant names than their rock gnome or forest gnome cousins.

Clan names reflect skills or occupations that a particular family is associated with, and sometimes change if a noteworthy individual strikes out in a new direction.

- Male Names: Belwar, Brickers, Durthmeck, Firble, Krieger, Kronthud, Schneltheck, Schnicktick, Thulwar, Walschud
- Female Names: Beliss, Durthee, Fricknarti, Ivridda, Krivi, Lulthiss, Nalvarti, Schnella, Thulmarra, Wirsidda
- Clan Names: Crystalfist, Gemcutter, Ironfoot, Rockhewer, Seamfinder, Stonecutter

## Seeing the World

Curious and impulsive, gnomes might take up adventuring as a way to see the world or for the love of exploring. As lovers of gems and other fine items, some gnomes take to adventuring as a quick, if dangerous, path to wealth. Regardless of what spurs them to adventure, gnomes who adopt this way of life eke as much enjoyment out of it as they do

out of any other activity they undertake, sometimes to the great annoyance of their adventuring companions.

It's rare for a gnome to be hostile or malicious unless he or she has suffered a grievous injury. Gnomes know that most races don't share their sense of humor, but they enjoy anyone's company just as they enjoy everything else they set out to do.

## Gnome Traits

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

- Ability Score Increase: Your Constitution 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 600 to almost 800 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 good-hearted, and even the tricksters among them are more playful than vicious. Svirfneblin believe that survival depends on avoiding entanglements with other creatures and not making enemies, so they favor neutral alignments. They rarely wish others ill, and they are unlikely to take risks on behalf of others.
- Size: Forest and rock gnomes are between 3 and 4 feet tall and average about 40 pounds. Deep gnomes are gnarled with hard muscle or fat, and they are heavier than their small stature suggests; weighing 80 pounds or more but rarely standing much more than 3 feet tall. Your size is Small.
- Speed: Your base walking speed is 25 feet.
- Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. 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 treatises on illusory magic and its catalogs of knowledge about the natural world.

Deep gnomes can speak, read, and write Undercommon and Gnomish. The svirfneblin dialect is more guttural than surface Gnomish, and most svirfneblin know only a little bit of Common, but those who deal with outsiders (and that includes you as an adventurer) pick up enough Common to get by in other lands.

## Gnomish Subraces

Forest gnomes and rock gnomes are the gnomes most commonly encountered in the lands of the surface world. Choose one of these subraces.

There is another subrace of gnomes rarely seen by any surface-dweller: deep gnomes, also known as svirfneblin. With your DM's permission, deep gnomes may be played as player characters.

**Forest Gnome:** 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 good-spirited 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 Decrease: Your Strength score decreases by 2.
- Favored Classes: Cleric, druid, fighter, ranger, thief, and wizard
- Natural Illusionist: You know the Silent Image 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 often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

**Rock Gnome:** As a rock gnome, you have a natural inventiveness and hardness 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 Decrease: Your Strength score decreases by 2.
- Favored Classes: Cleric, fighter, thief, and wizard
- Gnomish Combat Training: You have proficiency with the pick, throwing hammer, warhammer, and war pick.
- Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Deep Gnomes:** Guarded, and suspicious of outsiders, svirfneblin are cunning and taciturn, but can be just as kind-hearted, loyal, and compassionate as their surface cousins. Svirfneblin seem more like creatures of stone than flesh. Their leathery skin is usually a gray, brown, or dun hue that acts as a natural camouflage with the rock around them. Male svirfneblin are bald from early childhood, although adults can grow stiff beards or mustaches. Females have full heads of hair, and they usually tie their hair back in braids or cut it short to keep it from getting in their way as they work.

Svirfneblin are well adapted for their subterranean existence. They have excellent darkvision, and many of them have magical talents that rival the innate spellcasting of the drow and duergar. They are surprisingly strong for their size, enduring toil and danger that would overwhelm most other people.

Despite their guarded natures, svirfneblin aren't joyless. They admire skillful work and delicate craftsmanship, just like any other gnome. Svirfneblin love gemstones of all kinds, and they boldly seek out precious stones in the deepest and darkest tunnels. They are also expert gemcutters and miners, and they prize rubies above all other gemstones.

Svirfneblin are known as deep gnomes because they choose to live far below the earth's surface. Most svirfneblin never see the light of day. Their homes are well-hidden strongholds concealed by mazelike passages and clever illusions. Vast networks of mine tunnels ring most svirfneblin settlements, guarded by deadly traps and concealed sentries. Once a traveler passes through the outer defenses, the tunnels open up into marvelous cavern-towns carved from the surrounding rock with exquisite care. The svirfneblin are austere in their comforts compared to their surface cousins, but they take great pride in their stonework.

Deep gnomes do their best to remain hidden. Even if surface travelers succeed in locating a svirfneblin community, winning their trust can be even more difficult. Those rare travelers who do succeed in befriending deep gnomes find that they are loyal and courageous allies against any foe.

Surface-dwelling gnomes often take up the adventurer's life out of sheer curiosity about the world around them, eager to see new things and meet new people. By comparison, most svirfneblin possess very little wanderlust and rarely travel far from home. They see the surface world as a bewildering place without boundaries and filled with unknown dangers. Nevertheless, a few svirfneblin understand that it is necessary to know something about what is happening on the surface near their hidden refuges. As a result, some svirfneblin become scouts, spies, or messengers who venture abroad, doing their best to avoid attention. These travelers are notoriously close-mouthed about where they come from and what they are up to, but a few eventually learn to trust good-hearted people of the surface world.



A few svirfneblin become merchants who deal with other races both above and below ground. Drow, duergar, and other peoples know that svirfneblin are usually neutral in outlook and typically honest in their dealings. Serving as middlemen between races too hostile to deal with each other directly can be lucrative, and it serves an important defensive function; svirfneblin middlemen tend to know more about rumors and threats between rival merchants than anybody else.

- Ability Score Decrease: Your Charisma score decreases by 2.
- Favored Classes: Cleric, fighter, thief, and wizard
- Gnomish Combat Training: You have proficiency with the pick, throwing hammer, warhammer, and war pick.
- Stone Camouflage: You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.
- Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- Superior Darkvision: Your darkvision has a range of 120 feet.

## Half-Elf

Walking in two worlds but truly belonging to neither, half-elves 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 half-elves 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 restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

### Of Two Worlds

To humans, half-elves look like elves, and to elves, they look human. In height, they're on par with both parents, though they're neither as slender as elves nor as broad as humans. They range from under 5 feet to about 6 feet tall, and from 100 to 180 pounds, with men only slightly taller and heavier than women. Half-elf men do have facial hair, and sometimes grow beards to mask their elven ancestry. Half-elven coloration and features lie somewhere between their human and elf parents, and thus show a variety even more pronounced than that found among either race. They tend to have the eyes of their elven parents.

### Diplomats or Wanderers

Half-elves have no lands of their own, though they are welcome in human cities and somewhat less welcome in elven forests. In large cities in regions where elves and humans interact often, half-elves are sometimes numerous enough to form small communities of their own. They enjoy the company of other half-elves, the only people who truly understand what it is to live between these two worlds.

In most parts of the world, though, half-elves are uncommon enough that one might live for years without meeting another. Some half-elves prefer to avoid company altogether, wandering the wilds as trappers, foresters, hunters, or adventurers and visiting civilization only rarely. Like elves, they are driven by the wanderlust that comes of their longevity. Others, in contrast, throw themselves into the thick of society, putting their outsider status and skills to great use in diplomatic roles or as swindlers.

Many half-elves learn at an early age to get along with everyone, defusing hostility and finding common ground. As a race, they have elven grace without elven aloofness and human energy without human boorishness. They often make excellent ambassadors and go-betweens (except between elves and humans, since each side suspects the half-elf of favoring the other).

## Half-Elf Names

Half-elves use either human or elven naming conventions. As if to emphasize that they don't really fit in to either society, half-elves raised among humans are often given elven names, and those raised among elves often take human names.

## Half-Elf Traits

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

- Ability Score Increase: Your Dexterity increases by 1. You may also add 1 to any ability score during character creation.
- Age: Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 200 years.
- Alignment: Half-elves 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: Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.
- Speed: Your base walking speed is 30 feet.
- Darkvision: Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Favored Classes: Bard, cleric, druid, fighter, paladin, ranger, thief, and wizard
- Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- Skill Versatility: You gain proficiency in one of the following skills: Athletics, Craft (any one), History, Insight, Nature, Perception, Performance, Profession, or Stealth.
- Languages: You can speak, read, and write Common, Elvish, and one extra language of your choice.

## Half-Orc

Whether united under the leadership of a mighty warlord or having fought to a standstill after years of conflict, orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

### Scarred and Strong

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see. Half-orcs stand between 6 and 7 feet tall and usually weigh between 180 and 250 pounds.

Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty. Other scars, though, mark an orc or half-orc as a former slave or a disgraced exile. Any half-orc who has lived among or near orcs has scars, whether they are marks of humiliation or of pride, recounting their past exploits and injuries. Such a half-orc living among humans might display these scars proudly or hide them in shame.

### The Mark of Gruumsh

The one-eyed god Gruumsh created the orcs, and even those orcs who turn away from his worship can't fully escape his influence. The same is true of half-orcs, though their human blood moderates the impact of their orcish heritage. Some half-orcs hear the whispers of Gruumsh in their dreams, calling them to unleash the rage that simmers within them. Others feel Gruumsh's exultation when they join in melee combat - and either exult along with him or shiver with fear and loathing.

Half-orcs are not evil by nature, but evil does lurk within them, whether they embrace it or rebel against it. Beyond the rage of Gruumsh, half-orcs feel emotion powerfully. Rage doesn't just quicken their pulse; it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures - feasting, drinking, wrestling, drumming, and wild dancing - fill their hearts with joy. They tend to be short-tempered and sometimes sullen, more inclined to action than contemplation and to fighting than arguing. The most accomplished half-orcs are those with enough self-control to get by in a civilized land.

## Tribes and Slums

Half-orcs most often live among orcs. Of the other races, humans are most likely to accept half-orcs, and half-orcs almost always live in human lands when not living among orc tribes.

Whether proving themselves among rough barbarian tribes or scrabbling to survive in the slums of larger cities, half-orcs get by on their physical might, their endurance, and the sheer determination they inherit from their human ancestry.



Most half-orcs find a way to gain acceptance from those who hate orcs. Some are reserved, trying not to draw attention to themselves. A few demonstrate piety and good-heartedness as publicly as they can (whether or not such demonstrations are genuine). And some simply try to be so tough that others just avoid them.

## Half-Orc Names

Half-orcs usually have names appropriate to the culture in which they were raised. A half-orc who wants to fit in among humans might trade an orc name for a human name. Some half-orcs with human names decide to adopt a guttural orc name because they think it makes them more intimidating.

- Male Orc Names: Dench, Feng, Gell, Henk, Holg, Imsh, Keth, Krusk, Mhurren, Ront, Shump, Thokk
- Female Orc Names: Baggi, Emen, Engong, Kansif, Myev, Neega, Ovak, Ownka, Shautha, Sutha, Vola, Volen, Yevelda

## Half-Orc Traits

Your half-orc character has certain traits deriving from your orc ancestry.

- Ability Score Adjustments: Your Strength score increases by 2, and your Constitution score increases by 2. Your Charisma score decreases by 2.
- Age: Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.
- Alignment: Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.
- Size: Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.
- Speed: Your base walking speed is 30 feet.
- Aggressive: As a bonus action, you can move up to your speed toward a hostile creature that you can see.
- Darkvision: Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Favored Classes: Barbarian, cleric, druid, fighter, ranger, and thief.
- Skill Versatility: All half-orcs begin play proficient in one of the following skills: Athletics, Craft (any one), Intimidation, Perception, Profession (any one), or Survival.
- Languages: You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

## 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 a dirt road or a raft floating downriver.

### Small and Practical

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They are inclined to be stout, weighing between 40 and 45 pounds.

Halflings' skin ranges from tan to pale with a ruddy cast, and their hair is usually brown or sandy brown and wavy. They have brown or hazel eyes. Halfling men often sport long sideburns, but beards are rare among them and mustaches even more so. They like to wear simple, comfortable, and practical clothes, favoring bright colors.

Halfling practicality extends beyond their clothing. They're concerned with basic needs and simple pleasures and have little use for ostentation. Even the wealthiest of halflings keep their treasures locked in a cellar rather than on display for all to see. They have a knack for finding the most straightforward solution to a problem, and have little patience for dithering.

### Kind and Curious

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship as well as the comforts of hearth and home, harboring few dreams of gold or glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity. They love discovering new things, even simple things, such as an exotic food or an unfamiliar style of clothing.

Halflings are easily moved to pity and hate to see any living thing suffer. They are generous, happily sharing what they have even in lean times.

### Blend into the Crowd

Halflings are adept at fitting into a community of humans, dwarves, or elves, making themselves valuable and welcome. The combination of their inherent stealth and their unassuming nature helps halflings to avoid unwanted attention.

Halflings work readily with others, and they are loyal to their friends, whether halfling or otherwise. They can display remarkable ferocity when their friends, families, or communities are threatened.

### Pastoral Pleasantries

Most halflings live in small, peaceful communities with large farms and well-kept groves. They rarely build kingdoms of their own or even hold much land beyond their quiet shires. They typically don't recognize any sort of halfling nobility or royalty, instead looking to family elders to guide them. Families preserve their traditional ways despite the rise and fall of empires.

Many halflings live among other races, where the halflings' hard work and loyal outlook offer them abundant rewards and creature comforts. Some halfling communities travel as a way of life, driving wagons or guiding boats from place to place and maintaining no permanent home.

### Exploring Opportunities

Halflings usually set out on the adventurer's path to defend their communities, support their friends, or explore a wide and wonder-filled world. For them, adventuring is less a career than an opportunity or, sometimes, a necessity.

### Halfling Names

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

- Male Names: Alton, Ander, Cade, Corrin, Eldon, Errich, Finnian, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Tom, Wellby
- Female Names: Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna
- Family Names: Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Merryweather, Tealeaf, Thorngage, Tosscobble, Underbough

## Halfling Traits

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

- Age: A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.
- Alignment: Most halflings are lawful good. As a rule, they are good-hearted 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. Your size is Small.
- Speed. Your base walking speed is 25 feet.
- Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.
- Naturally Stealthy: As a halfling, you can easily hide from notice, even using other people as cover. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.
- Halfling Resilience: You have a +2 bonus to saving throws versus magic and poison, and you have resistance against poison damage (explained in chapter 9).
- 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.



## Halfling Subraces

The two main kinds of halfling; lightfoots and stouts, are more like closely related families than true subraces. Choose one of these subraces.

**Lightfoot:** In the world of Greyhawk, lightfoot halflings are called hairfoots or tallfellows. Tallfellows are taller (4' + 1') and slimmer than other halflings, with fairer skin and hair. Tallfellows often speak Elvish, in addition to Common and Halfling, and are very friendly with elves. Some say that tallfellows have elven ancestors.

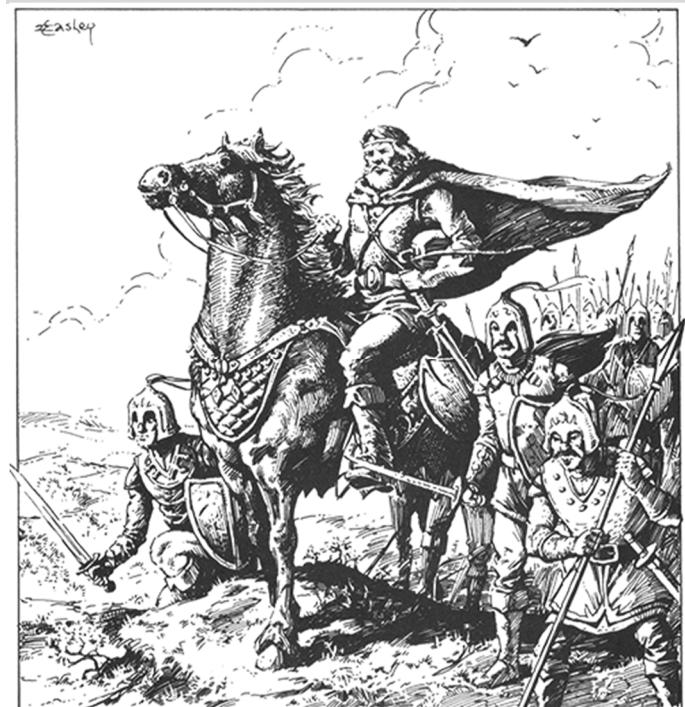
In the Forgotten Realms, lightfoot halflings have spread the farthest and thus are the most common variety. Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life.

- Ability Score Adjustments: Your Dexterity score increases by 2. Your Strength score decreases by 2.
- Favored Classes: Cleric, fighter, ranger, and thief

**Stout:** As a stout halfling, you're hardier than average. 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 Adjustments: Your Dexterity and Constitution scores increase by 1. Your Strength score decreases by 2.
- Favored Classes: Cleric, fighter, ranger, and thief

## Human



In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived 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. Or maybe 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.

## A Broad Spectrum

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. A lot of humans have a dash of nonhuman blood, revealing hints of elf, orc, or other lineages. Humans reach adulthood in their late teens and rarely live even a single century.

## Variety in All Things

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human's memory. They live fully in the present - making them well suited to the adventuring life - but also plan for the future, striving to leave a lasting legacy. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

## Lasting Institutions

Where a single elf or dwarf might take on the responsibility of guarding a special location or a powerful secret, humans found sacred orders and institutions for such purposes. While dwarf clans and halfling elders pass on the ancient traditions to each new generation, human temples, governments, libraries, and codes of law fix their traditions in the bedrock of history. Humans dream of immortality, but (except for those few who seek undeath or divine ascension to escape death's clutches) they achieve it by ensuring that they will be remembered when they are gone.

Although some humans can be xenophobic, in general their societies are inclusive. Human lands welcome large numbers of nonhumans compared to the proportion of humans who live in nonhuman lands.

### **Exemplars of Ambition**

Humans who seek adventure are the most daring and ambitious members of a daring and ambitious race. They seek to earn glory in the eyes of their fellows by amassing power, wealth, and fame. More than other people, humans champion causes rather than territories or groups.

### **Human Names and Ethnicities**

Having so much more variety than other cultures, humans as a whole have no typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly), but most parents give names that are linked to their region's culture or to the naming traditions of their ancestors.

The material culture and physical characteristics of humans can change wildly from region to region.

This section details the human racial groups of the Flanaess... the lands focused upon in the World of Greyhawk campaign setting. These groups can be used as inspiration no matter which world your human is in.

- **Baklunish:** The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture, also.
- **Flannae:** The Flan race has a bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown.

Also, Flannae tend to have wavy or curly hair. People of the Duchy of Tenh are pure Flan, proud of their bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flannae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

- **Oeridians:** The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey blond to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals.

Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

- **Olman:** The Olman people mainly inhabit the southern fringes of the Flanaess, within the Amedio Jungle, and are primarily a tribal people, though in the past they commanded a great empire. The modern Olman inhabit the Amedio city-state of Xamaclan (last remaining city-state of the Olman's Amedio empire), and are also spread out in isolated tribes throughout the Amedio Jungle. Sparse populations also exist elsewhere. One such remote location is the Isle of Dread, an island far to the south of the Azure Sea which was overrun centuries ago. Olman tend to have reddish-brown or dark brown skin tones, straight black hair, and brown eyes. They speak their own language.
- **Rhennee:** The Rhennee people are a race of nomadic humans living in the Flanaess, though the term may also refer to the culture

of said people. They speak a unique language called Rhopan that borrows heavily from other languages, though they have no written language and no recorded history. Their history is passed through oral tradition, and therefore it is assumed the Rhennee themselves don't know the story of their origin.

Rhennee are often distrusted by many people and are thought of as thieves and worse. But there are a few, rare communities and cities that welcome them. Among these are both Veluna and The County of Urnst. They can also be commonly found in Dyvers, Perrenland and in the Wharf and River Quarters of the Free City of Greyhawk. Because of stereotypes and prejudice, the Rhennee are exploited and harassed by other cultural groups.

Because of this, and their cultural differences, they are insular and keep to themselves. They have social taboos that are perceived as virtually unbreakable that prohibit such things as marrying outside of their own culture, or teaching their language to non-Rhennee. They also have cultural standards that allow them to treat non-Rhennee differently from their own people. They can lie, cheat, steal, and deceive outsiders but these actions can end up with them being banished from Rhennee culture if they are done to others of their own families.

The skin tones of the Rhennee range from olive to tan, their hair is usually curly and brown or black, with grey, blue, hazel and sometimes green eyes. The Rhennee are short and wiry but strong, men averaging 5 feet 6 inches and women shorter.

- **Suloise:** The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum blonde hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Ernst are nearly of pure Suel race. The Frost, Ice and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albino Snow Barbarians are the best example.

The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as on Tilvanot Peninsula, in the Scarlet Brotherhood region. Those bands that migrated into the vast Amedio Jungle and Hepmonaland are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.

### **Human Traits**

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

- **Ability Score Increases:** You may add 2 to any two ability scores during character creation. Optionally, you may increase one ability score by 2 and choose 1 feat.
- **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.
- **Favored Classes:** All classes are favored classes for you.
- **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:** Your base walking speed is 30 feet.
- **Skill Versatility:** You begin play proficient with 1 additional skill of your choice.
- **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.

# CHAPTER 3: CLASSES



Adventurers are extraordinary people, driven by a thirst for excitement into a life that others 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 can't stand against.

Class defines most of what your character can do. 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 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, and see herself as just a pawn in a much larger game. A cleric, by contrast, might see himself as a willing servant in a god's unfolding plan or a conflict brewing among various deities. While the fighter has contacts in a mercenary company or army, the cleric might know a number of priests, paladins, and devotees who share his faith.

Ten classes - listed on the table below - are found in almost every D&D world and define the spectrum of typical adventurers. Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and a wizard's spells. At low levels, your class gives you a few features, but as you advance in level you may gain more. In addition, 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.

Each class is briefly described in the pages that follow. In choosing a class, keep the following in mind:

- Hit Die:** The relative hardness of your character is determined by hit die type. A fighter, who rolls a d10 for hit points when advancing in level, will typically be more resilient than a wizard who only rolls a d4. Rather than rolling for hit points, players may

opt to choose a set level of hit points when advancing in level. That number is shown in parentheses beside the Hit Die Type.

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, as indicated in your class description. You also add your Constitution modifier. This is also your hit point maximum.

- Ability Requirements:** A character must meet or exceed these requirements in order to qualify for that class.
- Alignment:** In choosing a character class, its alignment restrictions should be carefully considered. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined.

A character whose alignment changes to one incompatible with their character class may not advance further in that class without atoning for their actions and returning to a suitable alignment.

- Class Features:** These are the special abilities of the character's chosen class. Each is described in detail in the class's description.

Adventurers sometimes advance in more than one class. A thief might switch direction in life and swear the oath of a paladin. A barbarian might discover latent magical ability and dabble in the wizard 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. Optional rules for combining classes in this way, called multiclassing, appear in chapter 6.

Class	Hit Die Type	Ability Requirements	Alignment	Class Features
Barbarian	d12 (7)	Strength 13, Constitution 13	Non-lawful	Danger Sense, Rage, Unarmored Defense, Fast Movement, Extra Attack, Improved Danger Sense, Greater Danger Sense
Bard	d8 (5)	Intelligence 13, Wisdom 13, Charisma 13	Any neutral	Bard Spells, Bardic Music, Lore
Cleric	d8 (5)	Wisdom 13	Any	Cleric Spells, Domain, Turn Undead
Druid	d8 (5)	Wisdom 13, Charisma 13	Any neutral	Druidic Spells, Resistance to Elements, Woodland Stride, Wild Shape, Immunity to Nature's Charms, Immunity to Nature's Venom
Fighter	d10 (6)	Strength or Dexterity 13	Any	Weapon Specialization, Second Wind, Fighting Style, Combat Dominance, Extra Attack
Monk	d8 (5)	Strength 13, Wisdom 13, Dexterity 13	Any lawful	Fast Movement, Improved Unarmed Strike, Slow Fall, Unarmored Defense, Stunning Attack, Mind over Body, Speak with Animals, Extra Attack, Meditative Trance, Purity of Body, Evasion, Still Mind, Tongues, Immunity to Nature's Venom, Quivering Palm, Speak with Plants
Paladin	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Lawful good	Detect Evil, Lay on Hands, Paladin Spells, Immunity to Disease, Aura of Courage, Divine Grace, Paladin's Mount, Turn Undead, Extra Attack
Ranger	d10 (6)	Strength, Dexterity 13, Wisdom 13, Constitution 13	Any neutral or good	Animal Empathy, Favored Enemy, Ranger Spells, Alertness, Pathfinder, Extra Attack, Woodland Stride
Thief	d6 (4)	Dexterity 13	Any	Danger Sense, Find Traps, Sneak Attack, Dodge, Read Language, Fleet-Footed, Improved Danger Sense, Evasion, Read Magic, Greater Danger Sense
Wizard	d4 (3)	Intelligence 13	Any	Spellbook, Wizard Spells, Arcane Tradition

## 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, 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 battle frenzy but also uncanny reflexes, resilience, and feats of strength.

Level	Proficiency Bonus	Class Features
1	+2	Danger Sense, Rage (2/long rest), Unarmored Defense
2	+2	Fast Movement (5')
3	+2	
4	+2	
5	+3	Extra Attack (1), Rage (3/ long rest)
6	+3	Improved Danger Sense
7	+3	
8	+3	Fast Movement (10')
9	+4	
10	+4	Extra Attack (2), Rage (4/ long rest)
11	+4	
12	+4	Greater Danger Sense
13	+5	
14	+5	
15	+5	Rage (5/ long rest)
16	+5	
17	+6	
18	+6	
19	+6	
20	+6	Rage (6/ long rest)

**Ability Requirements:** Strength 13 and Constitution 13

**Hit Die Type:** d12 (7)

**Alignment:**

Any non-lawful: neutral good, chaotic good, neutral, chaotic neutral, neutral evil, or chaotic evil

**Weapon Proficiencies:** Any

**Armor Proficiencies:** Light and medium armors, and shield

**Skill Proficiencies:** Survival and any 3 of the following skills: Animal Handling, Athletics, Craft (any), Insight, Intimidation, Medicine, Nature, Perception, Performance (any), Profession (any), or Stealth

### Danger Sense

You have an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. At 1<sup>st</sup> level, you are not attacked with advantage by thieves when surprised.

In addition, you have advantage on Dexterity saving throws against traps. To gain this benefit, you can't be blinded, deafened, or incapacitated.

### Rage

You can direct your rage to devastating effect in combat. Entering a rage uses your bonus action for the round. Each time this ability is used, you regain 1d12 hit points. While enraged you gain a +2 bonus to damage rolls with melee and thrown weapons. This damage bonus increases by 1 at barbarian levels 5, 10, 15, and 20.

While under the effects of rage, you may neither cast nor concentrate on spells but make all Strength checks, including saving throws, and saving throws versus fear and charm effects with advantage. In addition, you have resistance to bludgeoning, piercing, and slashing damage while raging.

Rage has a duration of 10 rounds (1 minute) and may be used twice per long rest. You may voluntarily end the rage, as a bonus action, before the 10-round duration has elapsed, though unused rounds are lost. At levels 5, 10, 15 and 20 you gain another use of this ability. Once you have expended your allotment of rages, you must finish a long rest before you can rage again.

### Unarmored Defense

You may add both your Dexterity and Constitution modifiers to your armor class when wearing no armor. You may still employ a shield and gain this benefit.



### Fast Movement

Beginning at 2<sup>nd</sup> level, your speed is 5' faster than is usual for a member of your race so long as you are not heavily encumbered. At 8<sup>th</sup> level this increases to 10' faster than usual.

**Extra Attack**

You gain the ability to make more than one attack when you take an Attack action. At level 5 you may make 1 extra attack per round. At levels 10 you may make two extra attacks per round.

Level	Extra Attacks per Round
5-9	1 per round
10-20	2 per round

**Improved Danger Sense**

At 6<sup>th</sup> level, you gain improved Danger Sense and can no longer be Sneak Attacked when surprised.

**Greater Danger Sense**

At 12<sup>th</sup> level you get Greater Danger Sense and are no longer vulnerable to Sneak Attacks under any circumstances.



## Bard



Humming as she traces her fingers over an ancient monument in a long-forgotten ruin, a half-elf 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 a lore master, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

Level	Proficiency Bonus	Class Features
1	+2	Bard Spell, Bardic Music (2/long rest), Lore
2	+2	
3	+2	
4	+2	
5	+3	Bardic Music (3/ long rest)
6	+3	
7	+3	
8	+3	
9	+4	
10	+4	Bardic Music (4/ long rest)
11	+4	
12	+4	
13	+5	
14	+5	
15	+5	Bardic Music (5/ long rest)
16	+5	
17	+6	
18	+6	
19	+6	
20	+6	Bardic Music (6/ long rest)

**Ability Requirements:** Intelligence 13, Wisdom 13, and Charisma 13

**Hit Die Type:** d8 (5)

**Alignment:** Any neutral: neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral

**Weapon Proficiencies:** Blowgun, club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longbow, longsword, mace, pike, quarterstaff, scimitar, sickle, shortbow, short sword, sling, spear, and whip

**Armor Proficiencies:** Light armor and shield

### Skill Proficiencies:

History, Language (any), Performance (any), and any 2 of the following: Animal Handling, Arcana, Ciphers, Craft (any), Deception, Insight, Medicine, Nature, Persuasion, Performance (any), Profession (any), Religion, Sleight of Hand, or Stealth

### Bard Spells

You cast divine spells. The spells available are listed on the bard spell list in chapter 11. The table below shows the number of spells you may prepare and cast after a long rest. You prepare spells through study, practice, and musical recitation. This process is covered in greater detail in chapter 10.

Charisma is your spellcasting ability for casting bard spells. Your magic comes from divine inspiration that 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 = 10 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

**Cantrips:** Bards know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table below. These spells are treated like any other spell, but are not expended when cast and may be used again.

### Spell Slots

Level	Spell Level									
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2								
2	3	3								
3	4	3	2							
4	4	3	2							
5	4	3	2	2						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	3	3	2	1				
10	4	4	4	3	2	1				
11	4	4	4	3	3	2	1			
12	4	4	4	3	3	2	1			
13	4	4	4	3	3	2	1	1		
14	4	4	4	3	3	2	2	1		
15	4	4	4	4	3	3	2	1	1	
16	4	4	4	4	3	3	2	1	1	
17	4	4	4	4	3	3	2	2	1	1
18	4	4	4	4	3	3	2	2	1	1
19	4	4	4	4	3	3	2	1	1	1
20	4	4	4	4	3	3	2	2	1	

**Spellcasting Focus:** You can use a musical instrument (found in chapter 5) as a spellcasting focus for your bard spells.



### Bardic Music

You can use your songs or poetries to produce magical effects. Each of the three Bardic Music abilities detailed below require that you concentrate upon your musical performance or recitation as if casting a spell (see chapter 10) and that your words or music be heard (the area of a Silence 15' Radius spell negates all Bardic Music abilities). Each use of the Bardic Music ability lasts for up to 10 rounds, provided that you maintain your concentration.

Bardic Music may be used twice per long rest. At bard levels 5, 10, 15, and 20 you gain an additional use of this ability per long rest. The Bardic Music abilities are:

- **Countersong:** Your singing and playing can negate the song effects of harpies and sirines, and counter attacks which rely upon song or sounds. Your countersong has no effect against spells that simply have verbal components.

Each round of the countersong you and all allies within 30' gain advantage on saving throws made against all sonic or language-dependent magical attack.

If a creature within range of the countersong is already under the effect of such a magical effect, it gains a new saving throw (with advantage) each round it hears the countersong. Countersongs only affect spells and effects that allow saving throws.

- **Fascinate:** Bards have the ability to place two or more creatures within 30' into a trance through their musical or oratory performance. To be fascinated the targets must be able to see and hear you, and you must also see the targets.

The targets must succeed on a Charisma saving throw against your bard spell save DC or be charmed. A charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect up to the full duration of the Bardic Music ability (10 rounds).

Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

The effect ends if you move more than 30 feet away from the creature, if the creature can no longer 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.

- **Inspire:** This ability allows you to inspire all allies within 30'. Inspired allies gain advantage on all attack rolls or saving throws (the bard chooses which bonus his song grants).

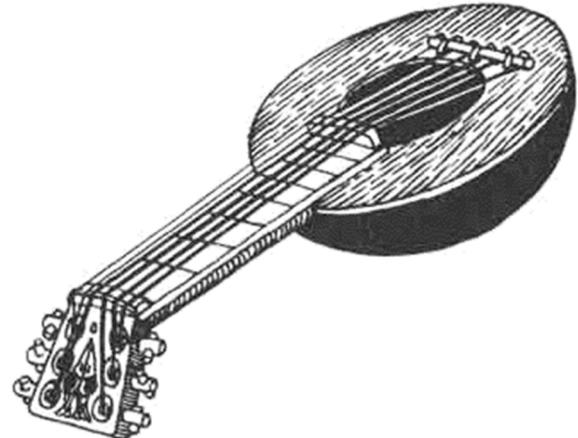


### Lore

Bards are lore masters of myth and memory. With a successful History skill check, you recall some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to the character's current exploits. Gaining the information may entail speaking to local inhabitants or doing research within the library of sage or wizard. The information might prove useful in persuading, entertaining, deceiving, or otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including Thieves' Cant, druidic, or ranger signs. The check will not reveal the powers of a magic item, but may give a hint to its history, general function, or activation.

Bards have a chance to identify the general purpose and function of any magical item by making a Lore check. You need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.



## 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 battle-worn companions.

Chanting a song of glory, a dwarf swings his warhammer in wide swaths 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, a cleric is imbued with divine magic.

Divine magic, as the name suggests, is the power of the gods, flowing from them into the world. Clerics are conduits for that power, manifesting it as miraculous effects. The gods don't grant this power to everyone who seeks it, but only to those chosen to fulfill a high calling.

Harnessing divine magic doesn't rely on study or training. A cleric might learn formulaic prayers and ancient rites, but the ability to cast cleric spells relies on devotion and an intuitive sense of a deity's wishes.

Clerics combine the helpful magic of healing and inspiring their allies with spells that harm and hinder foes. They can provoke awe and dread, lay curses of plague or poison, and even call down flames from heaven to consume their enemies. For those evildoers who will benefit most from a mace to the head, clerics depend on their combat training to let them wade into melee with the power of the gods on their side.

Level	Proficiency Bonus	Class Features
1	+2	Cleric Spells, Domain, Turn Undead (2/long rest)
2	+2	
3	+2	
4	+2	
5	+3	Turn Undead (3/long rest)
6	+3	
7	+3	
8	+3	
9	+4	
10	+4	Turn Undead (4/long rest)
11	+4	
12	+4	
13	+5	
14	+5	
15	+5	Turn Undead (5/ long rest)
16	+5	
17	+6	
18	+6	
19	+6	
20	+6	Turn Undead (6/ long rest)

**Ability Requirements:** Wisdom 13

**Hit Die Type:** d8 (5)

**Alignment:** Any

**Weapon Proficiencies:** Club, dagger, flail, great club, heavy flail, heavy mace, hammer, mace, morningstar, quarterstaff, sling, and warhammer. You are also proficient with the preferred weapon of your deity.

**Armor Proficiencies:** All armor and shield

**Skill Proficiencies:** Religion and any 1 of the following: Arcana, Craft (any), History, Insight, Intimidation, Medicine, Nature, Performance (any), Persuasion, Profession (any), or Survival

## Cleric Spells

You cast divine spells. The spells available are listed on the cleric spell list in chapter 11. The table below shows the number of spells you may prepare and cast after a long rest. You prepare spells through prayer to your deity or deities, followed by contemplation and study. This process is covered in greater detail in chapter 10.

### Spell Slots

Level	Spell Level									
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2								
2	3	3								
3	4	3	2							
4	4	3	2							
5	4	3	2	2						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	3	3	2	1				
10	4	4	4	3	2	1				
11	4	4	4	3	3	2	1			
12	4	4	4	3	3	2	1			
13	4	4	4	3	3	2	1	1		
14	4	4	4	3	3	2	2	1		
15	4	4	4	4	3	3	2	1	1	
16	4	4	4	4	3	3	2	1	1	
17	4	4	4	4	3	3	2	2	1	
18	4	4	4	4	3	3	2	2	1	
19	4	4	4	4	3	3	3	2	1	
20	4	4	4	4	3	3	3	2	1	



Wisdom is your spellcasting ability for casting cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric 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 = 10 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**Cantrips:** Clerics know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

**Spellcasting Focus:** You can use a holy symbol (found in chapter 5) as a spellcasting focus for your cleric spells.

## Domain

Choose one of the following domains that is associated with your deity. Each domain grants domain features. If you have a domain spell that doesn't appear on the cleric spell list, the spell is a cleric spell for you and may be prepared normally. If the spell is reversible, you have access to both versions of the spell unless otherwise noted. Each domain is detailed below:

- Agriculture: You gain Profession (Farmer) as a bonus skill. You may cast Goodberry once per long rest in addition to your prepared spells.  
Domain spells (spell level): Goodberry (1), Plant Growth (3), and Move Earth (6).
- Air: You may either turn earth creatures as a good cleric turns undead or command air creatures as an evil cleric controls undead. This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability. You may only summon air elementals.  
Domain Spells (spell level): Feather Fall (1), Gust of Wind (2), Wall of Wind (3), Fly (3), Control Winds (5), Whirlwind (8), and Elemental Swarm (9).
- Animals: You gain Animal Handling as a bonus skill and may cast Speak with Animals once per long rest in addition to your prepared spells. You add the following spells to your spell list:  
Domain Spells (spell level): Calm Animals (1), Speak with Animals (1), Magic Fang (3), Animal Summoning I (4), Reincarnate (4), Animal Summoning II (5), and Animal Summoning III (6).
- The Arts: You gain a single type of Performance as a bonus skill and may cast Charm Person once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Prestidigitation (0), Charm Person (1), Phantasmal Force (2), Suggestion (3), Charm Monster (4), Mass Suggestion (6), and Mass Charm (8).
- Chaos: You gain Ciphers as a bonus skill and have immunity to all confusion effects.  
Domain Spells (spell level): Tasha's Hideous Laughter (2), Confusion (4), Chaos (5), Insanity (7), and Otto's Irresistible Dance (8).
- Cold: You gain Survival as a bonus skill and may cast Endure Elements once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Chill Touch (0), Fog Cloud (2), Heat Metal (2\*), Ice Storm (4), Wall of Ice (4), Cone of Cold (5), Otiluke's Freezing Sphere (6), and Crystalbrittle (9).  
\* Chill Metal only
- Crafting: You gain a Craft skill of your choice as a bonus skill and may cast Unseen Servant once per long rest in addition to your prepared spells. In addition, any Unseen Servant that you cast has a Strength score of 10.  
Domain Spells (spell level): Mending (0), Unseen Servant (1), Shape Wood (3), Minor Creation (4), Fabricate (5), Major Creation (5), and Permanency (6).
- Darkness: You gain Stealth as a bonus skill. At 5<sup>th</sup> level you gain the darkvision racial trait. If you already have darkvision as a racial trait, you gain superior darkvision.  
Domain Spells (spell level): Obscurement (1), Blur (2), Darkvision (2), Phantasmal Killer (4), Power Word Blind (7), and Weird (9).
- Death: You may command undead rather than turn them, regardless of alignment. You may cast Speak with Dead once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Fear (4), Death Fog (6), Symbol of Death (8), and Finger of Death (8).
- Deceit: You gain Deception as a bonus skill. At 5<sup>th</sup> you may cast Undetectable Lie (the reverse of Detect Lie) upon per long rest, in addition to your prepared spells.  
Domain Spells (spell level): Change Self (1), Charm Person (1), Forget (2), Suggestion (3), Charm Monster (4), Mind Fog (5), Veil (6), Mass Charm (7), Telepathy (8), and Mind Blank (9).
- Destruction: You have advantage on all Strength (Athletics) checks made to break items and may cast Shatter once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Shatter (1), Strength (2), Shout (4), Disintegrate (6), and Crystalbrittle (9).
- Dreams: You gain Insight as a bonus skill and may cast Sleep once per long rest in addition to your prepared spells.

- Domain Spells (spell level): Sleep (1), Detect Thoughts (2), Deep Slumber (3), Phantasmal Killer (4), Dream (5), Eyebite (7), Symbol of Sleep (5), and Telepathy (8).
- Earth: You may either turn air creatures as a good cleric turns undead or command earth creatures as an evil cleric controls undead. This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability. You may only summon earth elementals.  
Domain Spells (spell level): Soften Earth and Stone (2), Stone Shape (3), Transmute Rock to Mud (5), Wall of Stone (5), Move Earth (6), Animate Rock (8), and Elemental Swarm (9).
  - Fire: You may either turn water creatures as a good cleric turns undead or command fire creatures as an evil cleric controls undead. This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability. You may only summon fire elementals.  
Domain Spells (spell level): Burning Hands (1), Flame Blade (2), Flaming Sphere (2), Fireball (3), Fire Shield (4\*), Wall of Fire (5), Delayed Blast Fireball (7), Incendiary Cloud (8), and Elemental Swarm (9).
  - \*Warm Shield only
  - Home: You start play with a bonus Craft or Profession skill related to domestic life and may cast Sanctuary once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Alarm (1), Wizard Lock (2), Leomund's Tiny Hut (3), Leomund's Secure Shelter (4), Mordenkainen's Faithful Hound (5), Guards and Wards (6), and Mordenkainen's Magnificent Mansion.
  - Knowledge: You have the bardic Lore class feature and gain Ciphers as a bonus skill.  
Domain Spells (spell level): Identify (1), Detect Thoughts (2), Arcane Sight (3), Analyze Dweomer (6), Improved Arcane Sight (7), and Foresight (9).
  - Law: You gain History as a bonus skill and may cast Zone of Truth once per long rest in addition to your prepared spells.  
Domain Spells (spell level): Zone of Truth (1), Calm Emotions (2), Detect Thoughts (2), Hold Monster (5), and Mind Blank (8).
  - Life: You gain Medicine as a bonus skill and may cast Cure Light Wounds once per long rest in addition to your other prepared spells. You may expend any prepared spell in order to cure 2d4+2 hit points of damage per spell level of the expended spell.
  - Light: Undead make Wisdom saving throws against your Turn Undead checks with disadvantage. You may dispel any Darkness spell by expending a prepared spell of an equal or greater spell level.  
Domain Spells (spell level): Faerie Fire (1), Hypnotic Pattern (2), Sunray (7), Sunburst (8), and Scintillating Pattern (8).
  - Love: You gain Persuasion as a bonus skill. Once per long rest you may cast Friends in addition to your prepared spells.  
Domain Spells (spell level): Charm Person (1), Friends (1), Calm Emotions (2), Suggestion (3), Charm Monster (4), and Mass Suggestion (6).
  - Luck: You gain Profession (gambler or fortune teller) as a bonus skill. Once per long rest you may reroll a d20 when you make an attack roll, ability check, or a saving throw. You choose which of the d20 die rolls is used for the attack roll, ability check, or saving throw.  
Domain Spells: Shield (1), Blur (2), Confusion (3), Chaos (5), and Foresight (9).
  - Magic: You gain Arcana as a bonus skill. At 1<sup>st</sup> level you may cast Identify once per day in addition to your prepared spells. At 5<sup>th</sup> level you may cast either Identify or Arcane Sight once per long rest in addition to your prepared spells.  
Domain Spells: Prestidigitation (0), Wizard Mark (0), Erase (1), Identify (1), Illusory Script (2), Arcane Sight (3), Detect Scrying (4), Permanency (5), Antimagic Shell (6), Improved Arcane Sight (7), and Mordenkainen's Disjunction (9).

- Mischief: You gain Sleight of Hand as a bonus skill. You may cast Ventiloquism in addition to your prepared spells once per long rest.
 

Domain Spells: Prestidigitation (0), Grease (1), Ventiloquism (1), Tasha's Hideous Laughter (2), Stinking Cloud (3), Confusion (4), Feeblemind (5), Mislead (6), and Otto's Irresistible Dance (8).
- Moon: You gain Nature as a bonus skill and may cast Faerie Fire once per long rest in addition to your prepared spells.
 

Domain Spells: Dancing Lights (0), Faerie Fire (1), Alter Self (2), Polymorph (4), Polymorph Any Object (8), and Shapechange (9).
- Peace: You gain Persuasion as a bonus skill and may cast Sanctuary once per long rest in addition to your prepared spells.
 

Domain Spells: Calm Animals (1), Calm Emotions (2), Forget (2), Suggestion (3), Tongues (3), and Mass Suggestion (6).
- Plague: You gain Nature as a bonus skill and have immunity to the ill-effects of diseases, regardless of origin.
 

Domain Spells: Ray of Enfeeblement (2), Stinking Cloud (3), Repel Vermin (4), Cloudkill (5), Insect Plague (5), Death Fog (6), Creeping Doom (7), Symbol of Weakness (8) and Finger of Death (8).
- Plants: You gain Nature as a bonus skill and may cast Shillelagh once per long rest in addition to your prepared spells.
 

Domain Spells: Pass without Trace (1), Barkskin (2), Tree (2), Plant Growth (3), Speak with Plants (3), Antiplant Shell 10' Radius (4), Command Plants (4), Hold Plant (4), Plant Door (5), Transport via Plant (6), Control Plants (8), and Shambler (9).
- Protection: You gain Perception as a bonus skill and may cast Shield of Faith once per long rest in addition to your prepared spells.
 

Domain Spells: Shield (1), Protection from Normal Missile (2), Protection from Energy (3), Minor Globe of Invulnerability (4), Globe of Invulnerability (6), Mind Blank (8), and Freedom (9).
- Revelry: You gain Persuasion as a bonus skill and have advantage on Persuasion checks made while carousing. You may cast Friends once per long rest in addition to your prepared spells.
 

Domain Spells: Dancing Lights (0), Friends (1), Tasha's Hideous Laughter (2), Confusion (4), Mind Fog (5), Otto's Irresistible Dance (8), and Freedom (9).
- Strength: You gain Athletics as a bonus skill and may cast Strength once per long rest in addition to your prepared spells.
 

Domain Spells: Strength (1), Enlarge (2), Stoneskin (4), Bigby's Interposing Hand (5), Bigby's Forceful Hand (6), Tenser's Transformation (6), Bigby's Grasping Hand (7), Bigby's Clenched Fist (8), and Bigby's Crushing Hand (9).
- Time: You may use Wisdom, rather than Dexterity, to determine your Initiative modifier. At 5<sup>th</sup> you may cast Haste once per long rest, in addition to your prepared spells.
 

Domain Spells: Know Direction (0), Run (1), Blur (2), Haste (3), Teleport (5), Teleport without Error (7), Temporal Stasis (8), and Time Stop (9).
- Travel: You gain a Profession of your choice as a bonus skill. At 5<sup>th</sup> you may cast Freedom of Movement once per long rest, in addition to your prepared spells.
 

Domain Spells: Know Direction (0), Pass without Trace (1), Gust of Wind (2), Phantom Steed (3), Teleport (5), Shadow Walk (6), Teleport without Error (7), and Freedom (9).
- War: You are proficient with all weapons and may cast Spiritual Weapon once per long rest in addition to your prepared spells.
 

Domain Spells: Magic Missile (1), Protection from Normal Missiles (2), Improved Enchanted Weapon (3), Stoneskin (4), Wall of Force (5), Tenser's Transformation (6), Mordenkainen's Sword (7), Iron Body (7), and Meteor Swarm (9).
- Water: You may either turn fire creatures as a good cleric turns undead or command water creatures as an evil cleric controls undead. This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability. You may only summon water elementals.
 

Domain Spells (spell level): Obscurement (1), Fog Cloud (2), Control Water (6), and Elemental Swarm (9).
- Weather: You gain Nature as a bonus skill and may cast Endure Elements once per long rest in addition to your prepared spells.
 

Domain Spells (spell level): Obscurement (1), Fog Cloud (2), Call Lightning (3), Solid Fog (4), Chain Lightning (6), Control Winds (6), Sunburst (8), Whirlwind (8), and Storm of Vengeance (9).
- Wilderness: You gain Survival as a bonus skill and may cast Pass without Trace once per long rest, in addition to your prepared spells.
 

Domain Spells (spell level): Know Direction (0), Detect Animals or Plants (1), Pass without Trace (1), Entangle (2), Dominate Animal (3), Call Woodland Beings (4), Commune with Nature (5), and Transport via Plant (6).



### 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, with a DC of  $10 +$  your spell attack bonus (see chapter 10). Those that fail their save are turned for 10 rounds (1 minute). Turned undead flee from you by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. You cannot attack turned creatures without breaking the turning effect. Other characters can attack them, in any fashion, without breaking the turning effect.

Undead with a Challenge Rating (CR) equal to or less than your cleric level divided by 4 may be destroyed rather than turned (rounding all fractions down).

Example: At level 4 you may destroy up to CR 1 undead, at level 8 you may destroy up to CR 2 undead, and so on.

Evil clerics may, instead of destroying undead, control them. Evil clerics may control undead with a CR equal to their caster level divided by 4. They may control a number of undead creatures equal to their twice their proficiency bonus. See the Animate Dead spell more details on controlling undead creatures. Evil clerics can also turn, but not destroy or control, paladins.

This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability.

## 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 raven, a human peers out of the copse of withered trees at the strange construction of the Temple of Elemental Evil, 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.

Druuids revere nature above all, gaining their spells and other magical powers either from the force of nature itself or from a nature deity. Many druids pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity, while others serve gods of wild nature, animals, or elemental forces.

The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

Druid spells are oriented toward nature and animals - the power of tooth and claw, of sun and moon, of fire and storm. Druids also gain the ability to take on animal forms, and some druids make a particular study of this practice, even to the point where they prefer animal form to their natural form.

Level	Proficiency Bonus	Class Features
1	+2	Druid Spells
2	+2	Resistance to Elements
3	+2	Woodland Stride
4	+2	Wild Shape (1/long rest)
5	+3	
6	+3	
7	+3	Immunity to Nature's Charms
8	+3	Wild Shape (2/long rest)
9	+4	
10	+4	
11	+4	Immunity to Nature's Venom
12	+4	Wild Shape (3/long rest)
13	+5	
14	+5	
15	+5	
16	+5	Wild Shape (4/long rest)
17	+6	
18	+6	
19	+6	
20	+6	Wild Shape (5/long rest)

**Ability Requirements:** Wisdom 13 and Charisma 13

**Hit Die Type:** d8 (5)

**Alignment:** Any neutral: neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral

**Weapon Proficiencies:** Club, dagger, dart, great club, pike, quarterstaff, scimitar, sling, sickle, and spear

**Armor Proficiencies:** Light and medium armors, and shield\*

**Skill Proficiencies:** Language (Druidic), Nature, and any 2 of the following: Animal Handling, Arcana, Athletics, Insight, Intimidation, Medicine, Persuasion, Poison, Profession (any), Religion, or Survival

\* You may not cast spells or use your Wild Shape ability when using metal armor or shields.



### Druid Spells

You cast divine spells. The spells available are listed on the druid spell list in chapter 11. The table below shows the number of spells you may prepare and cast after a long rest. You prepare spells through your rituals and attunement to nature, followed by contemplation and study. This process is covered in greater detail in chapter 10.

#### Spell Slots

Level	Spell Level									
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2								
2	3	3								
3	4	3	2							
4	4	3	2							
5	4	3	2	2						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	3	3	2	1				
10	4	4	4	3	2	1				
11	4	4	4	3	3	2	1			
12	4	4	4	3	3	2	1			
13	4	4	4	3	3	2	1	1		
14	4	4	4	3	3	2	2	1		
15	4	4	4	4	3	3	2	1	1	
16	4	4	4	4	3	3	2	1	1	
17	4	4	4	4	3	3	2	2	1	1
18	4	4	4	4	3	3	2	2	1	1
19	4	4	4	4	3	3	2	1	1	
20	4	4	4	4	3	3	3	2	2	1

Wisdom is your spellcasting ability for casting 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 = 10 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**Cantrips:** Druids know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

**Spellcasting Focus:** You can use a druidic focus (found in chapter 5) as a spellcasting focus for your druid spells.

### Resistance to Elements

At 2<sup>nd</sup> level you gain advantage on all saving throws against all acid, cold, lightning, fire, and thunder attacks.

### Woodland Stride

At 3<sup>rd</sup> level you gain the ability to move through natural thorns, briars, overgrown areas, and similarly difficult terrain at normal speed and without suffering damage or other impairment. When doing so, you leave no trail in the natural surroundings and cannot be tracked (as the Pass without Trace spell). Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect you.

### Wild Shape

At 4<sup>th</sup> level you gain the ability to change into a Small or Medium beast once per long rest as a bonus action. This form may be kept for 1 hour

per druid level attained. This ability operates like the Polymorph spell except that each time you assume a beast's form you regain 2d8+2 hit points. Upon reaching 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup> levels in this class you gain an additional use of this ability per long rest.

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

At 8<sup>th</sup> level, you gain the ability to take the shape of a Large beast when using the Wild Shape ability.

The maximum Challenge Rating (CR) of the chosen form is equal to your druid level divided by 4, rounded down: CR 1 at 4<sup>th</sup> level, CR 2 at 8<sup>th</sup> level, CR 3 at 12<sup>th</sup> level, CR 4 at 16<sup>th</sup> level, and CR 5 at 20<sup>th</sup> level. You must have seen a creature in order to take its form.

### Immunity to Nature's Charms

At 7<sup>th</sup> level you become immune to all Charm spells and effects cast by fey woodland creatures such as dryads and nymphs.

### Immunity to Nature's Venom

At 11<sup>th</sup> level you gain immunity to all poisons.



## 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 the two combatants 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-elfin 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.

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.

**Ability Requirements:** Strength 13 or Dexterity 13

**Hit Die Type:** d10 (6)

**Alignment:** Any

**Weapon Proficiencies:** All

**Armor Proficiencies:** All armor and shield

**Skill Proficiencies:** Any 4 of the following: Acrobatics, Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Perception, Profession (any), Religion, Stealth, or Survival

Level	Proficiency Bonus	Class Features
1	+2	Weapon Specialization (+2)
2	+2	Second Wind
3	+2	Fighting Style (1)
4	+2	Combat Dominance (+2)
5	+3	Extra Attack (1), Weapon Specialization (+3)
6	+3	
7	+3	
8	+3	Fighting Style (2), 2 <sup>nd</sup> Weapon of Specialization
9	+4	Combat Dominance (+3)
10	+4	Extra Attack (2), Weapon Specialization (+4)
11	+4	
12	+4	
13	+5	Fighting Style (3)
14	+5	Combat Dominance (+4)
15	+5	Weapon Specialization (+5), 3 <sup>rd</sup> Weapon of Specialization
16	+5	
17	+6	
18	+6	
19	+6	Combat Dominance (+5)
20	+6	Weapon Specialization (+6)

### Weapon Specialization

At 1<sup>st</sup> level you choose a weapon of specialization. This weapon, once chosen, cannot be changed. You gain a +2 bonus to damage rolls when using a weapon of specialization. This damage bonus increases by 1 at fighter levels 5, 10, 15, and 20.

At 8<sup>th</sup> and 15<sup>th</sup> levels you choose another weapon of specialization. The damage bonus with these weapons is equal to that gained with your first weapon of specialization.



D. '80

### Second Wind

Beginning at 2<sup>nd</sup> level, you can draw from a limited well of stamina in order to protect yourself from harm. On your turn, you can use this ability to regain hit points equal to your 1d10 plus your fighter level. Use of this ability uses your bonus action for the round. Once you use this ability, you must finish a short or long rest before you can use it again.

### Fighting Style

At 3<sup>rd</sup> level you adopt a particular style of fighting, represented by your choice of one of the following feats:

Charger, Cleave, Crossbow Expert, Defensive Duelist, Dual Wielder, Grappler, Great Weapon Master, Heavy Armor Master, Master Archer, Medium Armor Master, Mobile, Mounted Combatant, Polearm Master, Savage Attacker, Sentinel, Sharpshooter, Shield Master, or Tavern Brawler.

As is always the case when choosing feats, you can take each feat only once (unless the feat's description says otherwise) and 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.

At fighter levels 8 and 13 you may choose an additional feat from the list above. See chapter 6 for more information on feats.

### Combat Dominance

Starting at 4<sup>th</sup> level, you double your attacks per round against opponents with hit dice or levels equal to your fighter level divided by four (rounding all fractions down).

In order to use this ability, you must direct all melee weapon attacks against opponents that meet this criterion. You can split the available attacks among qualified opponents as desired. This ability may not be used with ranged weapons.

Example: An 8<sup>th</sup> level fighter, facing a dozen 2<sup>nd</sup> level guards, could make four melee attacks per round.

In addition, you gain a +2 bonus to make and resist Disarm, Overrun, and Shove contests (see page 68), and to counter opponent's Tumble attempts. This bonus improves by 1 at fighter levels 9, 14, and 19.

### Extra Attack

You gain the ability to make more than one attack when you take an Attack action. At level 5 you may make 1 extra attack per round. At levels 10 you may make two extra attacks per round.

Level	Extra Attacks per Round
5-9	1 per round
10-20	2 per round



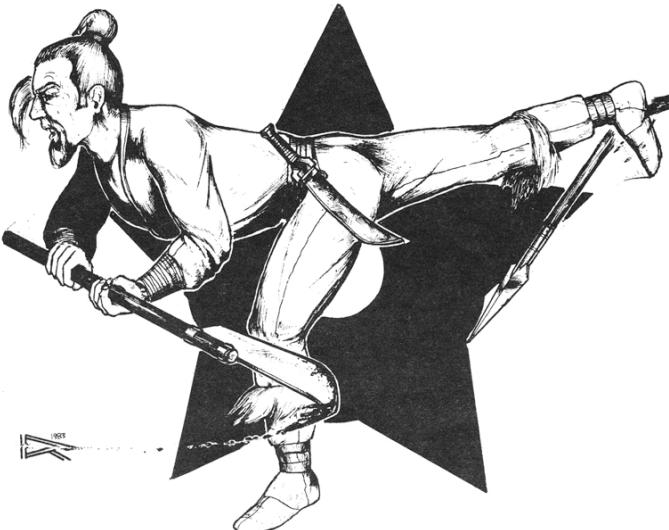
D. '81

## Monk

Her fists a blur as they deflect an incoming hail of arrows, a half-elf springs over a barricade and throws herself into the massed ranks of hobgoblins on the other side. She whisks 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 takes a defensive stance in preparation for the coming fight.

Whatever their discipline, monks are united in their ability to harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.



Level	Proficiency Bonus	Class Features
1	+2	Fast Movement (5'), Improved Unarmed Strike (+2), Slow Fall, Unarmored Defense
2	+2	Mind over Body
3	+2	Stunning Attack
4	+2	Speak with Animals
5	+3	Extra Attack (1), Fast Movement (10'), Improved Unarmed Strike (+3)
6	+3	Meditative Trance, Purity of Body
7	+3	
8	+3	Evasion
9	+4	Fast Movement (15'), Still Mind
10	+4	Extra Attack (2), Improved Unarmed Strike (+4), Tongues
11	+4	Immunity to Nature's Venom
12	+4	
13	+5	Fast Movement (20'), Quivering Palm
14	+5	
15	+5	Improved Unarmed Strike (+5)
16	+5	
17	+6	Fast Movement (25')
18	+6	Speak with Plants
19	+6	
20	+6	Improved Unarmed Strike (+6),

**Ability Requirements:** Strength 13, Wisdom 13, and Dexterity 13

**Hit Die Type:** d8 (5)

**Alignment:** Any lawful: lawful good, lawful neutral, or lawful evil

**Weapon Proficiencies:** Bé de corbin, blowgun, club, dagger, dart, glaive, great club, halberd, hand axe, heavy mace, javelin, flail, light crossbow, long bow, mace, military fork, pike, quarterstaff, sickle, scythe, short bow, short sword, sling, and spear

**Armor Proficiencies:** None

### Skill Proficiencies:

Acrobatics, Athletics, and 2 of the following: Animal Handling, Arcana, Craft (any), History, Insight, Language (any), Medicine, Nature, Perception, Performance (any), Profession (any), Religion, Stealth, or Survival

### Fast Movement

At 1st level, you may add 5' to your speed so long as you are not armored and no more than lightly encumbered. At monk levels 5, 9, 13, and 17 you add an additional 5' to your speed.

### Improved Unarmed Strike

Monks specialize in unarmed, hand-to-hand combat. You deal 1d6 points of bludgeoning damage with all unarmed strikes and gain a +2 bonus to all damage dealt with unarmed strikes. This damage bonus increases by 1 when you reach levels 5, 10, 15, and 20.

You may also attempt to disarm foes whether armed or not. See chapter 9.

At 5<sup>th</sup> level and beyond, your unarmed attacks are considered magical natural weapons for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

### Slow Fall

You reduce falling damage by a number of d6 equal to your monk level divided by two (rounding up), so long as you are unarmored and no more than lightly encumbered.

### Unarmored Defense

You may add both your Dexterity and Wisdom bonuses to your armor class so long as you are unarmored, not using a shield, and no more than lightly encumbered.

### Mind over Body

Beginning at 2<sup>nd</sup> level, your mental mastery over your body imparts allows you to heal 1d8 plus your monk level in damage. Use of this ability uses your bonus action for the round. Once you use this ability, you must finish a short or long rest before you can use it again.



### Stunning Attack

Starting at 3<sup>rd</sup> level, you may designate one attack per round as being a Stunning Attack. If you hit with this attack, your foe must make a Constitution saving throw, with a DC of 10 + your proficiency bonus + your Wisdom modifier, or be stunned for 1d4 combat rounds. A missed

attempt foils that use of the ability and counts against your daily limit for such attacks.

You may attempt one Stunning Attack per long rest at levels 3-8, 2 at levels 9-13, and 3 at levels 14-20.

### **Speak with Animals**

At 4<sup>th</sup> level and higher you may converse with animals, as per the Speak with Animals spell.

### **Extra Attack**

You gain the ability to make more than one attack when you take an Attack action. At level 5 you may make 1 extra attack per round. At levels 10 you may make two extra attacks per round.

Level	Extra Attacks per Round
5-9	1 per round
10-20	2 per round

### **Meditative Trance**

Beginning at 6<sup>th</sup> level, you have mastery over your vital functions, and can slow them until you appear to be dead. The trance mimics the effects of a Feign Death Spell, except that you make all Wisdom (Perception) checks normally while meditating.

### **Purity of Body**

At 6<sup>th</sup> level onward you are not subject to diseases of any sort.

### **Evasion**

At 8<sup>th</sup> level and beyond, you take no damage, rather than ½ damage, when you make your Dexterity saving throw against breath weapons, traps, or spells such as Fireball. On a failed save you only take half damage.

### **Still Mind**

Starting at 9<sup>th</sup> level you make all Wisdom and Charisma saving throws with advantage.

### **Tongues**

At 10<sup>th</sup> level and higher you may converse with all living creatures that are capable of speech, as per the Tongues spell.

### **Immunity to Nature's Venom**

At 11<sup>th</sup> level and higher you are immune to all poisons.

### **Quivering Palm**

At 13<sup>th</sup> level, you gain a fearsome and fabled attack, the Quivering Palm. You can use the Quivering Palm attack once per long rest.

The attack must be announced before an attack roll is made. If you successfully strike, and the target takes damage from your unarmed attack, the Quivering Palm succeeds. Thereafter, you can choose to try to slay the victim at any later time, within 1 round per monk level that you have attained.

You merely will the target to die, and the victim makes a Constitution save, with a Difficulty Class (DC) of 10 + your proficiency bonus + your Wisdom modifier. If the victim fails, it is reduced to 0 hit points. If your target succeeds on its saving throw it takes 13d4 necrotic damage, but cannot be brought below 0 hit points. This attack has no effect on nonliving creatures.

### **Speak with Plants**

By 18<sup>th</sup> level you are so attuned to your surroundings that you may Speak with Plants at will.



Human monk, lizard man barbarian, and human thief

## Paladin

*Clad in plate armor 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.*

*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, 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.

A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk. Different paladins focus on various aspects of the cause of righteousness, but all are bound by the oaths that grant them power to do their sacred work. Although many paladins are devoted to gods of good, a paladin's power comes as much from a commitment to justice itself as it does from a god.

Paladins train for years to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the sick and injured, to smite the wicked and the undead, and to protect the innocent and those who join them in the fight for justice.

### Level Proficiency Bonus Class Features

1	+2	Detect Evil, Paladin Spells
2	+2	Immunity to Disease
3	+2	Aura of Courage, Divine Grace (+2)
4	+2	Paladin's Mount, Turn Undead
5	+3	Extra Attack (1)
6	+3	
7	+3	
8	+3	Divine Grace (+3)
9	+4	
10	+4	Extra Attack (2)
11	+4	
12	+4	
13	+5	Divine Grace (+4)
14	+5	
15	+5	
16	+5	
17	+6	
18	+6	Divine Grace (+5)
19	+6	
20	+6	

#### Ability Requirements:

Strength 13, Wisdom 13, and Charisma 13

#### Hit Die Type:

d10 (6)

#### Alignment:

Lawful good

#### Weapons Proficiencies:

Any

#### Armor Proficiencies:

Any armor and shield

#### Skill Proficiencies:

Religion plus any 2 of the following: Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Persuasion, Profession (any), or Survival

### Detect Evil

Paladins may cast the Detect Evil spell as a cantrip.

### 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 times 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 affecting it. You can cure multiple diseases with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

### Paladin Spells

You prepare divine spells much as a cleric does (see chapter 10). The spells available are listed on the cleric spell list in chapter 11. The table that follows shows the number of spells you may prepare and cast after a long rest. You prepare spells through prayer to your deity or deities.

#### Spell Slots

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	2	1			
2	3	1			
3	3	2			
4	3	2			
5	3	2			
6	3	3			
7	3	3	1		
8	4	3	1		
9	4	3	1		
10	4	3	2		
11	4	3	2		
12	4	3	2		
13	4	3	2	1	
14	4	3	2	1	
15	4	3	2	2	
16	4	3	2	2	
17	4	4	2	2	
18	4	4	3	2	
19	4	4	3	2	1
20	4	4	3	2	1

Your caster level is equal to your paladin level divided by 3 (rounded down, to a minimum of 1).

Wisdom is your spellcasting ability for casting paladin spells. The power of your spells comes from your 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 paladin spell you cast and when making an attack roll with one.

Spell save DC = 10 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**Cantrips:** Paladins know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

**Spellcasting Focus:** You can use a holy symbol (found in chapter 5) as a spellcasting focus for your paladin spells.

### Immunity to Disease

Starting at 2<sup>nd</sup> level, you are immune to all diseases, whatever their origin.

### Aura of Courage

Starting at 3<sup>rd</sup> level, you are immune to all fear effects. In addition, you grant all allies within 30' your Divine Grace (see below) bonus to all saves versus charm and fear. If you are incapacitated your allies lose this bonus.

### Divine Grace

Starting at 3<sup>rd</sup> level, your god's favor grants you a +2 bonus to all saving throws. This bonus increases by 1 at paladin levels 8, 13, and 18.

### Paladin's Mount

Upon reaching 4<sup>th</sup> level, you gain the service of an unusually intelligent, tough, and loyal steed to serve you in your crusade against evil. This

mount is usually a warhorse (for a Medium-sized paladin) or a war pony (for a Small-sized paladin). This mount has an Intelligence score of 6 and maximum hit points.

War ponies are similar to warhorses, but are of Medium size, have a speed of 50', and deal 2d4+4 points of damage with their hooves.

If your mount dies, you may not summon another mount for a year and a day.

### 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, with a DC of 10 + your spell attack bonus (see chapter 10). Those that fail their save are turned for 10 rounds (1 minute). Turned undead flee from you by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. You cannot attack turned creatures without breaking the turning effect. Other characters can attack them, in any fashion, without breaking the turning effect.

Undead with a Challenge Rating (CR) equal to or less than your paladin level divided by 4 may be destroyed rather than turned (rounding all fractions down).

Example: At level 4 you may destroy up to CR 1 undead, at level 8 you may destroy up to CR 2 undead, and so on.

This ability may be used 2 times per long rest. At levels 5, 10, 15, and 20 you gain an additional use of this ability.

### Extra Attack

You gain the ability to make more than one attack when you take an Attack action. At level 5 you may make 1 extra attack per round. At levels 10 you may make two extra attacks per round.

Level	Extra Attacks per Round
5-9	1 per round
10-20	2 per round



## 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 becomes a whirlwind of steel, cutting down one enemy 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 emanates 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.

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 densely-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization - humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

**Ability Requirements:** Strength 13 or Dexterity 13, Wisdom 13, and Constitution 13

**Hit Die Type:** d10 (6)

**Alignment:** Any neutral or good: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, or neutral evil

**Weapon Proficiencies:** Any

**Armor Proficiencies:** Light and medium armors, and shield

**Skill Proficiencies:** Nature, Stealth, and Survival plus any 2 of the following: Animal Handling, Athletics, Craft (any), Insight, Intimidation, Medicine, Perception, Profession (any), or Religion

Level	Proficiency Bonus	Class Features
1	+2	Animal Empathy, Favored Enemy (+2), Ranger Spells
2	+2	Alert
3	+2	Pathfinder
4	+2	
5	+3	Extra Attack (1), Favored Enemy (+3)
6	+3	
7	+3	2 <sup>nd</sup> Favored Enemy, Woodland Stride
8	+3	
9	+4	
10	+4	Extra Attack (2), Favored Enemy (+4)
11	+4	
12	+4	
13	+5	
14	+5	3 <sup>rd</sup> Favored Enemy
15	+5	Favored Enemy (+5)
16	+5	
17	+6	
18	+6	
19	+6	
20	+6	Favored Enemy (+6)

### Animal Empathy

You may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying (see Social Interaction in chapter 8). In addition, you gain advantage on all Animal Handling checks regardless of whether you are proficient in the skill or not.

In addition, you are able to attract animal companions through use of the Animal Friendship spell (page 103) with CR ratings equal to your ranger level divided by 4 (CR  $\frac{1}{4}$  at ranger level 1, CR  $\frac{1}{2}$  at ranger level 2, CR 1 at ranger level 4, CR 2 at ranger level 8, CR 3 at ranger level 12, CR 4 at ranger level 16, and CR 5 at ranger level 20).

### Favored Enemy

At the start of play, you choose any one of the following groups as your Favored Enemy:

Rangers possess an extraordinary ability to combat their most common foes. When fighting these foes, you gain a +2 bonus to your damage rolls. This damage bonus increases by 1 at ranger levels 5, 10, 15, and 20.

1. Bugbears	11. Hobgoblins
2. Dragons	12. Humans
3. Drow	13. Kobolds
4. Dwarves	14. Lizardmen
5. Elves	15. Lycanthropes
6. Giants	16. Ogres
7. Goblins	17. Orcs
8. Gnolls	18. Treants
9. Gnomes	19. Trolls
10. Halflings	20. Undead

You also gain the language of your Favored Enemy as a bonus Language skill. You make all Survival checks made to track your Favored Enemy with advantage.

You gain an additional Favored Enemy at levels 7 and 14.

At the DM's discretion, the Favored Enemy options may be altered to better suit the ranger's background or campaign setting. Examples of possible enemies that could be chosen are: Aarakocra, aboleths, beholders, mermen, mind flayers, sahuagin, and tritons.

## Ranger Spells

The table below shows the number of spells you may prepare and cast after a long rest. You prepare divine spells much as a druid does (see chapter 10).

### Spell Slots

Level	Spell Level				
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	2	1			
2	3	1			
3	3	2			
4	3	2			
5	3	2			
6	3	3			
7	3	3	1		
8	4	3	1		
9	4	3	1		
10	4	3	2		
11	4	3	2		
12	4	3	2		
13	4	3	2	1	
14	4	3	2	1	
15	4	3	2	2	
16	4	3	2	2	
17	4	4	2	2	
18	4	4	3	2	
19	4	4	3	2	1
20	4	4	3	2	1

The spells available are listed on the druid spell list. Your caster level is equal to your ranger level divided by 3 (rounded down, to a minimum of 1).

Wisdom is your spellcasting ability for casting 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 = 10 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**Cantrips:** Rangers know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

### Alert

Always on the lookout for danger, you gain the following benefits at 2<sup>nd</sup> level. You make all initiative rolls with advantage and 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.

### Pathfinder

Starting at 3<sup>rd</sup> level, you may move at your normal speed when making Dexterity (Stealth) checks to move silently or Wisdom (Survival) checks to track.

### Extra Attack

You gain the ability to make more than one attack when you take an Attack action. At level 5 you may make 1 extra attack per round. At levels 10 you may make two extra attacks per round.

Level	Extra Attacks per Round
5-9	1 per round
10-20	2 per round

### Woodland Stride

At 7<sup>th</sup> level you gain the ability to move through natural thorns, briars, overgrown areas, and similarly difficult terrain at normal speed and without suffering damage or other impairment. When doing so, you leave no trail in the natural surroundings and cannot be tracked (as the Pass without Trace spell). Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect you.



## Thief

Signaling for her companions to wait, a half-elf 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.

Moving with the silence of the night, a black-clad halfling slinks into the shadows beneath an arch and emerges from another inky shadow on a balcony a stone's throw away. She slides her blade free of its cloth-wrapped scabbard and peers through the open window at the tyrant prince, so vulnerable in the grip of sleep.



Thieves 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, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

Thieves devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Thieves focus on stealth and deception, while refining the skills that help them in a

dungeon environment, such as climbing, finding and disarming traps, and opening locks.

When it comes to combat, thieves prioritize cunning over brute strength. A thief would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down with a barrage of attacks. Thieves have an almost supernatural knack for avoiding danger.

Level	Proficiency Bonus	Class Features
1	+2	Danger Sense, Find Traps, Sneak Attack (+1d6)
2	+2	Dodge (+1)
3	+2	Fleet-Footed
4	+2	Read Languages, Sneak Attack (+2d6)
5	+3	
6	+3	Improved Danger Sense
7	+3	
8	+3	Dodge (+2), Evasion, Sneak Attack (+3d6)
9	+4	
10	+4	Read Magic
11	+4	
12	+4	Greater Danger Sense, Sneak Attack (+4d6)
13	+5	
14	+5	
15	+5	Dodge (+3)
16	+5	Sneak Attack (+5d6)
17	+6	
18	+6	
19	+6	
20	+6	Sneak Attack (+6d6)

**Ability Requirements:** Dexterity 13

**Hit Die Type:** d6 (4)

**Alignment:** Any

**Weapon Proficiencies:** Blowgun, club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, mace, quarterstaff, scimitar, sickle, shortbow, short sword, sling, and whip

**Armor Proficiencies:** Light armor

**Skill Proficiencies:** Athletics, Disable Device, Language (Thieves' Cant), and Stealth, plus any 3 of the following: Acrobatics, Ciphers, Deception, Disguise, History, Insight, Intimidation, Perception, Performance (any), Persuasion, Poison, Profession (any), and Sleight of Hand

### Danger Sense

You have an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. At 1<sup>st</sup> level, you are not attacked with advantage by thieves when surprised.

In addition, you have advantage on Dexterity saving throws against traps. To gain this benefit, you can't be blinded, deafened, or incapacitated.

### Find Traps

Thieves may make Wisdom (Perception) checks to search for traps, including magical traps. The DC to find a magical trap is equal to the spell's saving throw DC. Other characters may attempt such checks, but do so with disadvantage.

To find a trap, you spend time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful Wisdom (Perception) check indicates you find a trap, if one is present. If multiple traps are in an area, your Wisdom (Perception) check is applied against all traps in the area.

## Sneak Attack

Beginning at 1<sup>st</sup> level, you know how to strike subtly and exploit a foe's distraction.

Once per Attack action or Opportunity Attack, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a thief weapon.

You don't need advantage on the attack roll 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.

The extra damage increases by 1d6 at levels 4, 8, 12, 16, and 20. You can only Sneak Attack creatures that have a discernible anatomy.

## Dodge

Thieves rely upon agility and deftness in order to avoid engaging in toe-to-toe combat with opponents. While heavy-armored fighters and hardy barbarians are able to trade blows in melee, thieves must make the most out of their maneuverability in order to stand a fighting chance in combat.

Beginning at 2<sup>nd</sup> level, you add 1 to your armor class when wearing light armor and no more than lightly encumbered. At levels 8 and 15 this bonus to armor class increases by 1.

## Fleet-Footed

Starting at 3<sup>rd</sup> level, you move full speed when making Strength (Athletics) checks to climb, Dexterity (Stealth) checks to move silently, and Dexterity (Acrobatics) checks to maintain your balance on narrow or slippery surfaces.

## Read Languages

At 4<sup>th</sup> level you gain proficiency in the Ciphers skill.

If you already have proficiency in Ciphers, you gain another language skill of your choice (subject to DM approval).

## Improved Danger Sense

At 6<sup>th</sup> level, you gain Improved Combat Sense and can no longer be Sneak Attacked when surprised.

## Evasion

At 8<sup>th</sup> level and higher you take no damage, instead of 1/2 damage, when you make your Dexterity saving throw against breath weapons, traps, or spells such as Fireball. On a failed save you only take half damage.

## Read Magic

At 10<sup>th</sup> level you can use the Ciphers skill to read scribed spells as if you had cast the Read Magic spell. You can read at the rate of 1 page per minute. The DC of this check equals 12 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. You may cast any spell that you have successfully read. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This ability may also be used to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with an Intelligence (Ciphers) check. The DC of this check is equal to (12 + the spell's level). As such a 3<sup>rd</sup> level spell, such as Glyph of Warding, would have a DC of 15.

## Greater Danger Sense

At 12<sup>th</sup> level you get Greater Danger Sense and are no longer vulnerable to Sneak Attacks under any circumstances.



## Wizard

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 an intricate magic circle in powdered silver 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.

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, arcing lightning, subtle deception, and brute-force mind control. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds.

Wild and enigmatic, varied in form and function, the power of magic draws students who seek to master its mysteries. Some aspire to become like the gods, shaping reality itself. Though the casting of a typical spell requires merely the utterance of a few strange words, fleeting gestures, and sometimes a pinch or clump of exotic materials, these surface components barely hint at the expertise attained after years of apprenticeship and countless hours of study.

Wizards live and die by their spells. Everything else is secondary. They learn new spells as they experiment and grow in experience. They can also learn them from other wizards, from ancient tomes or inscriptions, and from ancient creatures (such as the fey) that are steeped in magic.

Level	Proficiency Bonus	Class Features
1	+2	Spellbook, Wizard Spells
2	+2	
3	+2	Arcane Tradition
4	+2	
5	+3	
6	+3	
7	+3	
8	+3	
9	+4	
10	+4	
11	+4	
12	+4	
13	+5	
14	+5	
15	+5	
16	+5	
17	+6	
18	+6	
19	+6	
20	+6	

**Ability Requirements:** Intelligence 13

**Hit Die Type:** d4 (3)

**Alignment:** Any

**Weapon Proficiencies:** Club, dagger, dart, light crossbow, and quarterstaff

**Armor Proficiencies:** None\*

**Skill Proficiencies:** Arcana and 3 of the following: Ciphers, Craft (any), Disguise, History, Insight, Language (any), Nature, Performance (any), Perception, Profession (any), Religion, or Sleight of Hand

\* You may not cast spells in armor unless you are proficient in its use.

### Spellbook

At 1<sup>st</sup> level, your spellbook contains all of the wizard cantrips and four first level spells of your choice.



### Wizard Spells

You cast arcane spells. The spells you may cast are listed on the wizard spell list in chapter 11. The table below shows the number of spells of each spell level that you may prepare and cast after a long rest. You must prepare spells before casting them by studying from a spellbook. Spell memorization and descriptions are covered in greater detail in chapter 10.

#### Spell Slots

Level	Spell Level									
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2								
2	3	3								
3	4	3	2							
4	4	3	2							
5	4	3	2	2						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	3	3	2	1				
10	4	4	4	3	2	1				
11	4	4	4	3	3	2	1			
12	4	4	4	3	3	2	1			
13	4	4	4	3	3	2	1	1		
14	4	4	4	3	3	2	2	1		
15	4	4	4	4	3	3	2	1	1	
16	4	4	4	4	3	3	2	1	1	
17	4	4	4	4	3	3	2	2	1	1
18	4	4	4	4	3	3	2	2	1	1
19	4	4	4	4	3	3	3	2	1	1
20	4	4	4	4	3	3	3	2	2	1

Intelligence is your spellcasting ability for casting 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 = 10 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

**Cantrips:** Wizards know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them, after a long rest, as noted on the table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

**Spellcasting Focus:** You can use an arcane focus (found in chapter 5) as a spellcasting focus for your wizard spells.

## Arcane Tradition

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, these traditions 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.

At 3<sup>rd</sup> level your knowledge of the arcane arts gives you greater insights into one of these schools, allowing you to specialize in that school. As a specialist wizard, you increase the DC of saving throws for spells of that school by 1, and make concentration rolls with advantage when maintaining spells of your chosen school.

- **Abjuration:** Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Whenever you cast an abjuration spell of 1<sup>st</sup> level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a 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 1<sup>st</sup> 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.



- **Conjunction:** Spells that bring creatures or materials to the caster. A conjunction specialist is called a conjurer.

As a conjurer, 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.

- **Divination:** Spells that reveal information. A divination specialist is called a diviner.

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.

- **Enchantment:** Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

When you choose this school, your soft words and enchanting gaze can magically enthrall another creature. As an action, 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 Charisma saving throw against your wizard spell save DC 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.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor 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.

- **Evocation:** Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

As an evoker, 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 on a successful save.

- **Illusion:** Spells that alter perception or create false images. An illusion specialist is called an illusionist.

As an illusionist, you may cast Silent Image as a cantrip and Phantasmal Force as a 1<sup>st</sup> level spell.

- **Necromancy:** Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

As a necromancer, you gain the ability to reap life energy from creatures you kill with your spells. Once per round when you kill one or more creatures with a spell of 1<sup>st</sup> 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.

- **Transmutation:** Spells that transform the recipient physically or change its properties in a subtler way. A transmutation specialist is called a transmuter.

When you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes spent 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.

# CHAPTER 4: CHARACTER PERSONALITY AND DESCRIPTION

Characters are defined by much more than their race and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and race define. This chapter expounds on the details that distinguish characters from one another, including the basics of name and physical description, languages, and the finer points of personality and alignment.

## Character Details

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

### Name

Your character's race description includes sample names for members of that race. Put some thought into your name even if you're just picking one from a list.

### Sex

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior.

You don't need to be confined to binary notions of sex and gender. The elf god Corellon Larethian is often seen as androgynous or hermaphroditic, for example, and some elves in the multiverse are made in Corellon's image. You could also play a female character who presents herself as a man, a man who feels trapped in a female body, or a bearded female dwarf who hates being mistaken for a male. Likewise, your character's sexual orientation is for you to decide.

### Height and Weight

You can decide your character's height and weight, using the information provided in your race description or on the table below. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy.

If you want to, you can roll randomly for your character's height and weight using the table below. Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

Race	Base Height	Modifier	Base Weight	Modifier
Dwarf	3'9" or 3'6"	+2d4"	130 lb. or 100 lb.	+8d6 lb.
Elf	4'6" or 4'3"	+2d10"	85 lb. or 75 lb.	+6d6 lb.
Gnome	3' or 2'10"	+2d4"	50 lb. or 45 lb.	+5d6 lb.
Half-Elf	4'9" or 4'6"	+2d8"	100 lb. or 80 lb.	+8d8 lb.
Half-Orc	4'9" or 4'6"	+2d12"	130 lb. or 100 lb.	+12d8 lb.
Halfling	2'6" or 2'3"	+2d6"	40 lb. or 30 lb.	+5d6 lb.
Human	4'9" or 4'6"	+2d10"	120 lb. or 90 lb.	+10d8 lb.

### Other Physical Characteristics

You choose your character's age and the color of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

## Alignment

A typical creature in the worlds of Dungeons & Dragons has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

- Lawful good (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.
- Neutral good (NG) folk do the best they can to help others according to their needs. Many celestials, some cloud giants, and most gnomes are neutral good.
- Chaotic good (CG) creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.
- Lawful neutral (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some wizards are lawful neutral.
- Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.
- Chaotic neutral (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and thieves, and some bards, are chaotic neutral.
- Lawful evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.
- Neutral evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and yugoloths are neutral evil.
- Chaotic evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.



## Alignment in the Multiverse

For many thinking creatures, alignment is a moral choice. Humans, dwarves, elves, and other humanoid races can choose whether to follow the paths of good or evil, law or chaos.

According to myth, the good-aligned gods who created these races gave them free will to choose their moral paths, knowing that good without free will is slavery.

The evil deities who created other races, though, made those races to serve them. Those races have strong inborn tendencies that match the nature of their gods. Most orcs share the violent, savage nature of the orc god, Gruumsh, and are thus inclined toward evil. Even if an orc chooses a good alignment, it struggles against its innate tendencies for its entire life. (Even half-orcs feel the lingering pull of the orc god's influence.)

Alignment is an essential part of the nature of celestials and fiends. A devil does not choose to be lawful evil, and it doesn't tend toward lawful evil, but rather it is lawful evil in its essence. If it somehow ceased to be lawful evil, it would cease to be a devil.

Most creatures that lack the capacity for rational thought do not have alignments - they are unaligned. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are savage predators, for example, but they are not evil; they have no alignment.

## Changing Alignment

It is possible for you to change your character's alignment after your character is created, either by action or choice. Most often the character's alignment will change because that character's actions are more in line with a different alignment. This typically happens if you reconsider how you wish to play your character due to events that take place over the course of a campaign, and is commonly influenced by the actions taken by one's fellow adventurers. In such instances, your character gradually assumes an alignment better suited to their actions and adopted worldview.

There are also magical effects that can change a character's alignment. Rare and cursed magical items can instantly alter a character's alignment. Powerful artifacts may slowly erode a character's determination and willpower, causing subtle shifts in behavior. Spells can compel characters to perform actions against their will but rarely have the power to outright alter alignment.

Certain character classes require specific alignments. A paladin who is no longer lawful good is no longer a paladin. A character may have magical items usable only by creatures of specific alignments. Such items don't function (and may even prove dangerous) in the hands of a differently aligned character.

There will be times when the DM creates situations to test the character's resolve and ethics. But finding the right course of action within the character's alignment is part of the fun and challenge of roleplaying.

## Languages

Your race indicates the languages your character can speak by default, and both your class and skill choices might give you access to one or more additional languages. Note these languages on your character sheet. See chapter 7 for more details on Language skills.

Choose your languages from the Standard Languages table below, or choose one that is common in your campaign.

### Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogre, giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

With your DM's permission, you can instead choose an exotic or secret language, such as thieves' cant or the tongue of druids.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

### Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Deep Speech	Mind flayers, beholders	-
Draconic	Dragons	Draconic
Druidic	Druids	Elvish
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Thieves' Cant	Thieves	Common
Undercommon	Drow, duergar, derro	Elvish



## Personality

Fleshing out your character's personality - the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity - will help you bring him or her to life as you play the game. Think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

### Personality Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book that I could get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.



### Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices?

What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character's alignment is a good place to start defining them.

### Bonds

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession? Your bonds might be tied to your class, your background, your race, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

### Flaws

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness - in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?



### Background Information

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world.

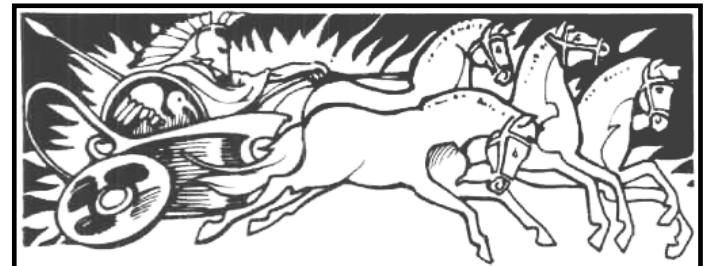
Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your thief might have gotten by as a guild thief or commanded audiences as a jester.

Developing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

### Religion

In fleshing out your character, it helps to choose a deity or pantheon of deities whom your character calls upon (or even curses) in times of need. A deity adds a depth to a character that cannot be captured in any other way.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft-overlooked aspect of character creation. You should consult with their Dungeon Master when choosing your deity. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians, for example, paid homage to Athena, but they sacrificed and even called upon Poseidon before they crossed the sea.



Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society your character comes from.

Consult with the Dungeon Master to work out what is best for the theme of the game and the idea of your character, and choose accordingly.

Divine spellcasters draw their power from the deity, pantheon of deities, or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the DM is necessary to learn more about a particular deity or pantheon and what boons they bestow upon their faithful priests and defenders. Though clerics are restricted in their choice of weapons, most clerics wield a weapon similar to that of their deity or from the pantheon worshipped even if that weapon does not appear on the cleric weapon list.

Divine spellcasters must hold true to the common belief system of their deity. They must be of an alignment that is close to their deity's and possess a similar worldview. Bards, clerics, druids, paladins, and rangers who break with their deity or act against them are denied their spells and abilities.

Example: A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoned violence, but rather with calm and wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a covenant with their deity.

More information on the gods of the Dungeons & Dragons multiverse is provided in Appendix B. Of course, it is entirely possible that your DM will make up his own pantheon of gods for his or her campaign world. If that is the case, please discuss your campaign setting's mythos before choosing a deity.



# CHAPTER 5: EQUIPMENT

The marketplace of a large city 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 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.

## 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 well-being. 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.

### Starting Wealth by Class

Class	Initial Funds (Average)
Barbarian	30-120 gold pieces: $3d4 \times 10$ (75)
Bard	50-200 gold pieces: $5d4 \times 10$ (125)
Cleric	50-200 gold pieces: $5d4 \times 10$ (125)
Druid	20-80 gold pieces: $2d4 \times 10$ (50)
Fighter	50-200 gold pieces: $5d4 \times 10$ (125)
Monk	4-24 gold pieces: $4d6$ (14)
Paladin	50-200 gold pieces: $5d4 \times 10$ (125)
Ranger	50-200 gold pieces: $5d4 \times 10$ (125)
Wizard	20-80 gold pieces: $2d4 \times 10$ (50)
Thief	30-120 gold pieces: $3d4 \times 10$ (75)



## 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 treasure hoards. 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, so fifty coins weigh a pound.

### Standard Exchange Rates

Coin	Exchange Value				
	cp	sp	ep	gp	pp
Copper Piece (cp) =	1	1/10	1/100	1/200	1/1000
Silver Piece (sp) =	10	1	1/10	1/20	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1000	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, 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 Weapons Proficiencies by Class

Class	Armor Proficiencies	Weapon Proficiencies
Barbarian	Light and medium armor, shield	Any
Bard	Light armor, shield	Blowgun, club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longbow, longsword, mace, pike, quarterstaff, scimitar, sickle, shortbow, short sword, sling, spear, and whip
Cleric	Any armor, shield	Club, dagger, flail, great club, hammer, heavy flail, heavy mace, mace, morningstar, quarterstaff, and sling. You are also proficient in the preferred weapon of your deity.
Druid	Light and medium armor, shield*	Club, dagger, dart, great club, pike, quarterstaff, scimitar, sling, sickle, and spear
Fighter	Any armor, shield	Any
Monk	None	Bec de corbin, blowgun, club, dagger, dart, glaive, great club, halberd, hand axe, heavy mace, javelin, flail, light crossbow, longbow, mace, military fork, pike, quarterstaff, sickle, scythe, short bow, short sword, sling, and spear
Paladin	Any armor, shield	Any
Ranger	Light and medium armor, shield	Any
Thief	Light armor	Blowgun, club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, mace, quarterstaff, scimitar, sickle, shortbow, short sword, sling, and whip
Wizard	None	Club, dagger, dart, light crossbow, and quarterstaff

\* Druids may only wear non-metal light and medium armors (e.g. leather, padded, and hide armor). They may only use wooden shields.

## Armor and Shields

Light Armor	Cost	Armor Class (AC)	Stealth	Weight	Notes
Padded	5 gp	11 + Dex modifier	Disadvantage	8 lb.	Includes quilted armor and leather jerkins
Leather	15 gp	12 + Dex modifier		10 lb.	
Studded leather	45 gp	13 + Dex modifier		12 lb.	
Medium Armor	Cost	Armor Class (AC)	Stealth	Weight	Notes
Hide	10 gp	13 + Dex modifier (max 2)		15 lb.	
Scale mail	50 gp	14 + Dex modifier (max 2)	Disadvantage	35 lb.	Includes ring mail
Chain shirt	100 gp	14 + Dex modifier (max 2)		25 lb.	
Breastplate	400 gp	15 + Dex modifier (max 2)		25 lb.	
Heavy Armor	Cost	Armor Class (AC)	Stealth	Weight	Notes
Chain mail	75 gp	16	Disadvantage	55 lb.	
Half plate	200 gp	17	Disadvantage	45 lb.	Includes splint and banded mail
Plate	1,500 gp	18	Disadvantage	65 lb.	
Shield	Cost	Armor Class (AC)	Stealth	Weight	Notes
Shield	10 gp	+2		6 lb.	

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 variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor and Shields table above collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The table above 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 gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast arcane spells.

### Armor Class (AC)

Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

### Stealth

If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

## Armor Descriptions

### Light Armor

Made from supple and thin 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:** This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas. A leather jerkin uses lighter, suppler leather than true leather armor and is closer to padded armor in all respects.

**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 close-set rivets or spikes.

### Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. Characters in medium armor are moderately encumbered. Moderately encumbered characters reduce their speed by 5 feet and have a maximum Dexterity bonus to armor class of +2.

**Hide:** This crude armor consists of thick furs and pelts. 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.

**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. Ring mail armor is leather armor with heavy rings sewn into it. Both ring and scale mail are inferior to a chain shirt, and are usually worn only by those who can't afford better armor.

**Chain Shirt:** Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. 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.

**Breastplate:** This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

### 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.

Characters in heavy armor are heavily encumbered. Heavily encumbered characters receive no Dexterity bonus to armor class, reduce their speed by 10 feet, and make all Dexterity skill checks with disadvantage.

**Chain Mail:** This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time. The suit includes gauntlets.

**Half Plate:** This armor, which is also called platemail or partial plate, is a combination of chain with metal plates (cuirass, epaulets, elbow guards, gauntlets, tassets, and greaves) covering vital areas. The

weight is distributed over the whole body and the whole thing is held together by buckles and straps.

Banded mail is a form of platemail in which overlapping strips of metal sewn to a backing of leather and chainmail. Generally, the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured.

Splint mail armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this is not flexible, the joints are protected by chain mail.

**Plate:** Plate or full plate consists of shaped, interlocking metal plates 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 full plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner of the same size category.

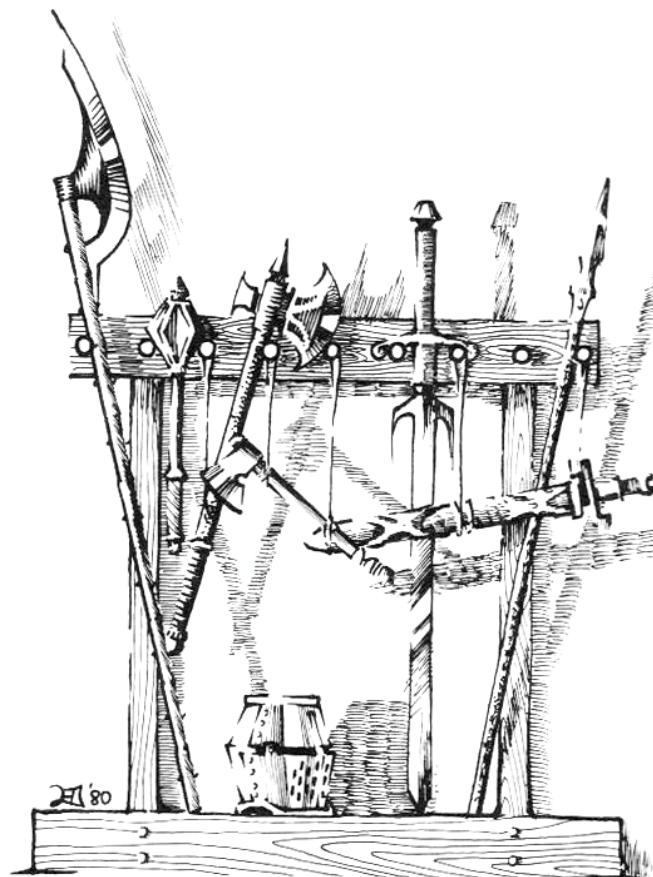
### Shields

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

## Getting into and Out of Armor

The time it takes to don (put on) or doff (remove) armor depends on the armor's category. If you have help, reduce this time by half.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action



## Weapons

<b>Tiny Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Dagger	2 gp	1d4 piercing	20'/60'	1 lb.	Finesse, thrown
Unarmed strike	—	1 bludgeoning	—	—	
<b>Small Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Light flail	5 gp	1d6 bludgeoning	—	2 lb.	
Light hammer	2 gp	1d4 bludgeoning	20'/60'	2 lb.	Thrown
Handaxe	5 gp	1d6 slashing	20'/60'	2 lb.	Thrown
Javelin	5 sp	1d4 piercing	30'/120'	2 lb.	Thrown
Mace	5 gp	1d6 bludgeoning	—	4 lb.	
Pick	3 gp	1d6 piercing	—	2 lb.	
Rapier	25 gp	1d6 slashing	—	2 lb.	Finesse
Shortsword	10 gp	1d6 piercing	—	2 lb.	Finesse
Sickle	1 gp	1d6 slashing	—	2 lb.	Finesse
<b>Medium Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Battleaxe	10 gp	1d8 slashing	—	4 lb.	Versatile (1d10)
Club	1 sp	1d6 bludgeoning	20'/60'	2 lb.	Thrown
Heavy flail	10 gp	1d8 bludgeoning	—	3 lb.	
Heavy mace	10 gp	1d8 bludgeoning	—	6 lb.	
Longsword	15 gp	1d8 slashing	—	3 lb.	Versatile (1d10)
Morningstar	15 gp	1d8 piercing	—	4 lb.	
Quarterstaff	2 sp	1d6 bludgeoning	—	4 lb.	Versatile (1d8)
Scimitar	25 gp	1d8 slashing	—	2 lb.	Finesse
Shield	15 gp	1d4 bludgeoning	—	6 lb.	
Spear	1 gp	1d6 piercing	20'/60'	3 lb.	Thrown, versatile (1d8)
Trident	5 gp	1d6 piercing	20'/60'	3 lb.	Thrown, versatile (1d8)
Warhammer	15 gp	1d8 bludgeoning	—	3 lb.	Versatile (1d10)
War pick	5 gp	1d8 piercing	—	3 lb.	
Whip	2 gp	1d4 slashing	—	2 lb.	Finesse, reach
<b>Large Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Crow's beak	15 gp	1d8 piercing	—	6 lb.	Reach
Glaive	20 gp	1d8 slashing	—	6 lb.	Reach
Greataxe	30 gp	1d12 slashing	—	7 lb.	
Greatclub	2 sp	1d8 bludgeoning	—	8 lb.	
Great flail	15 gp	1d10 bludgeoning	—	6 lb.	
Great sword	50 gp	2d6 slashing	—	6 lb.	
Halberd	20 gp	1d8 slashing or piercing	—	6 lb.	Reach
Lance	10 gp	1d8 piercing	—	6 lb.	Reach, special
Lucerne hammer	—	1d8 bludgeoning or piercing	—	6 lb.	Reach
Maul	10 gp	2d6 bludgeoning	—	10 lb.	
Military fork	10 gp	1d8 piercing	—	8 lb.	Reach
Pike	10 gp	1d8 piercing	—	8 lb.	Reach
Scythe	10 gp	1d10 slashing	—	8 lb.	
<b>Tiny Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Dart	5 sp	1d4 piercing	20'/60'	½ lb.	Finesse, thrown
Hard crossbow	75 gp	1d4 piercing	30'/120'	2 lb.	Ammunition, loading
<b>Small Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Blowgun	10 gp	1 piercing	30'/120'	1 lb.	Ammunition, loading
Bolas	5 gp	1d4 bludgeoning	20'/60'	2 lb.	Finesse, thrown
Sling	-	1d4 bludgeoning	30'/120'	0 lb.	Ammunition
<b>Medium Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Light crossbow	25 gp	1d8 piercing	80'/320'	4 lb.	Ammunition, loading
Shortbow	25 gp	1d6 piercing	80'/320'	2 lb.	Ammunition, two-handed
<b>Large Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Heavy crossbow	50 gp	1d10 piercing	100'/400'	8 lb.	Ammunition, loading
Longbow	50 gp	1d8 piercing	150'/600'	3 lb.	Two-handed
Net	1 gp	-	5'/15	6 lb.	Special, Thrown
<b>Ammunition Type</b>	<b>Cost</b>	<b>Weight</b>			
Arrows (20)	1 gp	1 lb.			
Blowgun needles (50)	1 gp	1 lb.			
<b>Ammunition Type</b>	<b>Cost</b>	<b>Weight</b>			
Crossbow bolts (20)	1 gp	1 lb.			
Sling bullets (20)	1 sp	2 lb.			

Your class grants proficiency in certain weapons, reflecting both the 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 table above shows the most common weapons used in the worlds of D&D, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

## Weapon Proficiencies

Your race and class can grant you proficiency with certain 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 do not add your proficiency bonus to the attack roll.

## Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

**Ammunition:** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

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

**Loading:** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus 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. You can't attack a target beyond the weapon's long range.

**Reach:** This weapon adds 5 feet to your reach when you attack with it. You have disadvantage when you use reach weapon to attack a target within 5 feet of you.

**Special:** A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

**Thrown:** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, 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.

**Two-Handed:** 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 to make a melee attack.

## Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. 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 option a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it always deals 1d4 damage. An improvised thrown weapon has normal range of 20 feet and a long range of 60 feet.

## Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible 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.

**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. You may not wield two lances while mounted.

**Net:** A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

## Weapon Sizes and Light Weapons

All of the weapons listed below are categorized by size (Tiny, Small, Medium and Large). Weapon size helps a player to determine if and how a character can employ a weapon. Generally, a character can employ a weapon of their size or smaller as a 1-handed weapon unless it has the Two-Handed weapon property. Weapons that are 1 size category larger than the wielder (i.e. a longsword wielded by a halfling) must be used two-handed and may not be used as Finesse weapons. Weapons that are at least 1 size category smaller than that of the character (i.e. a dagger wielded by a halfling) are considered to be Light weapons.

- **Light Weapon:** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules two-weapon fighting in chapter 9.



## Weapon Descriptions

The weapon tables list more than just the price of each item. It also gives other game information. Since each weapon is different, you should note this information separately for each weapon your character purchases or finds.

**Blowgun:** Most blowguns are four or more feet in length, and fire barbed needles.

Blowgun ammunition is very light and cannot penetrate heavy armor. If a target is protected by heavy armor, the attack is made with disadvantage. Due to the loading property of blowguns, only fighters with Weapon Specialization may fire blowguns more than once per round.

**Bows:** Bows are grouped into short and long bows, with composite bows and stick bows of either type existing. Stick bows such as the English longbow are made from a single stave of wood while composite bows are made from several layers of wood and/or bone that grant the bow great strength and elasticity.

All bows but longbows may be fired from the saddle, with horse nomads favoring recurved composite bows.

Composite bows may be made to accommodate exceptionally strong bowmen. These bows allow the archer to use their Strength modifier, instead of their Dexterity modifier, on damage rolls. The materials and workmanship required to make such bows increases their cost by 50 gold pieces per point of Strength bonus to damage permitted. As such, a composite shortbow made for a archer with a 17 Strength would cost 125 gold pieces (25 gold pieces for the bow + 100 gold for the 2 points of Strength damage that the bow allows for).

**Crossbow:** The hand crossbow is easily held in one hand and cocked with the other. The light crossbow, also called a latch, must be braced against an object to be cocked with a lever mounted on the stock. The heavy crossbow has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is placed in a stirrup at the end of the crossbow while the cranequin is worked.

Due to the loading property of crossbows, only fighters with Weapon Specialization may fire light crossbows more than once per round. Heavy crossbows may never be fired more than once per round. Crossbows may be used in conjunction with shields and may be fired from a prone position.

**Crow's Beak:** The bec de corbin, or crow's beak, has a shaft up to ten feet long and is usually found in the hands of the common soldier. It, and the similarly designed Lucerne hammer, were mainly used to punch through armor. The end is fitted with the long point of a pike to hold off enemy cavalry.

**Glaive:** One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe. Glaives are also known as pole axes, bardiches, and naginatas.

**Greataxe:** Greataxes are heavy, one- or two-bladed battleaxes that require the use of two hands in combat. These heavy, cleaving blades evolved into one of the simplest of polearms, the bardiche, which is little more than an elongated battle axe.

**Halberd:** This was one of the most popular weapons of the Middle Ages. Fixed on a shaft of five to eight feet in length is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or owl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

**Lance:** All lances require that the rider be firmly in a saddle and using stirrups. Under such conditions, lances may use used 1-handed, despite their size. Lances deal an extra damage die when making a

lance charge, which requires your mount to make a Dash action in a straight line while you make your attack.

**Longsword:** This sword is may be used with either one or two hands, and is also called a bastard sword or broadsword.

**Lucerne Hammer:** This polearm has a shaft up to ten feet long and is usually found in the hands of the common soldier. It proved effective at smashing armor. The end is fitted with the long point of a pike to hold off enemy cavalry.

**Military Fork:** This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving often results in combining the fork with other weapons.

**Net:** A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target.

**Pike:** Essentially this is a spear of 12 to 20 feet in length. This weapon is quite similar to both the long spear and partisan in its design and use. The awl pike, in particular, was a popular weapon during the Renaissance. Since the pike stuck out in front, men could be packed side-by-side in dense formations, and several rows of men could fight. Large blocks of pikemen made formidable troops. However, once the pikemen engaged in close combat, they normally dropped their clumsy awl pikes and fought hand-to-hand with short swords.

**Polearms:** A popular group of weapons during the ancient and medieval periods were the polearms. Their length was a distinct advantage and, for peasants, they were relatively easy to make. Thus, there came to be an abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used in this game might possibly be applied to other weapons elsewhere.

Because of their length, all polearms are infantry weapons and require two hands to use. They are almost always the weapon of the common peasant and soldier, who, lacking a horse and heavy armor, needs some weapon to keep the enemy's knights at bay. Thus, most polearms are intended to be used in close-packed formations that present a forest of sharp points and wicked blades to any knight foolish enough to charge.

The following weapons are polearms: crow's beaks, glaives, halberds, lances, Lucerne hammers, military forks, scythes, spears (all), and all weapons based upon, or similar in design to, these weapons.

Polearms with the Reach property are 8 to 15 feet in length and allow characters to attack at foes from a distance. Polearms that deal piercing damage (halberds, pikes, spears, etc) may be readied in order to deal more damage against charging opponents (see the Ready action in chapter 9 for more details).

**Scythe:** Scythes are long, inward curving blades mounted on a shaft six to eight feet long. It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert a common scythe into a weapon of war.

**Sling:** You can fire a sling with one hand; though loading a sling requires two hands.

**Spear:** This simple polearm consists of a shaft, usually of wood, with a pointed head. The head may be simply the sharpened end of the shaft itself, as is the case with fire hardened spears, or it may be made of a more durable material fastened to the shaft, such as flint, obsidian, iron, steel or bronze. The most common design for hunting or combat spears since ancient times has incorporated a metal spearhead shaped like a triangle, lozenge, or leaf. Variants on the spear include the ranseur, spetum, partisan, yari, and all long spears (see "Pike" above).

**Whip:** The whip is a dangerous weapon only in the hands of a highly skilled and well-trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. As such, a whip wielder suffers disadvantage on attack rolls made against opponents in medium or heavy armor.

## Adventuring Gear

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb.	Clothes, costume	5 gp	4 lb.	Mirror, silver	20 gp	½ lb.
Acid (vial)	25 gp	1 lb.	Clothes, fine	15 gp	5 lb.	Mirror, steel	5 gp	½ lb.
Antitoxin (vial)	50 gp	*	Clothes, traveler's	2 gp	4 lb.	Oil flask		
Arcane focus			Component pouch	25 gp	2 lb.	Alchemist's fire	50 gp	1 lb.
Crystal	10 gp	1 lb.	Crowbar	2 gp	3 lb.	Lamp	1 sp	1 lb.
Orb	20 gp	3 lb.	Druidic focus			Paper (sheet)	2 sp	**
Rod	10 gp	2 lb.	Sprig of mistletoe	1 gp	*	Papyrus (sheet)	1 sp	**
Staff	5 gp	4 lb.	Totem	1 gp	*	Parchment (sheet)	1 sp	**
Wand	10 gp	1 lb.	Staff	5 gp	4 lb.	Perfume (vial)	5 gp	*
Backpack	2 gp	2 lb.	Yew wand	10 gp	1 lb.	Pick, miner's	2 gp	10 lb.
Ball bearings (bag)	1 gp	2 lb.	Fishing tackle	1 sp	3 lb.	Pitons (2)	1 sp	½ lb.
Barrel	2 gp	70 lb.	Fishing net (10' sq.)	4 gp	5 lb.	Poison, basic (vial)	100 gp	*
Basket	4 sp	2 lb.	Flask or tankard	2 cp	1 lb.	Pole, 10'	5 cp	7 lb.
Bedroll	1 gp	5 lb.	Grappling hook	2 gp	4 lb.	Pot, iron	2 gp	10 lb.
Bell	1 gp	*	Hammer	1 gp	2 lb.	Potion of healing	50 gp	½ lb.
Belt pouch			Hammer, sledge	2 gp	10 lb.	Quiver	12 sp	1 lb.
Large	1 gp	1 lb.	Healer's kit	25 gp	3 lb.	Ram, portable	4 gp	35 lb.
Small	5 sp	½ lb.	Holy symbol			Rations, 1 day	5 sp	2 lb.
Blanket	5 sp	2 lb.	Amulet	5 gp	1 lb.	Rope, 50'		
Block and tackle	1 gp	5 lb.	Emblem	5 gp	*	Hemp	1 gp	10 lb.
Book			Reliquary	5 gp	2 lb.	Silk	10 gp	5 lb.
Journal	10 gp	2 lb.	Holy water (flask)	25 gp	1 lb.	Sack		
Tome	25 gp	5 lb.	Hourglass	25 gp	1 lb.	Large	2 cp	½ lb.
Bottle	2 gp	1 lb.	Hunting trap	5 gp	25 lb.	Small	1 cp	*
Bolt case	1 gp	1 lb.	Ink (1 oz. bottle)	10 gp	*	Scale, merchant's	5 gp	3 lb.
Bucket	5 cp	2 lb.	Ink quill	1 cp	**	Sealing wax	5 sp	*
Caltrops (bag)	1 gp	2 lb.	Ink pen	2 cp	**	Shovel	2 gp	5 lb.
Candle	1 cp	*	Jug or pitcher	2 cp	3 lb.	Signal whistle	1 sp	*
Canvas (sq. yard)	4 sp	1 lb.	Ladder, 10'	1 sp	25 lb.	Signet ring	5 gp	*
Chalk	1 cp	*	Lamp	5 sp	1 lb.	Soap	5 sp	1 lb.
Chain, per foot			Lantern			Spellbook (blank)	50 gp	3 lb.
Heavy	2 sp	1 lb.	Beacon	150 gp	50 lb.	Spikes, iron (10)	1 gp	5 lb.
Light	1 sp	½ lb.	Bullseye	10 gp	2 lb.	Spyglass	1,000 gp	1 lb.
Chest			Hooded	5 gp	2 lb.	Tent		
Large	5 gp	25 lb.	Lock			Large	25 gp	20 lb.
Small	2 gp	10 lb.	Exceptional	250 gp	1 lb.	Small	5 gp	10 lb.
Climber's kit	25 gp	5 lb.	Good	50 gp	1 lb.	Tinderbox	5 sp	1 lb.
Cloth, 10 sq. yards			Poor	10 gp	1 lb.	Torch	1 cp	1 lb.
Common	7 gp	10 lb.	Magnifying glass	100 gp	*	Vial	1 gp	*
Fine	50 gp	10 lb.	Manacles	2 gp	5 lb.	Water clock	1,000 gp	200 lb.
Rich	100 gp	10 lb.	Map or scroll case	1 gp	1 lb.	Whetstone	1 cp	1 lb.
Clothes, common	5 sp	3 lb.	Mess kit	2 sp	1 lb.	Wineskin	2 sp	1 lb.

\* These items weigh little individually. Ten of these items weigh one pound.

\*\* These items have no appreciable weight and should not be considered for encumbrance unless many are carried.

## Adventuring Gear Descriptions

**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 creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

**Antitoxin:** A creature that drinks this vial of liquid gains 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 wand-like length of wood, or some similar item - designed to channel the power of arcane spells. A wizard can use such an item as a spellcasting focus, as described in chapter 10.

**Belt Pouch:** A small pouch of cloth or leather can hold up to 20 sling bullets or 50 blowgun needles, among other things. Large pouches have twice the capacity of a small pouch. A compartmentalized pouch for holding spell components is called a component pouch (described later in this section).

**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.

**Bolt Case:** This wooden case can hold up to twenty crossbow bolts.

**Book:** A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on complex contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (see below).

**Caltrops:** As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

**Candle:** For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

**Chain:** A light chain has 10 hit points. It can be burst with a successful DC 20 Strength (Athletics) check. A heavy chain has 15 hit points and can be burst with a successful DC 25 Strength (Athletics) check.

**Climber's Kit:** A climber's kit includes special pitons, boot tips, gloves, and a harness. 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 has compartments to hold all the material

components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

**Crowbar:** Using a crowbar grants advantage 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, without needing to make a Wisdom (Medicine) check.

**Holy Symbol:** A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing 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. You can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, you must hold it in hand, wear it visibly, or bear it 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, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage. A cleric or paladin may create holy water by casting the Bless Water spell.

**Hunting Trap:** When you use your action to set it, this trap forms a saw-toothed 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). A creature can use its action to make a DC 15 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check to escape deals 1 piercing damage.

**Lamp:** A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

**Lantern, Beacon:** The beacon lantern is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bull's-eye lantern but illuminates to a greater distance (240'). The beacon goes through oil quickly, burning a flask every two hours.

**Lantern, Bullseye:** A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

**Lantern, Hooded:** A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. 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 5-foot radius.

**Lock:** A key is provided with the lock. Without the key, a creature can pick a poor lock with a successful DC 10 Disable Device check. A good lock requires a successful DC 15 Disable Device check, while the DC for an exceptional lock is 20.

**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 can pick the manacles' lock with a successful DC 15 Disable Device. Manacles have 15 hit points.

**Map or Scroll Case:** This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

**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 Flask, 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 creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d6 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Oil Flask, Lamp:** Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this 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, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil is wiped away the target takes an additional 1d6 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5' square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 1d6 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 round.

**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 12 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

**Potion of Healing:** A character who drinks the magical red fluid in this vial regains 2d4+2 hit points. Drinking or administering a potion takes an action.

**Quiver:** A quiver can hold up to 20 arrows.

**Ram, Portable:** You can use a portable ram to break down doors. When doing so, you gain a +2 bonus on the Strength (Athletics) check. One other character can help you use the ram, giving you advantage on this check.

**Rations:** Rations consist of dry foods suitable for extended travel, including 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 (Athletics) 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 trade goods, to help determine their worth.

**Spellbook:** Essential for wizards, a spellbook is a leather-bound 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 small tent sleeps two. A large tent sleeps up to four characters.

**Tinderbox:** This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any other fire takes 1 minute.

**Torch:** A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

**Water Clock:** Activated by a regulated flow of drops, the water clock is not something you carry in your pocket. For it to work at all, it must have a source of water and be left undisturbed.

## Container Capacity

Container	Capacity
Backpack*	1 cubic foot or 30 lbs. of gear
Barrel	40 gallons (liquid) or 4 cubic feet (solid)
Basket	2 cubic feet or 40 lbs. of gear
Belt pouch, large	1/5 cubic foot or 6 lbs. of gear
Belt pouch, small	1/10 cubic foot or 2 lbs. of gear
Bottle	1 1/2 pints (liquid)
Bucket	3 gallons (liquid) or 1/2 cubic foot
Chest, large	12 cubic feet or 300 lbs. of gear
Chest, small	6 cubic feet or 50 lbs. of gear
Flask or tankard	1 pint (liquid)
Jug or pitcher	1 gallon (liquid)
Pot, iron	1 gallon (liquid)
Sack, large	1 cubic foot or 30 lbs. of gear
Sack, small	1/2 cubic foot/6 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.

## 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. When buying your starting equipment, you can purchase a pack for the price shown, which is cheaper than buying the items individually.

**Burglar's Pack (16gp):** Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack has 50 feet of hempen rope strapped to its side.

**Diplomat's Pack (39 gp):** Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

**Dungeoneer's Pack (12 gp):** Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack has 50 feet of hempen rope strapped to its side.

**Entertainer's Pack (40 gp):** Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

**Explorer's Pack (10 gp):** Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack has 50 feet of hempen rope strapped to its side.

**Priest's Pack (19 gp):** Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

**Scholar's Pack (40 gp):** Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

## Clothing

While clothing may be purchased in sets, as listed under Adventuring Gear, it is also possible to purchase individual items. The following table lists clothing items:

Clothing Item	Cost	Weight
Belt	3 sp	1/2 lb.
Boots	-	-
Riding	2 gp	2 lb.
Soft	1 gp	1 lb.
Breeches	2 gp	1 lb..
Cap or hat	2 sp	*
Cloak	-	-
Good cloth	5 sp	2 lb.
Fine fur	50 gp	2 lb.
Girdle	2 gp	1/2 lb.
Gloves	10 sp	*
Gown, common	10 sp	2 lb.
Hose	1 gp	1/2 lb.
Knife sheath	3 cp	1/2 lb.
Mittens	3 sp	*

Clothing Item	Cost	Weight
Pin	5 gp	*
Plain brooch	5 gp	*
Robe	-	-
Common	6 sp	2 lb.
Embroidered	20 gp	2 lb.
Sandals	1 sp	1 lb.
Sash	4 sp	1/2 lb.
Scabbard	1 gp	1 lb.
Shoes	10 sp	1 lb.
Silk jacket	80 gp	2 lb.
Surcoat	10 sp	1 lb.
Tabard	6 sp	1 lb.
Toga, coarse	8 cp	2 lb.
Tunic	8 sp	2 lb.
Vest	6 sp	1 lb.

\* These items weigh little individually. Ten of these items weigh one pound.

## Tools of the Trade

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race and class give you proficiency with certain skills, many of which require tools. The following are examples of tools of the trade that are used when making Craft, Performance, and Profession skill checks.

### Craft and Profession Tools

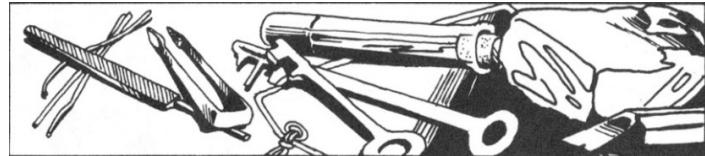
These special tools include the items needed to pursue a craft or profession. The table shows examples of the most common types of tools, each providing items related to a single Craft or Profession skill.

**Gaming Sets:** These items encompass a range of game pieces, including dice, decks of cards, or gaming sets (such as chess). A few common examples appear on the table, but other kinds of gaming sets exist. Proficiency in the Profession (gambler) skill grants you knowledge of all games of skill and chance.

**Navigator's Tools:** This set of instruments is used for navigation at sea. These tools allow those with the Profession (sailor) skill to add their proficiency bonus to any ability check you make to avoid getting lost at sea.

Craft and Profession Tools	Cost	Weight
Alchemist's tools	50 gp	8 lb.
Brewer's supplies	25 gp	9 lb.
Calligraphy set	10 gp	5 lb.
Carpentry tools	8 gp	6 lb.
Cartography tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	3 gp	8 lb.
Gaming set: Chess set	2 gp	1 lb.
Gaming set: Dice set	1 sp	*
Gaming set: Playing cards	5 sp	*
Glassblower's tools	30 gp	8 lb.
Herbalism supplies	5 gp	3 lb.
Jeweler's tools	25 gp	3 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Navigator's tools	25 gp	2 lb.,
Painting supplies	10 gp	5 lb.
Potter's tools	10 gp	5 lb.
Smith's tools	50 gp	10 lb.
Tailor's tools	2 gp	3 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.

\* These items weigh little individually. Ten of these items weigh one pound.



## Skill Kits

The kits below are required to make related skill checks. Without the proper skill kit, you may not add your proficiency bonus to related skill checks.

**Disguise Kit:** This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance.

**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. It is, essentially, a specialized calligraphy set.

**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, without needing to make a Wisdom (Medicine) check. You can also use one use of the kit to treat a poisoned or diseased creature.

**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.

**Poisoner's Kit:** A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. This kit is used with any Intelligence (Poisons) skill check 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 narrow-bladed scissors, and a pair of pliers. These tools are used with the Disable Device skill.

Skill Kit	Cost	Weight
Disguise kit	25 gp	5 lb.
Forgery kit	15 gp	5 lb.
Healer's kit	5 gp	3 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

## Musical Instruments

Several of the most common types of musical instruments are shown on the table as examples. A bard can use a musical instrument as a spellcasting focus, as described in chapter 10.

Musical Instrument	Cost	Weight
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Harp	25 gp	8 lb.
Horn	3 gp	2 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Pan flute	12 gp	2 lb.
Recorder	2 gp	1 lb.
Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.

\* These items weigh little individually. Ten of these items weigh one pound.

## Animal, Mounts, and Vehicles

### Animals

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 table below shows each beast'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, hippocegriffs, and similar creatures) and even aquatic mounts (giant sea horses, 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.

Mount	Cost	Speed	Carrying Capacity
Camel	50 gp	50'	480 lbs.
Donkey or mule	8 gp	40'	420 lbs.
Elephant	200 gp	40'	1,320 lbs.
Horse, draft	50 gp	40'	540 lbs.
Horse, riding	75 gp	60'	480 lbs.
Horse, war	400 gp	60'	540 lbs.
Mastiff	25 gp	40'	195 lbs.
Ox	20 gp	40'	660 lbs.
Pony	30 gp	40'	225 lbs.

### Land Vehicles

Vehicle	Cost	Weight
Carriage or wagon		
Common	100 gp	600 lb.
Coach, ornamented	2,000 gp	1,000 lb.
Cart	15 gp	200 lb.
Chariot		
Riding	250 gp	100 lb.
War	500 gp	200 lb.
Sedan chair	100 gp	
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.

### Water-Borne Vehicles

**Caravel:** This ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. (It should be used only in late Medieval settings.) It normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. The normal crew is from 30 to 40 men. The average cargo displacement is 150-200 tons.

**Coaster:** Also called a round ship, this is a small merchant ship that hugs the coasts. This is a sailing ship, fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men, and the cargo capacity is about 100 tons. Normally there is only a small sterncastle. A coaster is slow and not tremendously seaworthy, but it can carry large amounts of cargo with smaller crews than galleys.

**Cog:** This ship is a larger, improved version of the coaster, able to make ventures into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and both a fore- and stern- castle. The cargo capacities of cogs vary greatly, but the average is 100 to 200 tons.

**Curragh:** This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single mast carries a small square sail, but the curragh is usually worked by oars. It is normally 20 to 40 feet long. The crew is approximately six to eight and the cargo space is limited - no more than five tons.

**Drakkar:** The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power. The crew of 60 to 80 men rows, one man to an oar. Up to 160 additional men can be carried for boarding and raiding. Due to its great size, a drakkar is not very seaworthy. This and the fact there is no space on board for many supplies (certainly not enough for 240 men) or sleeping quarters keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited use, a drakkar is usually built by kings and rulers and is not used for the mundane task of shipping cargo.

**Dromond:** This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is about 130 to 175 feet long and 15 feet wide, making it a very slender ship. The cargo capacity is around 70 to 100 tons.

A dromond can be used both for shipping and war. As a warship, a ram projects from the front just above the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is then taken up by marines. With such numbers of men, it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. They beach at night like all galleys, since supplies and sleeping accommodations are very limited.

**Galleon:** This is the largest and most advanced sailing ship that might be available in the D&D game. It should appear only in Renaissance-period settings. It is a sail-driven ship with three or four masts. There are normally three through decks (running the length of the ship), while the castles fore and aft have two decks. The average size is about 130 feet long and 30 feet wide. Crews average about 130 men. Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (In the real world they were fitted with cannon, something beyond the standard D&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

**Great Galley:** Built during the Late Middle Ages, the great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

**Knarr:** This small ship was a common cargo ship of the Scandinavian region. It is 50 to 75 feet long and 15 to 20 feet wide. It has a single mast and a square sail. In times of poor wind, a few oars at the bow and stern can provide more power. The crew ranges from eight to 14 men. The cargo capacity is small, anywhere from ten to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily.

**Longship:** This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. While a longship is seaworthy, it only sails across the open sea when necessary.

**Raft or Small Keelboat:** 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.

Vehicle	Cost	Speed
Barge	500 gp	1 mph
Canoe		
Small	30 gp	1.5 mph
War	50 gp	1.5 mph
Caravel	10,000 gp	3 mph
Coaster	5,000 gp	3 mph
Cog	10,000 gp	2 mph
Curragh	500 gp	2 mph
Drakkar	25,000 gp	2.5 mph
Dromond	15,000 gp	3 mph
Galleon	50,000 gp	4 mph
Great galley	25,000 gp	4 mph
Knarr	3,000 gp	4 mph
Longship	10,000 gp	3 mph
Raft or small keelboat	100 gp	1 mph

## Tack and Harness

**Barding:** Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. 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.

Tack and Harness	Cost	Weight
Barding	x4	x2
Bit and bridle	2 gp	1 lb.
Cart harness	2 gp	10 lb.
Feed, 1 day	5 cp	10 lb.
Halter	5 cp	*
Horseshoes and shoeing	1 gp	10 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags		
Large	4 gp	8 lb.
Small	3 gp	5 lb.
Saddle blanket	3 sp	4 lb.
Stabling, 1 day	5 sp	
Yoke		
Horse	5 gp	15 lb.
Ox	3 gp	20 lb.

## Trade Goods

Merchants commonly exchange trade goods without using currency. 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. The table below shows the value of commonly exchanged goods.

Livestock	Cost
Boar	10 gp
Bull	20 gp
Calf	5 sp
Camel	50 gp
Cat	1 sp
Chicken	2 cp
Cow	1 gp
Dog, Mastiff	25 gp
Donkey, mule, or ass	8 gp
Elephant	-
Labor	200 gp
War	500 gp
Falcon (trained)	100 gp
Goat	1 gp
Goose	5 cp
Guinea hen	2 cp
Horse	-
Draft	50 gp
Riding	75 gp
War	400 gp
Hunting cat	5,000 gp
Ox	20 gp
Partridge	5 cp
Peacock	5 sp
Pig	3 gp
Pigeon	1 cp
Pigeon, homing	100 gp
Pony	
Common	30 gp
War	200 gp
Ram	4 gp
Sheep	2 gp
Songbird	10 sp
Swan	5 sp

Trade Goods	Cost
Barrel of pickled fish	3 gp
Butter, per lb.	4 sp
Canvas, 1 square yard	1 sp
Coarse sugar, per lb.	1 gp
Cotton cloth, 1 square yard	5 sp
Eggs, per 100	16 sp
Eggs, per dozen	2 sp
Figs, per lb.	4 sp
Firewood, per day	2 cp
Flour, per lb.	2 cp
Herbs, per lb.	1 sp
Linen, 1 square yard	5 gp
Metal, per lb.	
Copper	5 sp
Gold	50 gp
Iron	1 sp
Platinum	500 gp
Silver	5 gp
Nuts, per lb.	1 gp
Oats, per lb.	1 cp
Raisins, per lb.	4 sp
Rice, per lb.	4 sp
Salted herring, per 100	1 gp
Silk, 1 square yard	1 gp
Spice, per lb.	
Exotic (saffron, clove)	5 gp
Rare (pepper, ginger)	2 gp
Uncommon (cinnamon)	1 gp
Common (salt)	5 cp
Tun of cider	8 gp
Tun of good wine	20 gp
Wheat, per lb.	1 cp

## 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.

### Lifestyle Expenses

Lifestyle 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 week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, 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.

**Wretched:** You live in inhumane conditions. 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 mud-floored hut just outside town, or a vermin-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. 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 must 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 that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military 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 spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

**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 have servants attending 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 and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Lifestyle Expenses, Daily	Cost
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 sp
Aristocratic	10 gp minimum
Self-Sufficient	Special

**Self-Sufficient:** The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford - paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a Craft, Performance, or Profession skill, you can eke out the equivalent of a modest lifestyle. Proficiency in the Survival skill also lets you live at the equivalent of a modest lifestyle when living off the land.



## Lodging and Board

The lodging and board prices given are for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses, but are given for those who wish to keep track of such expenses in more detail.

<b>Lodging</b>	<b>Cost</b>
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp

<b>Board</b>	<b>Cost</b>
Ale, gallon	2 sp
Ale, mug	4 cp
Banquet, per person	10 gp
Bread, loaf	10 cp
Cheese, hunk	1 sp
Honey, jug	10 sp
Meat, one meal	3 sp
Small beer, gallon	1 sp
Soup	1 sp
Wine, pitcher (common)	2 sp
Wine, bottle (fine)	10 gp

<b>Meals, Daily</b>	<b>Cost</b>
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp

## Services

Adventurers can pay non-player 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 following 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.

<b>Services</b>	<b>Cost</b>
Bath	5 cp
Bearer or porter, per day	3 sp
Blacksmith, per day	3 gp
Carpenter, per day	2 gp
Clerk, per letter	4 sp
Coach, per mile	3 cp
Doctor, leech, or bleeding	5 gp
Guard, per day	4 gp
Guide, per day	2 gp
Linkboy, per night	1 sp
Laundry, by load	2 cp
Leatherworker, per day	2 gp
Limner, per day	2 gp
Mason, per day	4 gp
Messenger, per mile	2 cp
Minstrel, per performance	2 sp
Mourner, per funeral	1 sp
Pack handler, per day	2 gp
Ship's passage, per mile	1 sp
Tailor, per garment altered	5 sp
Teamster w/wagon, per mile	5 cp
Toll, gate or road	1 cp
Valet, per day	2 gp

## Other Hirelings

This section gives general prices for those hirelings that are not listed in the Services section:

**Skilled and Unskilled Hirelings:** Skilled hirelings include anyone hired to perform a service that involves a proficiency with a weapon 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 and can include laborers, porters, maids, and similar workers.

**Special Hirelings:** Special 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 high-level adventurer establishes a stronghold of 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 long-term contract that includes a place to live within the stronghold as part of the offered compensation.

**Spellcasting Services:** People who can cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common spell of 1<sup>st</sup> or 2<sup>nd</sup> level, such as Cure Light Wounds or Identify, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment - the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster infested wilderness to deliver something important to a distant settlement.

<b>Other Hirelings</b>	<b>Cost</b>
Skilled, per day	2+ gp
Special hirelings	2+ gp
Spellcasting services, per spell	Special
Untrained, per day	2+ sp



## Trinkets

When you make your character, you can roll once on the Trinkets 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 fill a creature's pockets.

### d100 Trinket

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, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A rope necklace from which dangles four mummified fingers
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright red shell
19	A pipe that blows bubbles
20	A glass jar containing a weird bit of flesh floating in pickling fluid
21	A tiny music box that plays a song you dimly remember from your childhood
22	A small wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A tiny silver icon of a raven
26	A bag containing forty-seven humanoid teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's bony talon hanging from a plain leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other substance or marking
31	A silver badge in the shape of a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A small, weightless stone block
38	A tiny sketch portrait of a goblin
39	An empty glass vial that smells of perfume when opened
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A tiny silver bell without a clapper
44	A mechanical canary that sings but cannot fly
45	A tiny chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a goldfish
49	A silver spoon with an M engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one with a missing head
53	A small box filled with different-sized buttons
54	A candle that can't be lit
55	A tiny cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword

### d100 Trinket

59	A rabbit's foot
60	A glass eye
61	A cameo carved in the likeness of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A pyramid of sticky black incense that smells very bad
65	A nightcap that, when worn, gives you pleasant dreams
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side painted a different color
69	A crystal knob from a door
70	A small packet filled with pink dust
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring made from a real teardrop
73	The shell of an egg painted with scenes of human misery in disturbing detail
74	A fan that, when unfolded, shows a sleeping cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a complex mechanical contraption
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 an etching of a rat's head in its center
81	A purple handkerchief embroidered with the name of a powerful archmage
82	Half of a floorplan 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 far-flung city
85	A diary with seven missing 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 that tells the story of a legendary hero's rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
94	A mosaic tile with a multicolored, glazed surface
95	A petrified mouse
96	A black pirate flag adorned with a dragon's skull and crossbones
97	A tiny mechanical crab or spider that moves about when it's not being observed
98	A glass jar containing lard with a label that reads, "Griffon Grease"
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
100	A metal urn containing the ashes of a hero.



# CHAPTER 6: CUSTOMIZATION OPTIONS



The combination of ability scores, race, and class defines your character's capabilities in the game, and the personal details you create set your character apart from every other character.

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:

- **Feats:** Feats are special options you can choose instead of increasing your ability scores at character levels 5, 9, 13, and 17 (see Ability Score Improvement in chapter 1).
- **Multiclassing:** Multiclassing lets you combine classes together, rather than advancing in a single character class as you advance in levels.

Your DM decides whether these options are available in a campaign.

## Feats

A feat represents a talent or an area of expertise that give a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At levels 5, 9, 13, and 17 you may improve ability scores as per the Ability Score Improvement rules presented in chapter 1. If using feats, you can forgo Ability Score Improvement 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.

**Example:** The Grappler feat requires you to have a Strength of 13 or higher. 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 make all initiative rolls with advantage and 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.

### 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.

### Arcane Archer

**Prerequisite:** The ability to cast at least one spell of 1<sup>st</sup> level or higher, proficiency with the long bow or short bow

As an action, you can imbue a spell of 1<sup>st</sup> level or higher into an arrow you are holding. You cast the spell as normal, but the spell effect does not occur until after the arrow is used in an attack. You can only imbue a spell that affects one creature or a spell that has an area such as a sphere, cloud, or cylinder. The arrow holds the spell effect until the end of your next long rest or until it is used in an attack that hits. You may imbue a number of arrows equal to your proficiency bonus after each long or short rest.

If you cast a spell that affects one creature, the next time the imbued arrow hits a creature with an attack, the attack deals damage as normal, and then you resolve the spell's effect against the target.

If you imbued a spell that has an area, the creature does not need to be hit for the spell to take effect. Instead, you resolve the spell's effect from the space or creature you targeted. If the arrow hits a creature, damage is dealt as normal. Once you resolve the spell's effect, the spell vanishes from the arrow.

### 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 and you can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

### 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 add your proficiency 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).

### Cleave

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.

### Crossbow Expert

Thanks to extensive practice with the crossbow, you gain the following benefits:

You ignore the loading quality of 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 one-handed weapon, you can use a bonus action to attack with a loaded crossbow you are holding.

### Defensive Duelist

Prerequisite: Dexterity 13 or higher

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

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:

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

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed 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 dungeons, you gain the following benefits:

You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret 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 twice your Constitution modifier (minimum of 2).

### 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.

Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any "1" on a damage die as a "2".

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 close-quarters 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.

### 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:

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, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Before you make a melee attack with a two-handed weapon that you are proficient with, you can choose to make the attack roll without your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's 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 hit points equal to the creature's maximum number of Hit Dice, plus your proficiency bonus. The creature can't regain hit points from this feat again until it finishes a short or 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:

You 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 non-magical weapons is reduced by 3.

**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**

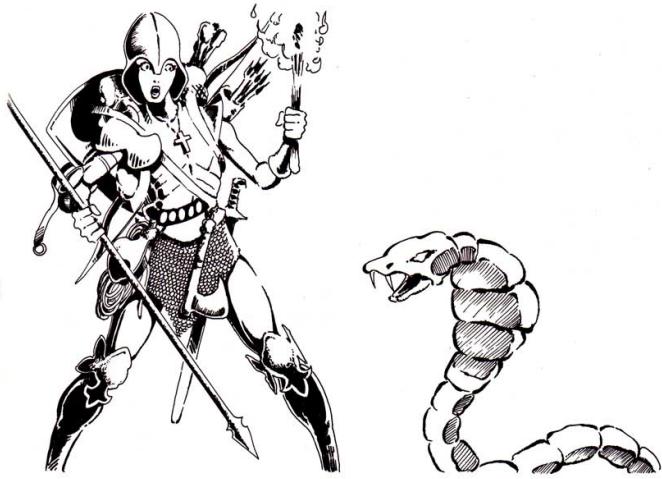
You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

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 and gain proficiency in the Ciphers skill.

**Lucky**

You have inexplicable luck that seems to kick in at just the right moment.

You have a number of luck points equal to your proficiency bonus. 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 can choose to spend one of your luck points after you roll the die, but before the outcome is determined. 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 then choose whether the attack uses the attackers 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 finish 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, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1<sup>st</sup> level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard; Wisdom for cleric or druid; or Intelligence for wizard.

**Master Archer**

Thanks to extensive practice with longbows and shortbows, you can make shots that others find impossible. You gain the following benefits:

When you make a ranged attack with a longbow or shortbow that you are proficient with the normal ranges for that weapon are increased to 200'/800' for the longbow and 100'/400' for the shortbow.

When you use the Attack action and attack with bow, you can use a bonus action to make another bow attack against the same target.

**Medium Armor Master**

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

Increase your Strength or Dexterity score by 1, to a maximum of 20

When you wear medium armor, you can add your full dexterity bonus to your AC.

**Mobile**

You are exceptionally speedy and agile. 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 is saying by reading its lips.

You have a +5 bonus to your passive Wisdom (Perception) score.

## 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 polearm 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 polearm or quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

## Savage Attacker

Once per attack when you roll damage for a melee weapon attack, you can reroll the damage dice and use either total.

## 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 three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to make the attack roll without your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

## Shield Master

You use your shield not just for your protection but to defend adjacent allies as well. You gain the following benefits while you are wielding a shield:

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.

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.

## Skilled

You gain proficiency in any combination of three skills 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 doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

## 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 three-quarters cover. You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard; Wisdom for cleric or druid; or Intelligence for wizard.

## Tavern Brawler

Accustomed to rough-and-tumble 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 and unarmed strikes.

Your unarmed strike uses a d4 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.

## 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 an additional 2 hit points.

## 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:

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage or are grappled.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

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.



## 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.

Example: If you have three levels in wizard and two in fighter, you're a 5<sup>th</sup> level 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 class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

Example: Gary is playing a 4<sup>th</sup> level fighter. When his character earns enough experience points to reach 5<sup>th</sup> 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 thief, 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 thief class, and thus his character becomes a 4<sup>th</sup> level fighter and 1<sup>st</sup> level thief (written as fighter 4/thief 1).

When Gary's character earns enough experience to reach 6<sup>th</sup> level, he can decide whether to add another fighter level (becoming a fighter 5/thief 1), another thief level (becoming a fighter 4/thief 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/thief 1/wizard 1).



### Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one. Class combinations may be restricted by race and by alignment.

Example: A barbarian who decides to multiclass into the druid class must have Strength, Wisdom, Constitution, and Charisma scores of 13 or higher.

### 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 experience points to reach 8<sup>th</sup> level before you can take your second level as a fighter or your seventh level as a cleric.

### Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1<sup>st</sup>. You gain the 1<sup>st</sup> level hit points for a class only when you are a 1<sup>st</sup> level character. 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.

Example: Both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 4, you have nine d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 4, for example, you have five d10 Hit Dice and four d8 Hit Dice.

### Proficiency Bonus

Your proficiency bonus is always based on your total character level, not your level in a particular class.

For example, if you are a fighter 3/thief 2, you have the proficiency bonus of a 5<sup>th</sup> level character, which is +3.

### Proficiencies

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies. You gain all armor and weapon proficiencies, and certain skill proficiencies, as shown on the table below.

New Class	Gained Skill Proficiencies
Barbarian	Survival
Bard	History and Performance (any)
Cleric	Religion
Druid	Language (Druidic) and Nature
Fighter	Any 1 from the fighter list
Monk	Acrobatics or Athletics
Paladin	Any 1 from the paladin list
Ranger	Survival
Thief	Disable Device and Stealth
Wizard	Arcana

### Class Features

When you gain a new level in a class, you get the abilities listed for that class and level. Unless otherwise stated, you gain class features you reach the listed class level.

Example: You gain the Paladin's Mount class ability when you reach 4<sup>th</sup> level in the paladin class.

A few abilities, however, have additional rules when you're multiclassing: Danger Sense, Dodge, Fighting Style, Evasion, Extra Attack, Spellcasting, and Unarmored Defense.

- **Danger Sense, Improved Danger Sense, and Greater Danger Sense:** If more than one of your classes has these ability, you total your class levels in those classes when determining which version of this class feature you may use. Otherwise only count class levels in the class that grants this ability when determining the benefits of Danger Sense.
- **Evasion:** If you gain this class ability from more than one class (i.e. from both the monk and thief class) you may only gain the benefits of this ability once.
- **Extra Attack:** If more than one of your classes has this ability, you may only gain the benefits of this ability once. You use the most favorable number of Extra Attacks that your class levels grant you.
- **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. If you have the spells ability from more than one class, use the Multiclassed Spellcasters rules that follow. If you multiclass but only have spellcasting ability from only one class, you follow the rules as described in that class.
- **Turn Undead:** If you have this ability from more than one class (i.e. from both cleric and paladin) you may combine your levels in all classes that have this ability when determining your effective level.
- **Unarmored Defense:** If you already have the Unarmored Defense feature, you can't gain it again from another class.

### Multiclassed Spellcasters

You determine your combined caster level by adding all caster levels (not class levels) from your primary caster class with half of your caster levels (not class levels) in your secondary caster classes. Your primary caster class must have a caster level that equals or exceeds that of each of your secondary classes. As such, your primary caster class may

change as you advance in level. Your secondary caster classes are any other spellcasting classes that your character gains levels in.

When determining your combined caster level, add all caster levels in your primary caster class to  $\frac{1}{2}$  of your totaled caster levels in your secondary caster classes, rounding fractions down.

In the following examples the primary caster class is always listed first, for the sake of clarity:

**Example A:** A paladin 12/cleric 2 would have a combined caster level of 5. His primary caster class (paladin) has a caster level of 4 and his secondary class (cleric) adds 1 caster level.

**Example B:** A wizard 10/cleric 8 would have a combined caster level of 14. Her primary caster class (wizard) has a caster level of 10 and her secondary class (cleric) adds 4 caster levels. If this same character advanced to wizard 10/cleric 10, the player would have to choose which class would be the primary caster class and which would be the secondary caster class.

**Example C:** A druid 6/bard 2/ranger 12 would have a combined caster level of 9. His primary caster class (druid) has a caster level of 6. His secondary classes (bard and ranger) add 1 caster level and 2 levels respectively.

**Combined Caster Level:** Your combined caster levels determines your spell slots for the day and the maximum spell level for your primary caster class. Each secondary class's maximum spell level equals to  $\frac{1}{2}$  of its caster level (rounded up).

Example A, continued: As shown above, a paladin 12/cleric 2

would have a combined caster level of 5. This character could prepare four cantrips per long rest, three 1<sup>st</sup> level spells, two 2<sup>nd</sup> level spells, and two 3<sup>rd</sup> level spell per long rest. Both his paladin and cleric spells would be drawn from these slots, his maximum paladin spell level would be 3, and his maximum cleric spell level would be 1.

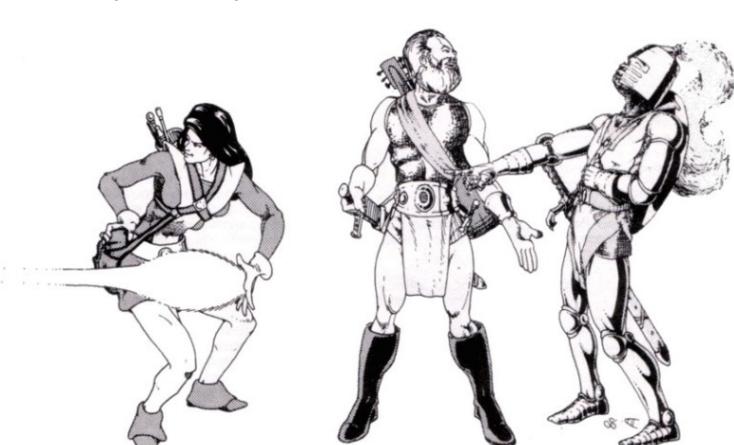
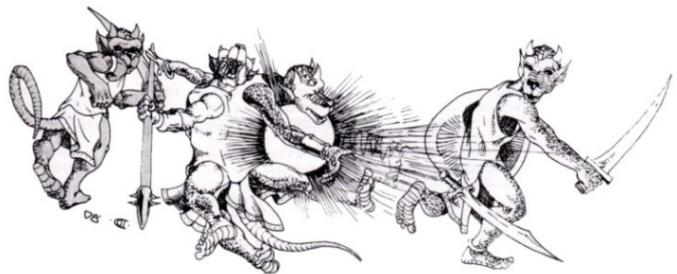
Example B, continued: As shown above, a wizard 10/cleric 8 would have a combined caster level of 14. This character could prepare four cantrips per long rest, four 1<sup>st</sup> level spells, four 2<sup>nd</sup> level spells, three 3<sup>rd</sup> level, three 4<sup>th</sup> level spells, two 5<sup>th</sup> level spells, two 6<sup>th</sup> level spells, and one 7<sup>th</sup> level spells. Both her wizard and cleric spells would be drawn from these slots; her maximum wizard spell level would be 7 and her maximum cleric spell level would be 4.

Example C, continued: As shown above, druid 6/bard 2/ranger 12 would have a combined caster level of 9. This character could prepare four cantrips per long rest, four 1<sup>st</sup> level spells, three 2<sup>nd</sup> level spells, three 3<sup>rd</sup> level spells, two 4<sup>th</sup> level spells, and one 5<sup>th</sup> level spell per long rest. His druid, bard, and ranger spells would all be drawn from these slots. His maximum druid spell level would be 5, his maximum bard spell level would be 1, and his maximum ranger spell level would be 2, as a 12<sup>th</sup> level ranger's caster level is 4.

**Spellbooks:** Multiclassed wizards determine what spells they know normally, adding spells to their spellbook as per the rules in chapter 10.

### Multiclassed Caster Spell Slots

Combined Caster Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2								
2	3	3								
3	4	3	2							
4	4	3	2							
5	4	3	2	2						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	3	3	2	1				
10	4	4	4	3	2	1				
11	4	4	4	3	3	2	1			
12	4	4	4	3	3	2	1			
13	4	4	4	3	3	2	1	1		
14	4	4	4	3	3	2	2	1		
15	4	4	4	4	3	3	2	1	1	
16	4	4	4	4	3	3	2	1	1	
17	4	4	4	4	3	3	2	2	1	1
18	4	4	4	4	3	3	2	2	1	1
19	4	4	4	4	3	3	3	2	1	1
20	4	4	4	4	3	3	3	2	2	1



# CHAPTER 7: USING ABILITY SCORES

## Ability Scores

Six abilities provide a quick overview of every creature's physical and mental characteristics:

- Strength, measuring physical power
- Intelligence, measuring reasoning and memory
- Wisdom, measuring perception and insight
- Dexterity, measuring agility and reflexes
- Constitution, measuring endurance
- Charisma, measuring force of personality

Is a character muscle-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.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in chapter 9.

### Ability Score 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 score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. 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 table below notes the ability modifiers for the range of possible ability scores, from 1 to 30:

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

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

### Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a spell or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from an effect that lets you double your proficiency bonus when you make History skill checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

### Advantage and Disadvantage

Sometimes circumstances, a special ability, or a spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

Example: If you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

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

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. 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.

### 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 (other than an attack) 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. The more difficult a task, the higher its DC.

### Ability Check Guidelines

Challenge	DC	Example
Routine	0	Notice something in plain sight (Perception)
Very easy	5	Climb a knotted rope (Athletics)
Easy	10	Sneak past a sleeping guard (Stealth)
Medium	15	Keep your balance on a 3' ledge (Acrobatics)
Hard	20	Stare down an ogre (Intimidation)
Very hard	25	Open a complex lock of dwarven make (Disable Device)
Nearly Impossible	30	Bring the goddess of poetry to tears with your recital of epic verse (Performance)

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties (including your proficiency bonus, if applicable), 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.

- **Note:** It is important to note that ability checks need not be made for routine or very easy tasks in most instances.

## 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 participant 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 off the floor, 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.

## Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the 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. The Athletics skill (see the Skills section of this chapter) reflects aptitude in certain kinds of Strength checks. The DM might also call for a Strength (Athletics) 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 hand-to-hand combat, and some of them can be thrown to make a ranged attack.

**Encumbrance:** 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, which is high enough that most characters don't usually have to worry about it.

If you carry weight in excess of 5 times your Strength score, you are moderately encumbered, which means your speed drops by 5 feet and your maximum Dexterity bonus to armor class is +2.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily

encumbered. When heavily encumbered your speed drops by 10 feet, you have disadvantage on Dexterity skill checks, and gain no Dexterity bonus to armor class.

- **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 small creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift.

Quadrupeds can carry more loads than characters can. If the creature is a quadruped, double its creature's carrying capacity and the amount it can push, drag, or lift.



EFFECTS OF ENCUMBRANCE

Encumbrance	Penalties
None	None
Moderate	-5' speed. Maximum Dexterity bonus of +2 to armor class.
Heavy	Disadvantage on Dexterity skills checks, -10' speed, and no Dexterity bonus to armor class.

**Saving Throws:** Saving throws against paralysis, constriction, and other effects that hinder character's freedom of movement are based upon a character's Strength score. See the Saving Throws section later in this chapter for more information.

### Intelligence

Intelligence measures mental acuity, accuracy of recall, 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. The Arcana, Ciphers, Craft, History, Language, Nature, Poison, and Religion skills, detailed in the Skills section of this chapter, reflect aptitude in certain kinds of 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

**Literacy:** All characters of average or better Intelligence can read and write each language that they speak. Characters with a 6-8 Intelligence score may be literate in one language at most while characters with lower Intelligence scores are wholly illiterate.

**Spelcasting Ability:** Wizards use Intelligence as their spelcasting ability, which helps determine the saving throw DCs of spells they cast.

**Saving Throws:** Illusion saving throws, and saving throws against effects that confound the senses or wits of the target are based upon a character's Intelligence score. See the Saving Throws section later in this chapter for more information.

## Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

**Wisdom Checks:** A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, Profession, and Survival skills, detailed in the Skills section of this chapter, reflect aptitude in certain kinds of Wisdom checks.

The DM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

**Spellcasting Ability:** Clerics, druids, paladin, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

**Saving Throws:** Confusion, gaze attacks, petrification, and polymorph saving throws are all based upon the character's Wisdom score. See the Saving Throws section later in this chapter for more information.

## Dexterity

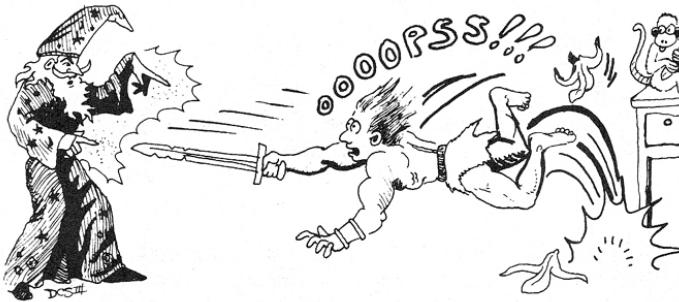
Dexterity measures agility, reflexes, and balance.

**Dexterity Checks:** A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Disable Device, Sleight of Hand, and Stealth skills, detailed in the Skills section of this chapter, reflect aptitude in certain kinds of Dexterity checks.

The DM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Securely tie up a prisoner
- Wriggle free of bonds
- Craft a small or detailed object

**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. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a short sword.



**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 the Armor section in chapter 5 and in chapter 7 under Encumbrance.

**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.

**Saving Throws:** Saving throws to evade traps, breath weapons, and other area of effect attacks are based upon a character's Dexterity score. See the Saving Throws section later in this chapter for more information.

## Constitution

Constitution measures health, stamina, and vital force.

**Constitution Checks:** Constitution checks are uncommon, and no skills apply to Constitution checks, 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 or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

**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 changes, your hit point maximum changes as well, as though you had the new modifier from 1<sup>st</sup> level.

Example: If you raise your Constitution score when you reach 5<sup>th</sup> level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So, you add 4 hit points for your first four levels, and then roll your hit points for 5<sup>th</sup> level using your new modifier. Or if you're 7<sup>th</sup> level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

**Saving Throws:** Disease, Life Drain, and poison saving throws are based upon a character's Constitution score. See the Saving Throws section later in this chapter for more information.



## Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

**Charisma Checks:** A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Disguise, Intimidation, Performance, and Persuasion skills, detailed in the Skills section of this chapter, reflect aptitude in certain kinds of Charisma checks.

The DM might call for a Charisma check when you try to accomplish tasks like the following:

- 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

**Spellcasting Ability:** Bards use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

**Saving Throws:** Death effects, charm, and fear saving throws are based upon a character's Charisma score. See the Saving Throws section later in this chapter for more information.

## 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 an individual's proficiency in a skill demonstrates a focus on that aspect.

Example: A Dexterity check might 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 skills related to each ability score are shown on the table below. See each skill's description for examples of how to use a skill associated with an ability.

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 an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

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.

All characters begin play with the skills they receive from their chosen race and character class.

### Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the DM might ask for a check using an unusual combination of ability and skill, or you might ask your DM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your DM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your DM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check.

So, if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your DM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

### 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.

Here's how to determine a character's total for a passive check: 10 + all modifiers that normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

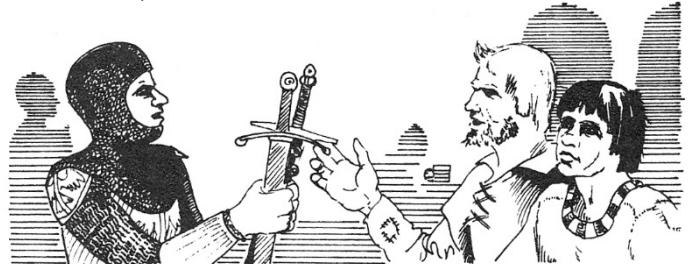
Example: If a 1<sup>st</sup> level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding, detailed in the Stealth skill description below, rely on passive checks, as do the exploration rules in chapter 8.

### Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort - or the one with the highest ability modifier - can make an ability check with advantage, reflecting 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 the Disable Device skill, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.



### 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 checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

### Skill Descriptions

All characters begin play with whatever skills they receive from their chosen race and character class.

#### Strength Skills

Athletics

#### Intelligence Skills

Arcana

Ciphers

Craft<sup>†</sup>

History

Language<sup>†</sup>

Nature

Poison

Religion

#### Wisdom Skills

Animal Handling

Insight

Medicine

Perception

Profession<sup>†</sup>

Survival

#### Dexterity Skills

Acrobatics

Disable Device

Sleight of Hand

Stealth

#### Charisma Skills

Deception

Disguise

Intimidation

Performance<sup>†</sup>

Persuasion

<sup>†</sup> Proficiency in this skill grants proficiency in one particular Craft, Language, Profession, or Performance subskill. See the relevant skill description for more information.

**Acrobatics (Dexterity):** Your Acrobatics check covers your attempt to stay on 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 an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips. Characters using Acrobatics to balance upon a narrow, uneven, or slippery surface move at ½ of their usual speed.

**Animal Handling (Wisdom):** When there is any question whether you can calm down a domesticated beast, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for an Animal Handling check. You also make an Animal Handling check as a bonus action in combat or as when you attempt a risky maneuver.

**Arcana (Intelligence):** Your 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.

**Athletics (Strength):** Your 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 struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed.
- You try to jump an unusually long distance or pull off a stunt mid-jump, or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Generally, a character can long-jump a number of feet equal to their speed divided by 2, by making a Strength check. Without a running start of at least 20' the base distance jumped is halved. For high jumps, characters may jump number of feet equal to their speed divided by 10 with a successful Strength check.

Characters trying to climb or swim may move at  $\frac{1}{2}$  of their usual speed, rounding fractions down.

**Ciphers:** This skill may be used to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 10 minutes to decipher each page of a script. The attempt may be made only once per writing.

You can use this skill to create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence (Ciphers) check (the DC is equal to your Ciphers skill check result), or they use magic to decipher it.

**Craft (Intelligence):** All Craft skills involve the creation of a functional (or consumable) item from raw materials. When proficiency in the Craft skill is chosen, the character chooses one of the following crafts to focus upon: alchemy, bowyer, brewer, carpenter, cook, jeweler, mason, siege engineer, shipwright, smith, and weaver. A character who wishes to master more than one of these Crafts must gain proficiency in other Craft skills separately.

Use of this skill allows the character to appraise the craftsmanship and value of items directly related to their Craft with their proficiency bonus. In addition, given time and adequate materials, the character can repair or create such items. Craft skill checks are usually Intelligence checks, though other abilities (such as Dexterity) may come to bear when crafting items.

**Deception (Charisma):** Your 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 fast-talk a guard, con a merchant, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

**Disable Device (Dexterity):** This skill is used to open mechanical locks and disable traps, including magical traps. Generally, it takes 1d4 rounds to disarm a device, depending on its complexity. This ability requires the use of a set of thieves' tools, including picks, blank keys, wires, or other appropriate tools.

A successful skill check indicates that the lock has been opened or the trap has been disabled. If a Disable Device attempt fails when opening a lock, the character cannot try to open the same lock again until the next level of experience is gained, as it is beyond that character's current ability. Failure to disarm a trap indicates that the character has set off the trap and suffers the trap's effect.

To set a trap, or to reset a previously disabled trap, the character must make a successful Disable Device check. If a character is resetting a trap that he or she previously disabled, he or she gains advantage on this check. Failure to set a trap does not trigger it.

**Disguise (Charisma):** With a successful check, the character can alter his or her appearance or attempt to impersonate others. The difficulty of the check depends upon the extent of alterations needed to affect

the disguise. When impersonating individuals, the difficulty may be compounded by others' familiarity with the impersonated person.

**History (Intelligence):** Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

**Insight (Wisdom):** Your Insight check decides whether you can determine the true intentions of a creature, 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.

**Intimidation (Charisma):** When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make an 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.

**Language (Intelligence):** All characters begin play proficient in the Common language, as well as other languages based upon their chosen race and class.

Language checks are typically made to parse the meaning of challenging or semi-legible written passages, to understand idioms and dialects of that tongue, and to gain insight into the culture of speakers of that language. A character fluent in orcish, for example, would know a bit about orcish culture and about their social norms.

- **Thieves' Cant:** Thieves begin play proficient in the language of Cant. This language is a street language known only to those in the "trade." Code words, hand signals, demeanor, and other signs comprise the language of Thieves' Cant and can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making Cants unique to each region, city, and even within a city.

**Medicine (Wisdom):** A Medicine check lets you try to stabilize a dying companion or diagnose an illness.

**Nature (Intelligence):** Your Nature skill check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

**Perception (Wisdom):** Your 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.

- **Find Traps:** Thieves may make Wisdom (Perception) checks to search for traps, including magical traps. The DC to find a magical trap is equal to the spell's saving throw DC. Other characters may attempt such checks, but do so with disadvantage.

To find a trap, you spend time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful Wisdom (Perception) check indicates you find a trap, if one is present. If multiple traps are in an area, your Wisdom (Perception) check is applied against all traps in the area.

When you look around for clues and make deductions based on those clues, you make a Perception check using Intelligence in place of Wisdom. 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 a Perception check based on Intelligence.

**Performance (Charisma):** Your Performance check determines how well you can delight an audience through your art. When proficiency is taken in the Performance skill the character must choose a type of performance art in which they are proficient: acting, buffoonery, dancing, stringed instruments, percussion instruments, woodwind instruments, singing, etc. A character who wishes to master more than one mode of performance must gain proficiency in other Performance skills separately.

**Persuasion (Charisma):** 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 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.

**Profession (Wisdom):** When proficiency in the Profession skill is chosen, the character chooses one of the following professions to focus upon: artist, butcher, clerk, farmer, fisher, gambler, hermit, hostler, miner, sailor, scribe, tailor, teamster, trader, trapper, etc. A character who wishes to master more than one of these professions must gain proficiency in other Profession skills separately.

These Profession skills would allow the character to bring their professional knowledge to bear, where appropriate, or even ply their trade once they have settled down (see "Running a Business" in chapter 8). Profession skill checks are usually Wisdom checks though, at times, may involve other ability scores (as the situation warrants).

**Religion (Intelligence):** Your Religion check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, celestial, fiendish and undead creatures, and the practices of secret cults.

**Sleight of Hand (Dexterity):** 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 Sleight of Hand check.

The DM might also call for a 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 (Dexterity):** Make a 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. Characters using Stealth to move silently move at  $\frac{1}{2}$  of their usual speed.

All characters may attempt Stealth checks to hide from others or move silently. These checks are always opposed by the target's Perception check. Characters attempting to move silently have disadvantage when moving at their normal speed.

- **Hiding:** When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

If you are being observed, even casually, you can't hide. If observers are momentarily distracted, though, you can attempt to hide. While the observer averts its attention from your character, you can attempt to get to a hiding place. This check, however, is at disadvantage because your character has to move quickly to the hiding place. You cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Dungeon Master's discretion. 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.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

- **Stealth versus Passive Perception:** When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals  $10 +$  the creature's Wisdom (Perception) modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

**Survival (Wisdom):** The DM might ask you to make a Survival check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the

weather, or avoid quicksand and other natural hazards. Characters using Survival to track another creature move at  $\frac{1}{2}$  of their usual speed.



## Saving Throws

A saving throw - also called a 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 make one because your character or monster is at risk of harm.

To make a saving throw roll a d20, adding your proficiency bonus, and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the DM. Monsters, creatures and non-player characters make saving throws in the same manner as player characters.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by your spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on a saving throw roll while rolling a "natural 1" always indicates failure.

# 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 things that Dungeons & Dragons adventures are made of. 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.

Whether adventurers are exploring a dusty dungeon or the streets and alleyways of a sprawling city, 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 characters' 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.

As adventurers explore their varied environs, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the DM's permission.

## Time

In situations where keeping track of the passage of time is important, 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 Safeton to Highport, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time.

## 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, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important 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

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round (6 seconds). This number assumes short bursts of energetic movement in the midst of a life-threatening situation. The following chart shows how far a character or monster can move in a minute, an hour, or a day (8 hours).

Distance Traveled per:				
Speed	Round	Minute	Hour	Day
5'	5'	50'	½ mile	4 miles
10'	10'	100'	1 mile	8 miles
15'	15'	150'	1 ½ miles	12 miles
20'	20'	200'	2 miles	16 miles
25'	15'	250'	2 ½ miles	20 miles
30'	30'	300'	3 miles	24 miles
35'	35'	350'	3 ½ miles	28 miles
40'	40'	400'	4 miles	32 miles
45'	45'	450'	4 ½ miles	36 miles
50'	50'	500'	5 miles	40 miles
55'	55'	550'	5 ½ miles	44 miles
60'	60'	600'	6 miles	48 miles
65'	65'	650'	6 ½ miles	52 miles
70'	70'	700'	7 miles	56 miles
75'	75'	750'	7 ½ miles	60 miles
80'	80'	800'	8 miles	64 miles
85'	85'	850'	8 ½ miles	68 miles
90'	90'	900'	9 miles	72 miles

**Travel Pace:** While traveling, a group of adventurers can move at a normal, fast, or slow pace. The normal travel pace is shown on the table above, and assumes that the characters are watching out for danger as they travel.

Fast pace travel doubles the travel distances shown on the speed table. Traveling at a fast pace makes characters less perceptive and prevents characters from engaging in other activities while traveling (see the Activity While Traveling section later in this chapter for more information).

Traveling at a slow pace makes it possible to sneak around and to search an area more carefully while moving about.

**Forced March:** The table above 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 appendix A).

Traveling at a fast pace is more exhausting, forcing those moving at a fast pace to make a Constitution saving throw for each hour past 4 hours. The DC is 10+1 for each hour of normal paced travel, or DC 10+2 for each hour of fast paced travel, beyond 4 hours of fast paced travel. This save is made at the end of each hour.

- **Swimming:** Unless aided by magic, a character can't swim for a full 8 hours per day. After each hour of swimming, a character must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion.

A creature that has a swimming speed—including a character with a *ring of swimming* or similar magic—can swim all day without penalty and uses the normal forced march rules.

Swimming through deep water is similar to traveling at high altitudes (see chapter 8), because of the water's pressure and cold temperature. For a creature without a swimming speed, each hour spent swimming at a depth greater than 100 feet counts as 2 hours for the purpose of determining exhaustion. Swimming for an hour at a depth greater than 200 feet counts as 4 hours.

- **Waterborne Movement:** Characters can row a boat for 8 hours per day, or can row longer at the risk of exhaustion (as per the rules for a forced march). A fully crewed sailing vessel can sail all day, assuming its sailors work in shifts.

**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 densely populated 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, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Sample Mounts	Speed	Carrying Capacity
Camel	50'	480 lbs.
Donkey, mule or ass	40'	420 lbs.
Horse, draft	40'	540 lbs.
Horse, riding	60'	480 lbs.
Horse, war	60'	540 lbs.
Pony	40'	225 lbs.

Sample Vehicles	Speed	Cost
Canoe or rowboat	15'	30 gp
Cog	20'	10,000 gp
Drakkar	25'	25,000 gp
Great galley	40'	30,000 gp
Longship	30'	10,000 gp
Raft or keelboat	10'	10' gp

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly. The Dungeon Master's Guide contains more information on special methods of travel.

**Difficult Terrain:** The travel speeds given in the speed assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground - all considered difficult terrain. You move at half speed in difficult terrain - so you can cover only half the normal distance in a minute, an hour, or a day.

## Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

**Balancing, Climbing, Swimming, and Crawling:** While balancing, climbing, or swimming, a creature's speed is halved, unless that creature has a climbing or swimming speed. 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.

**Flying:** Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speeds reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the Fly spell.

**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 if you move at least 10 feet on foot immediately before 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 movement.

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.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. 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 if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

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 ½ times your height.

## Activities While Traveling

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

**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.

**Forage:** The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the DM calls for it. Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check whenever you call for it, with the DC determined by the abundance of food and water in the region.

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

If multiple characters forage, each character makes a separate check. A foraging character finds nothing on a failed check. On a successful check, roll 1d6+the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

**Interacting with Objects:** A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the DM that his or her character is doing something, such as moving a lever, and the DM describes what, if anything happens.

**Example:** A character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall.

If the lever is rusted in position, though, a character might need to force it. In such a situation, the DM might call for a Strength (Athletics) check to see whether the character can wrench the lever into place. The DM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The DM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves.

When an object drops to 0 hit points, it breaks. A character can also attempt a Strength (Athletics) check to break an object. The DM sets the DC for any such check.

**Marching Order:** The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

**Navigate:** The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the DM calls for it.

- **Getting Lost:** Unless they are following a path, or something like it, adventurers traveling in the wilderness run the risk of becoming lost. The party's navigator makes a Wisdom (Survival) check when you decide it's appropriate, against a DC determined by the prevailing terrain, as shown on the table below. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, and a fast pace imposes a -5 penalty. If the party has an accurate map of the region or can see the sun or stars, the navigator has advantage on the check.

If the Wisdom (Survival) check succeeds, the party travels in the desired direction without becoming lost. If the check fails, the party inadvertently travels in the wrong direction and becomes lost. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

Terrain	DC
Forest, jungle, or swamp	10
Arctic, desert, hills, mountains, or open sea	5
Grassland, meadow, farmland	0
Overcast skies	-5
No landmarks (open sea, dense forest, vast plain)	-5

- **Draw a Map:** The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Whatever environment the characters are exploring; you can use a map to follow their progress as the DM relates the details of their travels. In a dungeon, tracking movement on a map lets you keep track of the branching passages, doors, chambers, and other features the adventurers encounter as you go, and gives you the opportunity to choose your own path. Similarly, a wilderness map can show roads, rivers, terrain, and other features that might guide you on your travels.

**Noticing Threats:** Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The DM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the DM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

**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 thief and a monk moving at a slow pace are much harder to detect when they leave their dwarf paladin friend behind.

**Stealth:** While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter.

All characters may attempt Stealth checks to hide from others or move silently. These checks are always opposed by the target's Perception check. If the character is being observed, even casually, they can't hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at disadvantage because the character has to move quickly to the hiding place. A character cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Dungeon Master's discretion. Characters attempting to move silently have disadvantage when moving at their normal speed.

**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.

**Track:** To track, one or more creatures must succeed on a Wisdom (Survival) check. You might require trackers to make a new check in any of the following circumstances:

- They stop tracking and resume after finishing a short or long rest.
- The trail crosses an obstacle, such as a river, that shows no tracks.
- The weather conditions or terrain changes in a way that makes tracking harder.

The DC for the check depends on how well the ground shows signs of a creature's passage. No roll is necessary in situations where the tracks are obvious. For example, no check is needed to track an army advancing along a muddy road.

Spotting tracks on a bare stone floor is more challenging, unless the creature being tracked leaves a distinct trail. Additionally, the passage of time often makes tracks harder to follow. In a situation where there is no trail to follow, you can rule that tracking is impossible.

The table below offers guidelines for setting the DC or, if you prefer, you can choose a DC based on your assessment of the difficulty. You can also grant advantage on the check if there's more than one set of tracks to follow, or disadvantage if the trail being followed passes through a well-trafficked area.

On a failed check, the character loses the trail but can attempt to find it again by making a careful search of the area. It takes 10 minutes to find a trail in a confined area such as a dungeon, or 1-hour outdoors.

Ground Surface	DC
Soft surface such as snow or mud	10
Dirt or grass	15
Bare stone	20
Creature left a trail, such as blood	+5
Each day since the creature passed	-5



## The Environment



By its nature, adventuring involves delving 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 such places.

This section describes a few examples of hazards that adventurers might encounter in their adventures. Some hazards, such as slippery ice and razorglass, require no ability check to spot. Others, such as defiled ground, are undetectable by normal senses.

The natural hazards presented here can be identified with a successful Intelligence (Nature) check.

### Avalanches and Landslides

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted or heard from as far away as  $5d10 \times 100'$  down slope by a character who makes a DC10 Wisdom (Perception) check. If all characters fail this check, the avalanche moves  $1d4 \times 100'$  closer to them each round, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it.

Characters caught in an avalanche take  $3d10$  points of bludgeoning damage, or half that amount if they make a DC 12 Dexterity saving throw. They are subsequently buried (see below) unless they succeed at a DC 15 Dexterity save. Buried characters are at risk of suffocating (see below).

### Brown Mold

Brown mold feeds on warmth, drawing heat from anything around it. A patch of brown mold typically covers a 10' square, and the temperature within 30 feet of it is always frigid.

When a creature moves to within 5' of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking  $4d10$  cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10' square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

### Cave-Ins

Cave-ins deal  $5d10$  points of bludgeoning damage to any creature caught within the area of collapse and are buried beneath the rubble. Those who make a DC15 Dexterity save take half damage and are not buried.

Buried characters are at risk of suffocating (see below).

### Desecrated Ground

Some cemeteries and catacombs are imbued with the unseen traces of ancient evil. An area of desecrated ground can be any size, and a Detect Evil spell cast within range reveals its presence.

Undead standing on desecrated ground have advantage on all saving throws.

A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a Consecrate spell purifies desecrated ground within its area.

### Extreme Cold

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

### Extreme Heat

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

### 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.

### Forest Fires

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way.

A forest fire can be spotted from as far away as  $5d6 \times 100'$  by a character who makes a DC10 Wisdom (Perception) check. If all characters fail their Perception checks, the fire moves  $1d6 \times 50'$  closer to them each round. They automatically notice it when it closes to half the original distance.

The leading edge of a fire often advances faster than a human can run. Once a particular portion of the forest is ablaze, it remains so for  $2d4 \times 10$  minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Characters caught within the bounds of a forest fire take  $3d6$  points of fire damage and must make a Constitution saving throw each round

or gain 1 level of exhaustion. The DC is 10 for the first round and increases by 1 for each round thereafter. Also, smoke heavily obscures the area, blinding characters within it.



### Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects.

Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

### Green Slime

This acidic slime devours flesh, organic material, and metal on contact. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches.

A patch of green slime covers a 5' square, has blindsight out to a range of 30', and drops from walls and ceilings when it detects movement below it.

Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with green slime takes 1d10 acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 2d10 acid damage each round, and any non-magical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

### Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

### High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

### Ice

Ice is difficult terrain. When a creature moves onto ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Thin ice has a weight tolerance of  $3d10 \times 10$  pounds per 10' square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through, into the frigid water below (see frigid water above).

### Quicksand

A quicksand pit covers the ground in roughly a 10' square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4+1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet.

As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength (Athletics) check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules below).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength (Athletics) check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

### Razorvine

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10' high, 10' wide, 5' thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 1d10 slashing damage from the razorvine's bladelike thorns.

### Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

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.

### Strong Winds

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by non-magical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

See the Control Winds spell for more information on wind-related hazards.

### Webs

Giant spiders weave thick, sticky webs across passages and at the bottom of pits to snare prey. These web-filled areas are difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10' cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

### Yellow Mold

Yellow mold grows in dark places, and one patch covers a 5' square. If touched, the mold ejects a cloud of spores that fills a 10' cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 1d10 poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

## Food and Water

The food and water requirements noted below are for characters. Horses and other creatures require different quantities of food and water per day based on their size. Water needs are doubled if the weather is hot.

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

### Food

A character needs one pound of food per day and 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.

A character can go without food for a number of days equal to  $3 + \text{his Constitution modifier}$  (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

### Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 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.

## Light and Vision

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 **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** 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 appendix A).

The presence or absence of light in an environment creates three categories of illumination: Bright light, dim light, and darkness.

- Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- Dim light, also called deep shadow, 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. Characters face dim light outdoors on most moonlit nights or indoors when glowing embers in a fireplace or moonlight through a window provide some light to see by.
- Darkness, also called complete darkness or pitch-black, creates a heavily obscured area. Characters face darkness outdoors on a moonless night, within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

### Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.



### 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 normally in dim light and can see in darkness as if it were dim light, so that 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.

### Noticing Other Creatures

While exploring, characters might encounter other creatures. An important question in such a situation is who notices whom.

Indoors, whether the sides can see one another usually depends on the configuration of rooms and passageways. Vision might also be limited by light sources.

Outdoor visibility can be hampered by terrain, weather, and time of day. Under certain conditions, creatures are more likely to hear one another before they see anything.

If neither side is being stealthy, creatures automatically notice each other once they are within sight or hearing range of one another. Otherwise, compare the Dexterity (Stealth) check results of the creatures in the group that is hiding with the passive Wisdom (Perception) scores of the other group, as explained in chapter 7.

### Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapeshifter or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

### Visibility Outdoors

When traveling outdoors, characters can see about 2 miles in any direction on a clear day, or until the point where trees, hills, or other obstructions block their view.

Rain normally cuts maximum visibility down to 1 mile, and fog can cut it down to between 50 and 300 feet.

On a clear day, the characters can see 40 miles if they are atop a mountain or a tall hill, or are otherwise able to look down on the area around them from a height.

### Visibility Underwater

Visibility underwater depends on water clarity and the available light. Unless the characters have light sources, use the table below to determine the distance at which characters underwater become aware of a possible encounter.

Lighting and Visibility	Distance
Clear water, bright light	60'
Clear water, dim light	30'
Murky water or no light	10'

## Social Interaction

During a social interaction, the adventurers usually have a goal. They want to extract information, secure aid, win someone's trust, escape punishment, avoid combat, negotiate a treaty, or achieve whatever other objective led to the interaction in the first place. The creatures they interact with also have agendas.

Some DMs prefer to run a social interaction as a free-form roleplaying exercise, where dice rarely come into play. Other DMs prefer to resolve the outcome of an interaction by having characters make Charisma checks. Either approach works, and most games fall somewhere in between, balancing player skill (roleplaying and persuading) with character skill (reflected by ability checks).

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a dragon so that it will spare your life. The DM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a non-player character (NPC).

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.

Social interactions have two primary aspects: Roleplaying and ability checks.

### Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: The descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

**Descriptive Approach to 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 how he or she does it.

Example: Steve plays Eflon the dwarf. Eflon 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 Eflon's table and tries to strike up a conversation with the dwarf.

Steve says, "Eflon 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, Steve has conveyed Eflon's mood and given the DM a clear idea of his character's attitude 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.

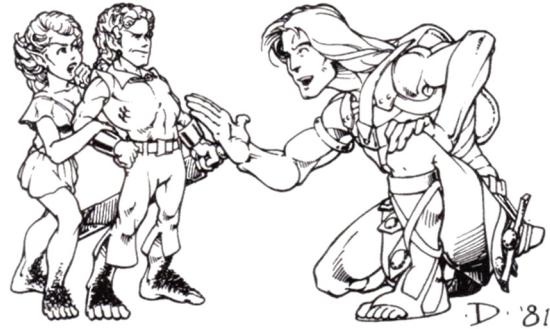
**Active Approach to Roleplaying:** If descriptive roleplaying tells your DM and your fellow players what your character thinks and does, active roleplaying shows them.

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, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Steve roleplaying Eflon above, here's how the scene might play out if Steve used active roleplaying:

Speaking as Eflon, Steve 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, Steve 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 NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then 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.

**Using Ability Checks for Social Interaction:** In addition to roleplaying, ability checks are key in determining the outcome of an interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation.

Example: Your DM can call for a Charisma check at any point during an interaction if chance is to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your DM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and 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 thief 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.

### Resolving Interactions

This section provides a structured way to resolve a social interaction.

**1. Starting Attitudes:** The DM determines the starting attitude of a creature the adventurers are interacting with: friendly, indifferent, or hostile.

- Friendly: A friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, friendly creatures usually help without question. If an element personal risk is involved, a successful Charisma check might be required to convince a friendly creature to take that risk.
- Indifferent: An indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable or anything in between. A successful Charisma check is necessary when the adventurers try to persuade an indifferent creature to do something.
- Hostile: A hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers

need to succeed on one or more challenging Charisma checks to convince a hostile creature to do anything on their behalf.

A hostile creature might be so ill-disposed toward the party that no Charisma check can improve its attitude, in which case any attempt to sway it through diplomacy fails automatically.

**Example:** A condescending noble might wish to see a group of upstart adventurers fail so as to keep them from becoming rivals for the king's attention, thwarting them with slander and scheming rather than direct threats and violence.

**2. Conversation:** Play out the conversation. Let your characters make their points, trying to frame their statements in terms that are meaningful to the creature they are interacting with.

- **Changing Attitude:** The attitude of a creature might change over the course of a conversation. If the adventurers say or do the right things during an interaction, they can make a hostile creature temporarily indifferent, or make an indifferent creature temporarily friendly. Likewise, a gaffe, insult, or harmful deed might make a friendly creature temporarily indifferent or turn an indifferent creature hostile.

Whether the adventurers can shift a creature's attitude is up to you. You decide whether the adventurer have successfully couched their statements in terms that matter to the creature. Typically, a creature's attitude can't shift more than one step during a single interaction, whether temporarily or permanently.

- **Determining Characteristics:** The adventurers don't necessarily enter into a social interaction with a full understanding of a creature's motivations and ideals. If they want to shift a creature's attitude by playing on these characteristics, they first need to determine what the creature cares about. They can guess, but doing so runs the risk of shifting the creature's attitude in the wrong direction if they guess badly.

After interacting with a creature long enough to get a sense of its personality traits and characteristics through conversation, an adventurer can attempt a Wisdom (Insight) check to uncover one of the creature's ideals, goals, or beliefs. You set the DC. A check that fails by 10 or more might misidentify a characteristic, so you should provide a false characteristic or invert one of the creature's existing characteristics.

**Example:** An old sage's flaw is that he is prejudiced against the uneducated, an adventurer who badly fails the check might be told that the sage enjoys personally seeing to the education of the downtrodden.

Given time, adventurers can also learn about a creature's characteristics from other sources, including its friends and allies, personal letters, and publicly told stories. Acquiring such information might be the basis of an entirely different set of social interactions.

**3. Charisma Check:** When the adventurers get to the point of their request, demand, or suggestion - or if you decide the conversation has run its course - call for a Charisma check. Any character who has actively participated in the conversation can make the check. Depending on how the adventurers handled the conversation, the Persuasion, Deception, or Intimidation skill might apply to the check. The creature's current attitude determines the DC required to achieve a specific reaction, as shown on the following table.

#### Conversation Reaction

##### DC Friendly Creature's Reaction

0	Does as asked without taking risks or making sacrifices.
10	Accepts a minor risk or sacrifice to do as asked.
20	Accepts a significant risk or sacrifice to do as asked.

##### DC Indifferent Creature's Reaction

0	Offers no help but does no harm.
10	Does as asked as long as no risks or sacrifices are involved.
20	Accepts a minor risk or sacrifice to do as asked.

##### DC Hostile Creature's Reaction

0	Might take risks while opposing the adventurers' actions.
10	Offers no help but does no harm.
20	Does as asked as long as no risks or sacrifices are involved.

- **Aiding the Check:** Other characters who make substantial contributions to the conversation can help the character making the check. If a helping character says or does something that would influence the interaction in a positive way, the character making the Charisma check can do so with advantage. If the other character inadvertently says something counterproductive or offensive, the character making the Charisma check has disadvantage on that check.
- **Multiple Checks:** Certain situations might call for more than one check, particularly if the adventurers come into the interaction with multiple goals.

**4. Repeat?:** Once a Charisma check has been made, further attempts to influence the target of the interaction might be fruitless or run the risk of upsetting or angering the subject creature, potentially shifting its attitude toward hostility. Use your best judgment. For example, if the party's thief says something that pushes a noble's attitude toward the party from indifferent to hostile, another character might be able to diffuse the noble's hostility with clever roleplaying and a successful Charisma (Persuasion) check.

## Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest - time to sleep and eat, tend their wounds, 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 a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. 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. A character regains all spent Hit Dice upon finishing a long rest, as explained below.

### Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity - at least 1 hour of walking, fighting, casting spells, or similar adventuring activity - the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all spent Hit Dice.

**Example:** An 8<sup>th</sup> level character regains up to 8 spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

## 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 hard-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

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as detailed in chapter 5. Living a particular lifestyle doesn't have a huge effect on your character, but

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.

**Recurring Expenses:** Besides the expenses associated with maintaining a particular lifestyle, adventurers might have additional drains on their adventuring income. Player characters who come into possession of property, own businesses, and employ hirelings must cover the expenses that accompany these ventures.

It's not unusual for adventurers - especially after 10<sup>th</sup> level - to gain possession of a castle, a tavern, or another piece of property. They might buy it with their hard-won gold, take it by force, obtain it in a lucky draw from a deck of many things, or acquire it by other means.

Castles and keeps employ soldiers to defend them. Roadside inns, outposts and forts, palaces, and temples also rely on hired swords for their defense. These armed warriors make up the bulk of a property's skilled hirelings.

Property	Cost/Day	Skilled Hirelings	Untrained Hirelings
Abbey	20 gp	5	25
Castle, small	100 gp	50	50
Castle, large	400 gp	200	100
Estate, noble	10 gp	3	15
Farm	5 sp	1	2
Fort or outpost	50 gp	20	40
Guildhall	5 gp	5	3
Hunting lodge	5 sp	1	-
Inn, rural	10 gp	5	10
Inn, urban	5 gp	1	5
Shop	2 gp	1	-
Temple, large	25 gp	10	10
Temple, small	1 gp	2	-
Tower fortified	25 gp	10	-
Trading post	10 gp	4	2

The table above shows the per-day upkeep cost for any such property. The cost of a normal residence isn't included here because it falls under lifestyle expenses, as discussed above. Maintenance expenses need to be paid every 30 days. Given that adventurers spend much of their time adventuring, staff includes a steward who can make payments in the party's absence.

Note that an adventurer-owned business can earn enough money to cover its own maintenance costs. However, the owner needs to periodically ensure that everything is running smoothly by tending to the business between adventures. See the information on running a business in the "Downtime Activities" section below.

**Cost per Day:** The cost includes everything it takes to maintain the property and keep things running smoothly, including the salaries of hirelings. If the property earns money that can offset maintenance costs by charging fees, collecting tithes or donations, or selling goods), that is taken into account in the table.

**Skilled and Untrained Hirelings:** Chapter 5 explains the difference between a skilled hireling and an untrained one.



## Downtime Activities

Between adventures, the DM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each long rest must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the

minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

**Building a Stronghold:** A character can spend time between adventures building a stronghold. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means. Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Once the estate is secured, a character needs access to building materials and laborers. The table below shows the cost of building the stronghold (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

Property	Construction Cost	Construction Time
Abbey	50,000 gp	400 days
Castle, small	50,000 gp	400 days
Castle, large	500,000 gp	1,200 days
Estate, noble	25,000 gp	150 days
Fort or outpost	15,000 gp	100 days
Guildhall	5,000 gp	60 days
Temple, large	50,000 gp	400 days
Temple, small	15,000 gp	100 days
Tower, fortified	15,000 gp	100 days
Trading post	5,000 gp	60 days

**Carousing:** Characters can spend their downtime engaged in a variety of hedonistic activities such as attending parties, drinking, gambling, or anything else that helps them cope with the perils they face on their adventures. Your character spends money as though maintaining a wealthy lifestyle (see chapter 5). At the end of the period spent carousing, you make a Charisma (Deception or Persuasion), or Wisdom (Profession: Gambler) skill check, then compares the result to the table below to determine what happens to your character.

Skill Check	Result
5 or lower	You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 10 gp to avoid jail time, or you can try to resist arrest.
6-9	You regain consciousness in a strange place with no memory of how you got there, and lose 3d6x5 gp.
10	You make an enemy. This person, business, or organization is now hostile to you. The DM determines the offended party. You decide how you offended them.
11-14	You fail to recuperate your lifestyle expenses for the time spent carousing.
15-17	You are caught up in a whirlwind romance. Roll a d20. On a 1-5, the romance ends badly. On a 6-10, the romance ends amicably. On an 11-20, the romance is ongoing. You determine the identity of the love interest, subject to your DM's approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
18-24	You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing.
25-29	You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 1d20x4 gp.
30 or higher	You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 4d6x10 gp. Your carousing becomes the stuff of local legend.

**Crafting:** You can craft non-magical objects, including adventuring equipment and works of art. You must be proficient in the Craft skill related to the object you are trying to create. You might also need access to special materials or locations necessary to create it.

Example: Someone proficient in the Craft (smith) skill needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item.

Example: A suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite Craft skill and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item.

Example: Three characters with the Craft (smith) skill proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost. See chapter 7 more information on Craft skills.

**Crafting a Magic Item:** Magic items are the DM's purview, so your DM decides how they fall into the party's possession. As an option, DM's can allow player characters to craft magic items.

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item's rarity, as shown in the table below.

Example: A 3<sup>rd</sup> level character could create a wand of Magic Missiles (an uncommon item), as long as the character has spell slots and can cast Magic Missile. That same character could make a +1 weapon (another uncommon item), no particular spell required.

The DM can decide that certain items also require special materials or locations to be created. For example, a character might need alchemist's supplies to brew a particular potion, or the formula for a Flame Tongue sword might require that the weapon be forged with lava.

Item Rarity	Creation Cost	Minimum Spell Level
Common	100 gp	1 <sup>st</sup>
Uncommon	500 gp	3 <sup>rd</sup>
Rare	5,000 gp	5 <sup>th</sup>
Very Rare	50,000 gp	7 <sup>th</sup>
Legendary	500,000 gp	9 <sup>th</sup>

An item has a creation cost specified on the table above. A character engaged in the crafting of a magic item makes progress in 25 gp increments, spending that amount for each day of work until the total cost is paid. The character is assumed to work for 8 hours each of those days. Thus, creating an uncommon magic item takes 20 days and 500 gp. Your DM is free to adjust the costs to better suit your campaign.

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell's level for each day of the creation process. The spell's material components must also be at hand throughout the process. If the spell normally consumes those components, they are consumed by the creation process.

If the item will be able to produce the spell only once, as with a spell scroll, the components are consumed only once by the process. Otherwise, the components are consumed once each day of the item's creation.

Multiple characters can combine their efforts to create a magic item if each of them meets the spell level prerequisite. Each character can contribute spells, spell slots, and components, as long as everyone participates during the entire crafting process. Each character can contribute 25 gp worth of effort for each day spent helping to craft the item.

Normally, a character who undertakes this activity creates a magic item described in the Dungeon Master's Guide. The DM may allow you to design your own magic item, using the guidelines offered in the Dungeon Master's Guide.

While crafting a magic item, a character can maintain a modest lifestyle without having to pay the 1 gp per day, or a comfortable lifestyle at half the normal cost (see chapter 5).

**Gaining Renown:** A character can spend downtime improving his or her renown within a particular organization (see the Dungeon Masters Guide for more details on renown).

Between adventures, a character undertakes minor tasks for the organization and socializes with its members. A pious character can spend time between adventures performing sacred rites in a temple affiliated with a god he or she reveres. Between rites, the character spends time in meditation and prayer. A character who is a priest in the temple can lead these rites, which might include weddings, funerals, and ordinations. A layperson can offer sacrifices in a temple or assist a priest with a rite.

After pursuing these activities for a combined number of days equal to his or her current renown multiplied by 30, the character's renown increases by 1.

**Practicing a Profession:** You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your Profession.

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 support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your Performance skill to use during your downtime, you earn enough to support a comfortable lifestyle instead.

**Recuperating:** You can use downtime between adventures to recover from a debilitating injury, disease, or poison. After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw.

On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

**Researching:** 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 a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the DM determines whether the information is available, how many days of downtime 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 (History or Perception) 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 day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

**Running a Business:** Adventurers can end up owning businesses that have nothing to do with delving into dungeons or saving the world. A character might inherit a smithy, or the party might be given a parcel of farmland or a tavern as a reward. If they hold on to the business, they might feel obliged to spend time between adventures maintaining the venture and making sure it runs smoothly.

A character makes a Craft or Profession skill check and consults the table below to determine what happens. If the character is required to pay a cost as a result of rolling on this table but fails to do so, the business begins to fail. For each unpaid debt incurred in this manner, the character takes a -2 penalty to subsequent rolls made on this table. See the "Recurring Expenses" section the previous page to find the typical maintenance cost for running a farm, shop, inn, or other business.

Skill Check	Result
5 or lower	You must pay one and a half times the business's maintenance cost for each of the days.
6-10	You must pay the business's full maintenance cost for each of the days.
11-14	You must pay half the business's maintenance cost for each of the days. Profits cover the other half.
15-17	The business covers its own maintenance cost for each of the days.
18-24	The business covers its own maintenance cost for each of the days. It earns a profit equal to its maintenance cost $\times$ 1d6.
25-29	The business covers its own maintenance cost for each of the days. It earns a profit equal to its maintenance cost $\times$ 2d6.
30 or higher	The business covers its own maintenance cost for each of the days. It earns a profit equal to its maintenance cost $\times$ 4d6.



**Selling Magic Items:** Few people can afford to buy a magic item, and fewer still know how to find one. Adventurers are exceptional in this regard due to the nature of their profession.

A character who comes into possession of a common, uncommon, rare, or very rare magic item that he or she wants to sell can spend downtime searching for a buyer. This downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in buying magic items. Legendary magic items and priceless artifacts can't be sold during downtime. Finding someone to buy such an item can be the substance of an adventure or quest.

For each salable item, the character makes a DC 20 Wisdom (Perception) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the checks. On a failed check, no buyer for the item is found after a search that lasts 10 days. On a successful check, a buyer for the item is found after a number of days based on the item's rarity, as shown on the table below.

Item Rarity	Base Price	Days to Find Buyer	Persuasion Check Modifier
Common	100 gp	1d4	+2
Uncommon	500 gp	1d6	$\pm 0$
Rare	5,000 gp	1d8	-2
Very Rare	50,000 gp	1d10	-5

A character can attempt to find buyers for multiple magic items at once. Although this requires multiple Perception checks, the searches are occurring simultaneously, and the results of multiple failures or successes aren't added together.

Example: If the character finds a buyer for a common magic item in 2 days and a buyer for an uncommon item in 5 days, but fails to find a buyer for a rare item up for grabs, the entire search takes 10 days.

For each item a character wishes to sell, the player makes a Charisma (Persuasion) check, applying a modifier based on the item's rarity, and consults the table below.

Skill Check	Result
9 or lower	A buyer offering a tenth of the base price.
10-14	A buyer offering a quarter of the base price, and a shady buyer offering half the base price.
15-17	A buyer offering half the base price, and a shady buyer offering the full base price.
18-24	A buyer offering the full base price.
25 or higher	A buyer offering the full base price, and a shady buyer offering one and a half times the base price, no questions asked.

You determine a buyer's identity. Buyers sometimes procure rare and very rare items through proxies to ensure that their identities remain unknown. If the buyer is shady, it's up to you whether the sale creates legal complications for the party later.

**Sowing Rumors:** Swaying public opinion can be an effective way to bring down a villain or elevate a friend. Spreading rumors is an efficient, if underhanded, way to accomplish that goal. Well-placed rumors can increase the subject's standing in a community or embroil someone in scandal. A rumor needs to be simple, concrete, and hard to disprove. An effective rumor also has to be believable, playing off what people want to believe about the person in question.

Sowing a rumor about an individual or organization requires a number of days depending on the size of the community, as shown in the table below. In a town or city, the time spent must be continuous. If the character spreads a rumor for a few days, disappears on an adventure for another few days and then returns, the rumor fades away without the benefit of constant repetition.

Settlement Size	Time Required
Village	2d6 days
Town	4d6 days
City	6d6 days

The character must spend 1 gp per day to cover the cost of drinks, social appearances, and the like.

At the end of the time spent sowing the rumor, the character must make a DC 20 Charisma (Deception or Persuasion) check. If the check succeeds, the community's prevailing attitude toward the subject shifts one step toward friendly or hostile, as the character wishes. If the check fails, the rumor gains no traction, and further attempts to propagate it fail.

Shifting a community's general attitude toward a person or organization doesn't affect everyone in the community. Individuals might hold to their own opinions, particularly if they have personal experience in dealing with the subject of the rumors.

**Training to Gain Levels:** As a variant rule, you can require characters to spend downtime training or studying before they gain the benefits of a new level. If you choose this option, once a character has earned enough experience points to attain a new level, he or she must train for a number of days before gaining any class features associated with the new level.

The training time required depends on the level to be gained, as shown on the table below. The training cost is for the total training time.

Level Attained	Training Time	Training Cost
2 <sup>nd</sup> - 4 <sup>th</sup>	2 weeks	50 gp
5 <sup>th</sup> - 10 <sup>th</sup>	4 weeks	200 gp
11 <sup>th</sup> - 16 <sup>th</sup>	6 weeks	300 gp
17 <sup>th</sup> - 20 <sup>th</sup>	8 weeks	400 gp

**Training to Learn New Skills:** You can spend time between adventures learning a new Craft, Language, Performance, or Profession skill. Your DM might allow additional training options.

First, you must find an instructor willing to teach you. The DM determines exactly how long it takes, and whether one or more ability checks are required. Skill training lasts for at least 1 year and costs 1 gp per day. After spending the requisite amount of time and money, you learn the new skill.

#### Creating New Downtime Activities

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

# CHAPTER 9: COMBAT



The clatter or a sword striking 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 non-player characters involved in combat, and each other player controls an adventurer. "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 the 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 the fighting stops.

## 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.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group 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 Dexterity check total 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 DM-controlled 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. Your speed is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" on page 83. Many class features and other abilities provide additional options for your action. The "Movement and Position" section later in this chapter gives the rules for your movement.

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 taking the Dodge or Ready action, as described in "Actions in Combat."

## Free Actions

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn. You can also interact with one object or feature of the environment for free, during either your move or your action.

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.

Here are a few examples of the sorts of things 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
- 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
- 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 10-foot pole
- hand an item to another character

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

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle.

For instance, the DM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

### Bonus Actions

Some spells and abilities let you take an additional action on your turn called a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

### Reactions

Certain situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

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

## 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.

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.

### Breaking Up Your Movement

You can break up your movement on your turn, using some of your movement before and after your action.

Example: If you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

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.

Example: A fighter who can make two attacks with the Extra Attack class ability and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

### Moving Around Other Creatures

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Moving through another creature's space is considered to be movement through difficult terrain (see below).

Whether a creature is a friend or an enemy, you can't willingly end your

move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

### Moving Through Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases - the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space occupied by another creature, whether hostile or not, also counts as difficult terrain.

### Movement and Falling Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can drop prone without using any of your speed. Standing up takes more effort; doing so uses up half of your speed.

Example: If your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

### Size of Creatures

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size Category	Space
Tiny	2 1/2 by 2 1/2 feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or larger

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 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

**Squeezing Through Tight Spaces:** A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

### Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between them during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

Example: If you have a speed of 30 and a flying speed of 60 because a wizard cast the Fly spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

## Moving 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.
  - Movement: Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot 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, unless the square is diagonally adjacent to the square you're in. If the square is diagonally adjacent to your square, follow the rules for diagonal movement below.
- If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.
- Diagonal Movement: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner. You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

- 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 actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

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.

### Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing 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 class features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

### Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to 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.

Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

### Charge

When taking the Charge action, you may move up to half your speed and make a single melee attack.

When Charging must move at least 10 feet in a straight line immediately before making either a melee weapon, overrun, or shove attack. When making a shove or overrun attack you have advantage on your Strength (Athletics) check.

Opponents have advantage on opportunity attacks that you provoke while taking the Charge action.

### Dash

When you take the Dash action, you double your speed for that round. Any increase or decrease to speed changes this additional movement by the same amount. If your normal speed of 30 feet is reduced to 15 feet, 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 made 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 (as explained in appendix A) or if 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 ability check it makes to perform the task you are helping with, provided that it makes the check 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 first 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. If you succeed, you are hidden.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden - both unseen and unheard - when you make an attack, you give away your location when the attack hits or misses.

### Improvising an Action

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's 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.



### 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, or you choose to move up to your speed in response to it.

Examples: "If the cultist steps on the trapdoor, I'll pull the lever that opens it," or "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

Characters with Reach weapons, such as polearms, or creatures with greater natural reach, such as giants, may ready an action in order to strike a foe who approaches within their extended reach (and before that foe strikes them). The readied attack interrupts the provoking creature's movement, occurring right before the creature enters your reach.

Polearms the deal piercing damage may be set against charging opponents (see the Charge action above). If an attack made with a readied and set polearm strikes a charging foe, the attack deals double damage. This damage bonus only applies when the creature is charging directly toward a polearm-equipped defender, and only for the attack made through the ready action.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (see the Spellcasting, chapter 10).

If your concentration is broken, the spell dissipates without taking effect.

**Example:** If you are concentrating on the Web spell and ready Blink, your Web spell ends, and if you take damage before you release Blink with your reaction, your concentration might be 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 an Intelligence or Wisdom (Perception) check.



## Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. 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 (see the "Your Turn" earlier in this chapter for more details).

## 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 has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

## Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

**Attack Roll Modifiers:** 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. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster, as explained in the chapter 10.

- Proficiency Bonus: You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

## Rolling "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 explained 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.

## 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. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden - both unseen and unheard - when you make an attack, you give away your location when the attack hits or misses.

## Combat Options

The following section details the various actions that your character may take during combat.

### Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a hand-held weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are unarmed, you can fight in melee by making an unarmed strike that deals 1 point of damage.

### Opportunity Attacks

In melee combat, 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 the creature 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.

**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.



## Ranged Attacks

When you make a ranged attack, you fire 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.

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

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

**Ranged Attacks in Close Combat:** Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within reach (usually 5 feet) of a hostile creature who can see you and who isn't incapacitated.

**Firing into Melee:** Aiming a ranged attack at a melee combatant incurs no penalty unless the target of the attack has cover from intervening combatants or objects. In such instances the target gets the usual cover bonus to their AC.

## Two-Weapon 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 throw the weapon, instead of making a melee attack with it.

## Combat Contests

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: disarming, grappling, overrunning, shoving, and tumbling past a creature. The DM can use these contests as models for improvising others.

### Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (the target chooses the ability to use). If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

## 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 Extra Attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. You try to seize the target 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). The creature attempting the grapple has advantage on this check if it is larger than the target, or disadvantage if it is smaller. If you succeed, the target suffers from the grappled condition (see Appendix A).

While maintaining a grapple, you may only attack the grappled creature, and may only attack with light weapons or unarmed strikes. You may not cast spells with somatic components while maintaining a grapple.

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The grappled creature may only attack the grappler, and may only attack with light weapons or unarmed strikes. A grappled creature must make a concentration roll in order to cast a spell with a somatic component and must make concentration rolls to maintain a spell during each round it remains grappled.

The condition ends if the grappler is incapacitated, the target escapes the grapple (see below), or if an effect removes the grappled creature from the reach of the grappler.

**Climbing onto a Bigger Creature:** If one creature wants to jump onto another creature, it can do so by grappling. A Small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check.

If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to the DM's discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or grabbing and throwing it - by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

**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.

**Moving a Grappled Creature:** When you move, you can drag or carry a grappled target with you, but your speed is halved, unless the target is two or more sizes smaller than you. You can also fall prone with a grappled target if you choose to.

### Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the target. As an action, the mover makes a Strength (Athletics) check contested by the target's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the target, or disadvantage if it is smaller. If the mover wins the contest, it can move through the target's space once this turn.

### Shove

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone, push it away from you, or shove it to the side. If you're able to make Extra Attacks with the Attack 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). The creature attempting the shove has advantage on this check if it is larger than the target, or disadvantage if it is smaller. If you win the contest, you either knock the target prone, push it 5 feet away from you, or move the target 5 feet to a space beside you.

### Tumble

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action the tumbler makes a Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.



## Mounted and Underwater Combat

Both mounted combat and underwater combat have special rule considerations, which are detailed below.

### Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

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

**Mounting and Dismounting:** Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed.

Example: If your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it and suffering 1d6 bludgeoning damage from the fall. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount

it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it, suffering 1d6 bludgeoning damage from the fall.

**Controlling a Mount:** While you're mounted, you have two options. You can either control the mount as a bonus action, by making a Wisdom (Animal Handling) check, or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

### Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply:

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged weapons have their normal range quartered and automatically miss beyond this shortened range. Even within this reduced range the attack roll has disadvantage unless the weapon is a crossbow, net, javelin, trident, or dart designed specifically for underwater use.

Creatures and objects that are fully immersed in water have resistance to fire damage. Creatures that are fully immersed in water also have Half Cover (see below) against attacks made from land.

### Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover: half cover, three-quarters cover, and total cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together.

Example: If a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

### Half Cover

A target with half cover has a +2 bonus to AC and Dexterity saving throws. 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.

### Three-Quarters Cover

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

### Total Cover

A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

## Damage and Healing

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a sword, a well-placed arrow, or a blast of flame from a Fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

### Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are 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.

**Temporary Hit Points:** Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points.

Example: If you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones.

Example: If a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you. Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

### Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. 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.

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 dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Example: When a wizard casts Fireball or a cleric casts Flame Strike, the spell's damage is rolled once for all creatures caught in the blast.

### 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.

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 thief's Sneak Attack ability, you roll those dice twice as well.

### Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a DM assign a damage type to a new effect.

**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 - hammers, falling, constriction, and the like - 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 certain undead and a spell such as Chill Touch, withers matter and even the soul.

**Piercing:** Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

**Poison:** Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

**Psychic:** Mental abilities such as a mind flayer's Psionic Blast 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 Shatter spell, deals thunder damage.

### Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage.

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.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Example: If a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

### 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.

### Zero Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained below.

### 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.

## 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.

## Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, as explained in chapter 8, and magical methods such as a Cure Light Wounds spell or a potion of healing can remove damage in an instant.

When a creature receives healing of any kind, 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.

Example: A druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the Raise Dead spell has restored it to life.

## Dying

Whenever you start your turn with 0 hit points, you must make a special Constitution saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life.

## Death Saving Throws

The DC of a death saving throw is 15. 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.

When you make a death saving throw and roll a 1 it counts as 2 failures. If you roll a 20 on the d20, you regain 1 hit point and regain consciousness.

If you take any damage while you have 0 hit points, you must make another death saving throw. If the damage equals or exceeds your hit point maximum, you suffer instant death.

## 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.

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 her hit point maximum, the cleric dies.

## 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.

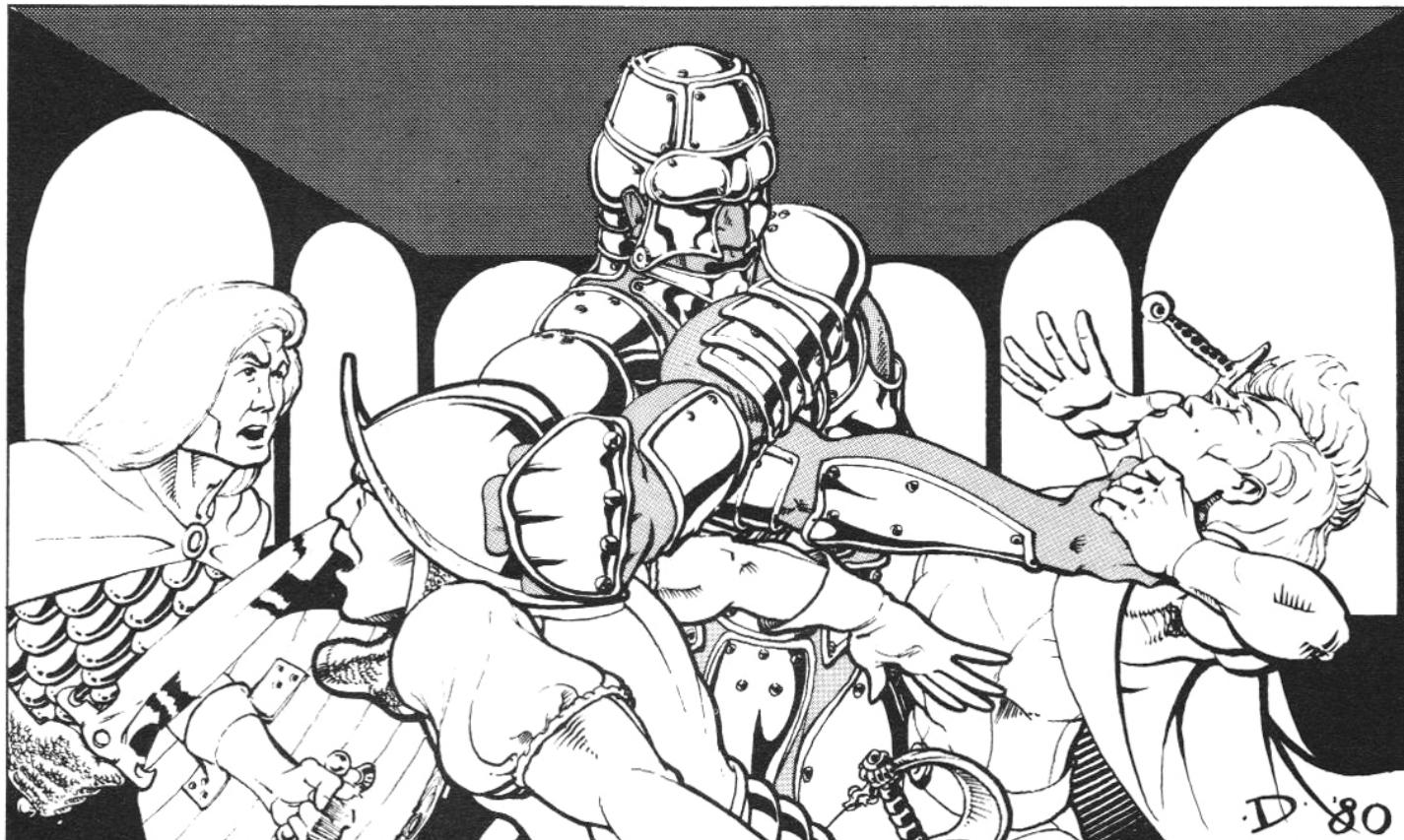
You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must make another death saving throws, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

## 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 a death saving throw.

Mighty villains and special non-player characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.



# CHAPTER 10: SPELLCASTING



Magic permeates the worlds of D&D and most often appears in the form of a spell.

This chapter provides the rules for casting spells. 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 undo it, impose or remove conditions (see appendix A), drain life energy away, and restore life to the dead.

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.

## Arcane Spells

The magic used by wizards is classified as arcane magic because it is learned from ancient knowledge and passed down from one generation of wizards to the next, either through apprenticeship or textual record. Wizards use their mystical knowledge to create and give form, or to enhance or physically alter an existing form.

## Divine Spells

The magic used by bards, clerics, druids, paladins, and rangers is classified as divine magic because it is granted to them after inspiration from, prayer to, reflection upon, or supplication to a deity or other powerful entity or elemental force. In most cases, bards, clerics, and paladins receive their magic from deities or their intermediaries, who may limit or place special restrictions on its use. Druids and rangers gain their magic ability from more varied sources, be they primal forces, nature gods, or elemental powers. Thus, divine casters act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the duplication of specific spells, or types of spells, in their spell lists.

## 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 1<sup>st</sup> level and the earth-shaking Wish at 9<sup>th</sup>. 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 17<sup>th</sup> level, not 9<sup>th</sup> level, to cast a 9<sup>th</sup> level spell.

## Spellbooks

Wizards rely on spellbooks when preparing their daily spell allotment. 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.

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.



## Copying a Spell into the Book

When you find an arcane spell of 1<sup>st</sup> level or higher, 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 unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the

sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 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.

## Gaining Levels

Each time you gain a wizard level, you can add two spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots and must appear on the wizard spell list.

## 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 arcane casters keep backup spellbooks in a safe place.

## Spell Preparation

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. All spellcasters must undergo a process of preparing spells. A character needs to complete a long rest before preparing spells. It takes 1 hour for a character to prepare their full allotment of spells for the day. You can change your list of prepared spells whenever you complete a long rest.

During spell preparation, an arcane caster chooses spells from his or her spellbook to prepare, while a divine caster petitions his or her gods (or their intermediaries) for his or her daily allotment of prepared spells. If a character still has spells prepared from the previous day, he or she can abandon some or all of them to make room for new spells. If a spell has multiple versions, the character must choose which version to use when preparing it, unless the spell description specifies that the choice is made upon casting.

Once prepared, a spell remains in the character's memory unless he or she wishes to purge it from memory (typically to make room for new spells after a long rest).

Example: The 3<sup>rd</sup> level wizard Spugnoir has four 0-level, three 1<sup>st</sup> level spell slots, and two 2<sup>nd</sup> level slots. As such he may prepare four cantrips, three 1<sup>st</sup> level spells, and two 2<sup>nd</sup> level spells. He prepares the following:

- 0-level: Arcane Bolt, Detect Magic, Prestidigitation, Read Magic
- 1<sup>st</sup> level: Comprehend Languages, Magic-Missile, Shield
- 2<sup>nd</sup> level: Alter Self, Web

If a character dies, all spells stored in the character's mind are wiped away.

## Arcane Casters

For arcane casters, spell preparation involves study of one's spellbook. Unless a character prepares spells from a spellbook, the only prepared spells available are those that the character already had prepared from the previous day. Because arcane casters have mastered the use of cantrips, they may prepare them without studying their spellbook.

## Divine Casters

For divine casters, spell preparation requires time spent in prayer and meditation or, in the case of bards, musical recitation and reflection upon the myths and legends of his or her people. Unlike arcane casters, who are limited by their spellbooks as to which spells they may prepare, divine casters may prepare any spell on their spell list.

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 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 higher-level spells are even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level.

Note that cantrips are spells that can be cast at will and without expending a spell slot. A spellcasting character knows all of the cantrips associated with their class but must still prepare them in advance, as they would with any other known spell. A cantrip's spell level is 0.

Example: The 3<sup>rd</sup> level wizard Spugnoir has four 0-level, three 1<sup>st</sup> level spell slots, and two 2<sup>nd</sup> level slots. As such he may prepare four cantrips, three 1<sup>st</sup> level spells, and two 2<sup>nd</sup> level spells. He prepares the following:

- 0-level: Arcane Bolt, Detect Magic, Prestidigitation, Read Magic
- 1<sup>st</sup> level: Comprehend Languages, Magic-Missile, Shield
- 2<sup>nd</sup> level: Alter Self, Web

Over the course of his adventuring day he may cast any prepared cantrip at will (as cantrips are not expended when cast). He may choose to cast Comprehend Languages, Magic Missile, or Shield each time he expends a 1<sup>st</sup> level spell slot. Finally, he may cast either Alter Self or Web whenever he expends his 2<sup>nd</sup> level spell slots, as he may prepare two 2<sup>nd</sup> level spells each long rest.

When your character casts a spell, he or she expends a slot of that spell's level, effectively "filling" a slot with the spell. Some monsters have special abilities that let them cast spells without using spell slots.

Example: When Spugnoir casts Magic Missile, a 1<sup>st</sup> level spell, he expends one of his three 1<sup>st</sup> level slots and has two remaining.

Finishing a long rest restores any expended spell slots (see chapter 8 for the rules on resting).

## 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.

Each spell description begins with a block of information, including the spell's name, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

### 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.

### Casting Time

Most spells require a single action to cast, but some spells require a reaction or much more time to cast. Spells that can be cast as a reaction, such as Feather Fall, 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.

Certain spells require more time to cast: minutes or even hours. When 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 try casting the spell again, you must start over.

### Range

The target of a spell must be within the spell's range. For a spell like Magic Missile, the target is a creature. For 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, such as the Shield spell, affect only you. These spells have a range of "Self."

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 (see "Areas of Effect" below).

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

### 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 aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of magical silence, such as one created by the Silence 15' Radius 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 objects, specified in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (see chapter 5) in place of the components specified for a spell, but if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a 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.

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object 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 can break concentration:

- Casting another spell that requires concentration. You lose 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 equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- Being incapacitated, grappled, or killed. You lose concentration on a spell if you are incapacitated or if you die. The DC to maintain concentration while grappled is equal to the Strength (Athletics) check result of the foe who grappled you.
- The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

## The Schools of Magic

Academies of magic group spells into eight categories, called schools of magic. Scholars, particularly arcane spellcasters, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

**Abjuration:** Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

**Conjunction:** Conjunction spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to your side, whereas others allow the caster to teleport to another location. Some conjunctions create objects or effects out of nothing.

**Divination:** Divination spells reveal information, whether in the form of long-forgotten secrets, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**Enchantment:** Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells 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.

**Evocation:** Evocation spells manipulate magical energy to produce a desired effect, such as calling up blasts of fire or lightning.



**Illusion:** Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss 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 directly in the mind of a creature. Some illusion spells draw energy from the Plane of Shadow in order to create quasi-real objects and effects.

A rule of illusion is that an illusion is only as good as the caster who created it. They draw from personal experience, so you cannot create a truly

believable illusion unless you are intimately familiar with whatever you are attempting to create.

**Necromancy:** Necromancy spells manipulate the energies of life and death. Such spells can restore life force, drain the life energy from another creature, create the undead, or bring the dead back to life.

Creating the undead through the use of necromancy spells, such as Animate Dead, is not a good act, and only evil casters use such spells frequently.



**Transmutation:** Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at your command, or enhance a creature's innate healing abilities to rapidly recover from injury.

## Targets

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, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

**Line of Sight:** To target 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, such as a wall, 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

Spells such as Burning Hands and Cone of Cold 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: circle, 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 have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 9.

**Circle:** The spell radiates from a chosen point of origin (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.

**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.



## Spell Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target or successfully dispels a lingering spell effect. Your attack bonus with a spell attack 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 reach of a hostile creature that can see you and that isn't incapacitated (see chapter 9).

## 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.

**Negates:** This term means that the spell has no effect on an affected creature that makes a successful saving throw.

**Partial:** The spell causes an effect on its subject, but a successful saving throw means some lesser effect occurs.

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

The DC to resist one of your spells equals  $10 + \text{your proficiency bonus} + \text{your spellcasting ability modifier} + \text{any special modifiers}$ . A creature can voluntarily forego a saving throw and willingly accept a spell's result.

Example: A Charm Person cast by a 1<sup>st</sup> level bard with an 18 Charisma has a DC of 16 ( $10 + 2$  for the bard's proficiency bonus + 4 for the bard's Charisma modifier).

Ability Score	Ability Modifier	Base Spell DC
1	-5	-
2-3	-4	-
4-5	-3	-
6-7	-2	-
8-9	-1	-
10-11	±0	$10 + \text{proficiency modifier}$
12-13	+1	$11 + \text{proficiency modifier}$
14-15	+2	$12 + \text{proficiency modifier}$
16-17	+3	$13 + \text{proficiency modifier}$
18-19	+4	$14 + \text{proficiency modifier}$
20-21	+5	$15 + \text{proficiency modifier}$
22-23	+6	$16 + \text{proficiency modifier}$
24-25	+7	$17 + \text{proficiency modifier}$
26-27	+8	$18 + \text{proficiency modifier}$
28-29	+9	$19 + \text{proficiency modifier}$
30	+10	$20 + \text{proficiency modifier}$

## Magic Resistance

Magic resistance is a special defensive ability. A defender's magic resistance grants them advantage of saving throws against the effects of spells and spell-like abilities.

## Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

Example: If two clerics cast Bless on the same targets, those characters gain the spell's benefit only once.

## Reversible Spells

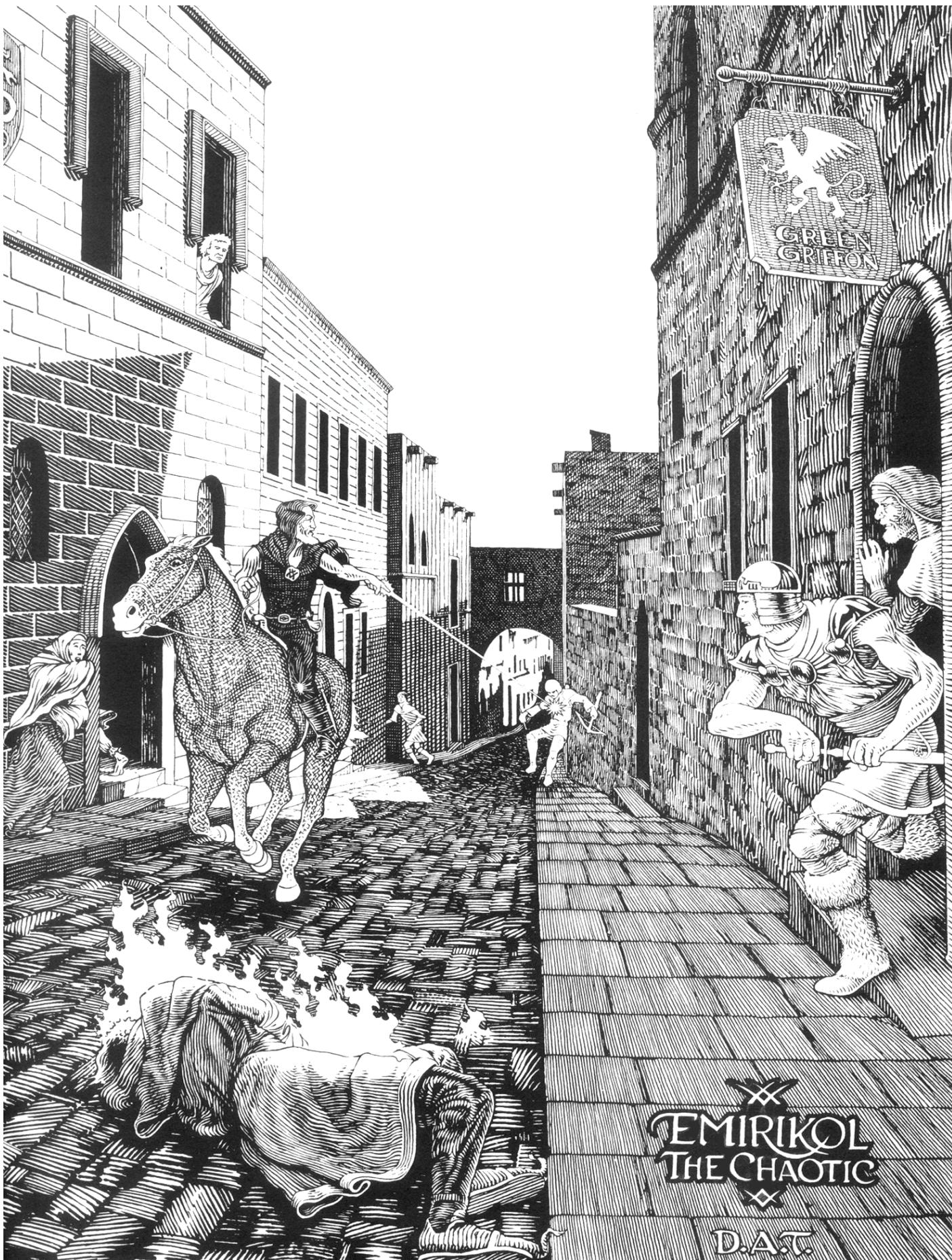
Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with reversible spells must prepare the desired version.

Example: A cleric who desires a Cause Light Wounds spell must petition for this form of the Cure Light Wounds spell when meditating and praying in order to prepare spells.

When your arcane caster learns a reversible spell, both forms are recorded in your spell books. However, you must still decide which version of the spell you desire to prepare when memorizing the spell, unless the spell description specifically states otherwise.

Example: A wizard who has prepared Stone to Flesh and desires to cast Flesh to Stone must wait until the latter form of the spell can be prepared (i.e., after a long rest and 1 hour of study). If he could prepare two 6<sup>th</sup> level spells, he could prepare both versions.





# CHAPTER 11: SPELLS

## Bard Spells

	<b>0-Level</b>	<b>1<sup>st</sup> Level</b>	<b>2<sup>nd</sup> Level</b>	<b>3<sup>rd</sup> Level</b>	<b>4<sup>th</sup> Level</b>
1	Audible Glamer	Alarm	Animal Messenger	Arcane Sight	Animal Summoning I
2	Bind Wounds	Calm Animals	Animal Trance	Charm Monster	Confusion
3	Dancing Lights	Cause Fear	Calm Emotions	Clairaudience / Clairvoyance	Cure Critical Wounds
4	Detect Magic	Change Self	Cure Moderate Wounds	Cure Serious Wounds	Detect Scrying
5	Know Direction	Charm Person or Mammal	Detect Invisibility	Deep Slumber	Dimension Door
6	Light	Comprehend Languages	Defect Thoughts	Defect Lie	Fear
7		Command	Enchanted Weapon	Dispel Magic	Freedom of Movement
8	Message	Cure Light Wounds	Enthrall	Hold Person	Hallucinatory Terrain
9	Prestidigitation	Detect Evil	Gust of Wind	Illusory Script	Hold Monster
10	Read Magic	Erase	Know Alignment	Nondetection	Locate Creature
11		Friends	Locate Object	Obscure Object	Massmorph
12		Hypnotic Pattern	Misdirection	Phantasmal Force	Phantasmal Killer
13		Identify	Scare	Remove Curse	Repel Vermin
14		Nystul's Magic Aura	Shatter	Secret Page	Scrying
15		Obscure Object	Silence 15' Radius	Scare	Shout
16		Obscurement	Sound Burst	Suggestion	Speak with Plants
17		Penetrate Disguise	Speak with Animals	Tongues	
18		Portent	Summon Insects		
19		Remove Fear	Tasha's Hideous Laughter		
20		Sleep			
21		Ventriloquism			
	<b>5<sup>th</sup> Level</b>	<b>6<sup>th</sup> Level</b>	<b>7<sup>th</sup> Level</b>	<b>8<sup>th</sup> Level</b>	<b>9<sup>th</sup> Level</b>
1	Animal Summoning II	Animal Summoning III	Banishment	Control Plants	Antipathy
2	Break Enchantment	Analyze Dweomer	Control Weather	Demand	Dominate Monster
3	Dismissal	Control Water	Heal	Discern Location	Foresight
4	Dominate Person	Demand	Improved Restoration	Mass Charm	Freedom
5	Dream	Eyebite	Improved Scrying	Maze	Mind Blank
6	Legend Lore	Find the Path	Insanity	Sunburst	Shapechange
7	Mass Suggestion	Geas/Quest		Telepathy	Weird
8	Mind Fog	Improved Dispel Magic	Otto's Irresistible Dance		
9	Nightmare	Mass Suggestion	Stone Tell		
10	Restoration	Veil	Sunray		
11	Seeming	Vision			
12	Sending				
13	Stone Tell				
14	True Seeing				

Spells listed in italics are reversible



## Cleric Spells

<b>0-Level</b>		<b>1<sup>st</sup> Level</b>	<b>2<sup>nd</sup> Level</b>	<b>3<sup>rd</sup> Level</b>	<b>4<sup>th</sup> Level</b>
1	<i>Bind Wounds</i>	Bless	Aid	Animate Dead	Air Walk
2	Create Water	Bless Water	Augury	Continual Light	Control Water
3	Detect Magic	Cause Fear	Consecrate	Create Food and Water	Dimensional Anchor
4	Detect Poison	Combine	Cure Moderate Wounds	Cure Blindness/Deafness	Detect Lie
5	Light	Command	Darkness 15' Radius	Cure Disease	Dismissal
6	Purify Food and Drink	Comprehend Languages	Enthrall	Cure Serious Wounds	Divination
7	Read Magic	Cure Light Wounds	Find Traps	Dispel Magic	Exorcise
8		Defect Evil	Hold Person	Feign Death	Freedom of Movement
9			Detect Life	Glyph of Warding	Imbue with Spell Ability
10			Detect Undead	Locate Object	Improved Enchanted Weapon
11		Enchanted Weapon	Remove Paralysis	Meld into Stone	Negative Plane Protection
12		Endure Elements	Resist Energy	Obscure Object	Neutralize Poison
13		Invisibility to Undead	Silence 15' Radius	Prayer	Restoration
14		Magic Stone	Slow Poison	Protection from Evil and Good, 10' Radius	Sending
15		Penetrate Disguise	Speak with Animals	Remove Curse	Spell Immunity
16		Portent	Speak with Dead	Sticks to Snakes	Speak with Plants
17		Protection from Evil and Good	Spiritual Weapon	Water Breathing	Tongues
18		Remove Fear	Zone of Truth	Water Walk	
19		Sanctuary			
20		Shield of Faith			
<b>5<sup>th</sup> Level</b>		<b>6<sup>th</sup> Level</b>	<b>7<sup>th</sup> Level</b>	<b>8<sup>th</sup> Level</b>	<b>9<sup>th</sup> Level</b>
1	Atonement	Aerial Servant	Banishment	Antimagic Shell	Astral Projection
2	Break Enchantment	Animate Object	Control Weather	Dimensional Lock	Etherealness
3	Commune	Blade Barrier	Destruction	Discern Location	Gate
4	Cure Critical Wounds	Conjure Elemental	Ethereal Jaunt	Earthquake	Life Drain
5	Dispel Evil	Find the Path	Holy Word	Holy Aura	Miracle
6	Flame Strike	Forbiddance	Improved Restoration	Serten's Spell Immunity	Mind Blank
7	Insect Plague	Geas/Quest	Improved Scrying	Symbol of Death	Soul Bind
8	Plane Shift	Heal	Regenerate	Symbol of Insanity	
9	Raise Dead	Heroes' Feast	Repulsion		
10	Scrying	Improved Dispel Magic	Resurrection		
11	Slay Living	Improved Glyph of Warding	Stone Tell		
12	Symbol of Pain	Symbol of Fear	Symbol of Stunning		
13	Symbol of Sleep	Symbol of Persuasion	Symbol of Weakness		
14	True Seeing	Wind Walk			
15	Word of Recall				

Spells listed in italics are reversible



## Druid Spells

	<b>0-Level</b>	<b>1<sup>st</sup> Level</b>	<b>2<sup>nd</sup> Level</b>	<b>3<sup>rd</sup> Level</b>	<b>4<sup>th</sup> Level</b>
1	<i>Bind Wounds</i>	Alarm	Animal Messenger	Call Lightning	Air Walk
2	<i>Create Water</i>	Animal Friendship	Animal Trance	Cure Blindness/Deafness	Animal Summoning I
3	<i>Detect Magic</i>	Calm Animals	Barkskin	Cure Disease	Antiplant Shell 10' Radius
4	Detect Poison	Cure Light Wounds	Charm Person or Mammal	Cure Moderate Wounds	Call Woodland Beings
5	Know Direction	Detect Animals or Plants	Enlarge Animal	Dominate Animal	Command Plants
6	Light	Defend Evil	Feign Death	Improved Magic Fang	Control Water
7	Purify Food and Drink	Defend Snakes and Pits	Fog Cloud	Meld into Stone	Cure Serious Wounds
8		Endure Elements	Fire Trap	Neutralize Poison	Dimension Door
9		Entangle	Flame Blade	Plant Growth	Dispel Magic
10		Faerie Fire	Gust of Wind	Protection from Energy	Freedom of Movement
11		Goodberry	Heat Metal	Pyrotechnics	Hallucinatory Terrain
12		Invisibility to Animals	Hold Animal	Shape Wood	Hold Plant
13		Magic Fang	Know Alignment	Snare	Produce Fire
14		Magic Stone	Lesser Restoration	Speak with Plants	Reincarnate
15		Obscurement	Resist Energy	Spike Growth	Repel Vermin
16		Pass without Trace	Soften Earth and Stone	Sticks to Snakes	Restoration
17		Produce Flame	Summon Insects	Stone Shape	Scrying
18		Shillelagh	Tree	Wall of Wind	Sleet Storm
19		Slow Poison	Warp Wood	Water Breathing	Spike Stones
20		Speak with Animals			



	<b>5<sup>th</sup> Level</b>	<b>6<sup>th</sup> Level</b>	<b>7<sup>th</sup> Level</b>	<b>8<sup>th</sup> Level</b>	<b>9<sup>th</sup> Level</b>
1	Animal Growth	Animal Summoning III	Animate Plants	Animate Rock	Antipathy
2	Animal Summoning II	Antilife Shell	Changestaff	Chariot of Sustare	Elemental Swarm
3	Atonement	Confusion	Control Weather	Control Plants	Foresight
4	Commune with Nature	Conjure Elemental	Creeping Doom	Earthquake	Shambler
5	Control Winds	Find the Path	Fire Storm	Finger of Death	Shapechange
6	Cure Critical Wounds	Feeblemind	Heal	Regenerate	Storm of Vengeance
7	Ice Storm	Fire Seeds	Heroes' Feast	Reverse Gravity	
8	Insect Plague	Geas/Quest	Improved Scrying	Sunburst	
9	Negative Plane Protection	Improved Dispel Magic	Sunray	Turn Metal or Stone	
10	Plant Door	Liveoak	Transmute Metal to Wood	Whirlwind	
11	Stoneskin	Move Earth	Wind Walk		
12	Transmute Rock to Mud	Stone Tell	Word of Recall		
13	Wall of Fire	Transport via Plant			
14	Wall of Stone	True Seeing			
15	Wall of Thorns	Turn Wood			

Spells listed in italics are reversible



## Wizard Spells

<b>0-Level</b>		<b>1<sup>st</sup> Level</b>	<b>2<sup>nd</sup> Level</b>	<b>3<sup>rd</sup> Level</b>	<b>4<sup>th</sup> Level</b>
1	Arcane Bolt	Affect Normal Fires	Alter Self	Arcane Sight	Animate Dead
2	Audible Glamer	Alarm	Blur	Blink	Charm Monster
3	Chill Touch	Animate Rope	Darkness 15' Radius	Clairaudience / Clairvoyance	Confusion
4	Dancing Lights	Armor	Darkvision	Continual Light	Detect Scrying
5	Detect Magic	Burning Hands	Detect Invisibility	Deep Slumber	Dimensional Anchor
6	Detect Poison	Cause Fear	Detect Thoughts	Dispel Magic	Dimension Door
7	Light	Change Self	Flaming Sphere	Explosive Runes	Evard's Black Tentacles
8	Mage Hand	Charm Person	Fog Cloud	Feign Death	Fear
9	Mending	Color Spray	Forget	Fireball	Fire Shield
10	Message	Comprehend Languages	Gust of Wind	Flame Arrow	Fire Trap
11	Prestidigitation	<i>Detect Evil</i>	Illusory Script	Fly	Hallucinatory Terrain
12	Read Magic	Detect Secret Doors	Invisibility	Gaseous Form	Ice Storm
13	Wizard Mark	Enchanted Weapon	Knock	Haste	Illusory Wall
14	Write	Enlarge Person	Know Alignment	Hold Person	Improved Invisibility
15		Erase	Leomund's Trap	Improved Enchanted Weapon	Leomund's Secure Shelter
16		Feather Fall	Levitate	Improved Phantasmal Force	Locate Creature
17		Find Familiar	Locate Object	Invisibility Purge	Massmorph
18		Friends	Magic Mouth	Invisibility 10' Radius	Minor Creation
19		Grease	Melf's Acid Arrow	Leomund's Tiny Hut	Minor Globe of Invulnerability
20		Hold Portal	Mirror Image	Lightning Bolt	Monster Summoning II
21		Hypnotic Pattern	Misdirection	Monster Summoning I	Otiluke's Resilient Sphere
22		Identify	Obscure Object	Nondetection	Phantasmal Killer
23		Jump	Phantasmal Force	Phantom Steed	Polymorph
24		Magic Missile	Protection from Normal Missiles	Protection from Energy	Rary's Mnemonic Enhancer
25		Mount	Pyrotechnics	Protection from Evil and Good, 10' Radius	Remove Curse
26		Nystul's Magic Aura	Ray of Enfeeblement	Sepia Snake Sigil	Scrying
27		Obscurement	Rope Trick	Shrink Item	Shout
28		Portent	Scare	Sleet Storm	Solid Fog
29		Protection from Evil and Good	Secret Page	Stinking Cloud	Stone Shape
30		Run	Shatter	Suggestion	Stoneskin
31		Shield	Spider Climb	Tongues	Wall of Fire
32		Shocking Grasp	Strength	Wall of Wind	Wall of Ice
33		Silent Image	Tasha's Hideous Laughter	Water Breathing	Wizard Eye
34		Sleep	Web		
35		Tenser's Floating Disk			
36		Ventriloquism			
37		Unseen Servant			

Spells listed in italics are reversible



## Wizard Spells

	<b>5<sup>th</sup> Level</b>	<b>6<sup>th</sup> Level</b>	<b>7<sup>th</sup> Level</b>	<b>8<sup>th</sup> Level</b>	<b>9<sup>th</sup> Level</b>
1	Airy Water	Analyze Dweomer	Banishment	Antipathy	Astral Projection
2	Bigby's Interposing Hand	Antimagic Shell	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand
3	Break Enchantment	Bigby's Forceful Hand	Control Weather	Binding	Crystalbrittle
4	Chaos	Chain Lightning	Delayed Blast Fireball	Clone	Dominate Monster
5	Cloudkill	Contingency	Drawmij's Instant Summons	Demand	Etherealness
6	Cone of Cold	Control Water	Ethereal Jaunt	Dimensional Lock	Foresight
7	Contact other Plane	Death Fog	Forcecage	Discern Location	Freedom
8	Conjure Elemental	Death Spell	Improved Arcane Sight	Glassteel	Gate
9	Dismissal	Disintegrate	Improved Scrying	Improved Planar Binding	Imprisonment
10	Dominate Person	Eyebite	Insanity	Improved Prying Eyes	Life Drain
11	Dream	Flesh to Stone	Limited Wish	Incendiary Cloud	Meteor Swarm
12	Fabricate	Geas/Quest	Mass Invisibility	Iron Body	Monster Summoning VII
13	False Vision	Glassee	Monster Summoning V	Mass Charm	Mordenkainen's Disjunction
14	Feeblemind	Globe of Invulnerability	Mordenkainen's Magnificent Mansion	Maze	Power Word Kill
15	Hold Monster	Guards and Wards	Mordenkainen's Sword	Mind Blank	Prismatic Sphere
16	Leomund's Lamentable Belaborment	Improved Dispel Magic	Phase Door	Monster Summoning VI	Shapechange
17	Leomund's Secret Chest	Invisible Stalker	Plane Shift	Otiluke's Telekinetic Sphere	Soul Bind
18	Lesser Planar Binding	Legend Lore	Power Word Blind	Otto's Irresistible Dance	Time Stop
19	Magic Jar	Mass Suggestion	Prismatic Spray	Polymorph Any Object	Weird
20	Major Creation	Mislead	Project Image	Power Word Stun	Wish
21	Mind Fog	Monster Summoning IV	Reverse Gravity	Prismatic Wall	
22	Mirage Arcana	Mordenkainen's Lucubration	Sequester	Serten's Spell Immunity	
23	Monster Summoning III	Move Earth	Simulacrum	Scintillating Pattern	
24	Mordenkainen's Faithful Hound	Otiluke's Freezing Sphere	Spell Turning	Screen	
25	Nightmare	Permanent Image	Statue	Symbol of Death	
26	Passwall	Planar Binding	Symbol of Stunning	Symbol of Insanity	
27	Permanency	Programmed Illusion	Symbol of Weakness	Telepathy	
28	Persistent Image	Repulsion	Teleport without Error	Temporal Stasis	
29	Prying Eyes	Shadow Walk	Vision	Trap the Soul	
30	Seeming	Summon Shadow			
31	Sending	Symbol of Fear			
32	Symbol of Pain	Symbol of Persuasion			
33	Symbol of Sleep	Tenser's Transformation			
34	Telekinesis	True Seeing			
35	Teleport	Veil			
36	Transmute Rock to Mud	Wall of Iron			
37	Wall of Force				
38	Wall of Stone				

Spells listed in italics are reversible



# Spell Descriptions

## Aerial Servant

Conjuration  
Components: V, S  
Casting Time: 10 minutes  
Range: 30' (Close)  
Effect: 1 summoned creature  
Duration: 1 day/caster level

This spell summons an aerial servant to do your bidding. Aerial servants are treated as invisible stalkers (Monster Manual p. 192) with a 20 Strength, a 6 Intelligence, and the ability to use the Air Elemental's Whirlwind attack (Monster Manual p. 124).

The creature does not fight directly, but obeys your command with respect to finding and returning with whatever object or creature that is described to it. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to you.

The spell lasts for a maximum of 1 day for each of your caster levels. The aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, you release it, or either it or you are slain.

If summoned to retrieve an object it will attempt to take that object from its holder and, if summoned to retrieve a creature against that creature's will, will attempt to subdue that creature before carrying it back to the summoning cleric.

## Affect Normal Fires

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: 30' (Close)  
Area of Effect: 10' radius circle  
Duration: Concentration, up to 1 minute/caster level; see text

This spell enables you to cause non-magical fires - from as small as a torch or lantern to as large as the area of effect - to reduce in size and brightness to become a dim glow or increase in light to twice its normal intensity, which increases the illumination to double its normal radius. Note that this does not affect either fuel consumption or damage caused by the fire.

You can affect any or all fires in the spell's area. You can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until all fuel is burned or the duration expires. You can also extinguish all non-magical flames in the area. In this case, the spell's duration is instantaneous. The spell does not affect fire elementals or similar creatures.

## Aid

Enchantment  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: 1 creature  
Duration: Concentration, up to 1 minute/caster level  
Saving Throw: Charisma negates

Aid grants the touched target advantage on attack rolls and saving throws against fear effects (as a Bless spell), plus 2d8+4 temporary hit points. These temporary hit points are lost first when the target is wounded and, once lost, may not be healed. At the end of the spell's duration any remaining temporary hit points are lost.

## Air Walk

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: 1 creature  
Duration: Concentration, up to 10 minutes/caster level  
Saving Throw: Wisdom negates

The subject can tread on air as if walking on solid ground. Moving upward or downwards at a steep angle (45 degrees or more) counts as difficult terrain. Strong winds make the use of this spell dangerous (see chapter 8).

The target of the spell falls if the spell expires while the target is still aloft.

## Airy Water

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Personal  
Area of Effect: 20' radius hemisphere, centered on you  
Duration: Concentration, up to 1 hour/caster level

The Airy Water spell turns normal liquid such as water or water-based infusions or solutions to a less dense, breathable substance. Thus, if you wished to enter an underwater place, you would step into the water, cast the spell and sink downwards in a hemisphere of bubbling water that you and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water.

The hemisphere will move with the spellcaster. Note that water-breathing creatures will avoid a hemisphere of Airy Water, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic and the material component of the spell is a small handful of alkaline or bromine salts.

## Alarm

Abjuration  
Components: V, S, M  
Casting Time: 1 action  
Range: 30' (Close)  
Area of Effect: 20' radius circle centered on a point in space  
Duration: 8 hours

Alarm sounds a mental or audible alarm each time any creature larger than a normal rat - anything larger than about  $\frac{1}{2}$  cubic foot in volume or more than about three pounds in weight - enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. Ethereal or astral creatures do not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible. Alarm can be made permanent with a Permanency spell.

- Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A Silence 15' Radius spell has no effect on a mental alarm.
- Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a Silence 15' Radius spell cannot hear the ringing.

Material Component: A tiny bell and a piece of very fine silver wire. These are not consumed by this spell's casting.

## Alter Self

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: Self  
Duration: Concentration, up to 10 minutes/caster level

When this spell is cast, you can alter your appearance and form - including clothing and equipment - to appear taller or shorter; thin, fat, or in between; human, demihuman, humanoid or any other generally man-shaped bipedal creature. The new form must be of the same size category as your true form.

If the form selected has wings, you can actually fly, but at only  $\frac{1}{2}$  of the speed of a true creature of that type. If the form has gills, you can breathe underwater as long as the spell lasts. Likewise, you retain whatever sensory powers you had before the spell was cast, and do not gain the sensory powers of your new form.

Your hit dice, hit points, proficiencies, ability scores, armor class and saving throws do not change. The spell does not confer special abilities,

attack forms, multiple attack routines, or defenses. Once the new form is chosen, it remains for the duration of the spell.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item) or melds into the new form and becomes non-functional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any items you wore in the assumed form but can't wear in your normal form fall off and land at your feet. Any items you could wear in either form or carry on a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

A creature using Alter Self to impersonate another person gains advantage on Charisma (Disguise) checks.

## Analyze Dweomer

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' Cone

Duration: Concentration, up to 1 round/caster level

Saving Throw: See below

You discern all spells and magical properties present in a number of creatures or objects. Each round you may examine a single creature or object within the area of effect.

In the case of a magic item you learn its functions, how to activate its functions, and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. Analyze Dweomer does not function when used on an artifact.

A creature examined through this spell may attempt a Wisdom saving throw to resist this effect. If the save succeeds you learn nothing about the creature except what you can discern by looking at it.

**Material Component:** A tiny lens of ruby or sapphire, worth at least 1,500 gp, set in a small golden loop. It is not expended by the casting of this spell.

## Animal Friendship

Enchantment

Components: V, S, M

Casting Time: 1 minute

Range: 100' (Medium)

Target: 1 beast

Duration: Instantaneous

Saving Throw: Charisma negates

By means of this spell you are able to show any beast with an Intelligence of 4 or less that you desire friendship. If the beast does not roll a successful Charisma saving throw immediately when the spell is begun, it stands quietly while you finish the spell. Thereafter, it follows you as your animal companion.

The spell functions only if you actually wish to be the beast's friend. If you have ulterior motives the beast always senses them.

You can teach the befriended beast three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the beast will not harm you, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. You can use this spell to attract a beast with a CR equal to your caster level divided by 4 (CR  $\frac{1}{4}$  at caster level 1, CR  $\frac{1}{2}$  at caster level 2, CR 1 at caster level 4, CR 2 at caster level 8, CR 3 at caster level 12, CR 4 at caster level 16, and CR 5 at caster level 20).

Aligned beasts can only be attracted, befriended, and trained by similarly aligned casters.

You may only have one animal companion at any given time. If you cast Animal Friendship to attract a second animal companion, the first reverts to its natural state and acts accordingly.

**Material Component:** A sprig of mistletoe and a piece of food liked by the beast, which is consumed when the spell is cast.

## Animal Growth (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Targets: 1 beast; see text

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Wisdom negates

- **Animal Growth:** A beast, with a CR of 3 or less, grows to twice its normal size and eight times its normal weight. This transmutation changes the beast's size category to the next largest. The effects of this growth are doubled hit points and carrying capacity, and an increase in the damage dealt by the beast's natural attacks (by one die type). The enlarged beast gains advantage on all Strength checks that it makes.

- **Shrink Animal:** The reverse of this spell, Shrink Animal, causes a beast, with a CR of 3 or less, to shrink to half of its size and one quarter of its normal weight. This transmutation changes the beast's size category to the next smallest. The effects of this growth are halved hit points and carrying capacity, and a reduction in damage dealt by the beast's natural attacks (by one die type). The shrunken beast suffers disadvantage on all Strength checks that it makes.

**Material Component:** A sprig of mistletoe and a pinch of powdered bone, which is expended when the spell is cast.

## Animal Messenger

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 Tiny beast

Duration: 1 day/caster level

Saving Throw: Charisma negates

You compel a Tiny, CR 0, beast to go to a spot you designate. The most common use for this spell is to get a beast to carry a message to your allies. The beast cannot be one tamed or trained by someone else.

Using some type of food desirable to the beast as a lure, you call the beast to you. It advances and awaits your bidding.

You can mentally impress on the beast a certain place well known to you or an obvious landmark. The directions must be simple, because the beast depends on your knowledge and can't find a destination on its own.

You can attach some small item or note to the messenger. The beast then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the beast or read any attached message.

**Material Component:** A morsel of food the beast likes. This is expended when the spell is cast.

## Animal Summoning I

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 or more creatures

Duration: Concentration, up to 1 round/caster level

This spell summons up to three CR  $\frac{1}{2}$  beasts (see below). They appear where you designate and act immediately on your turn. The summoned beast obeys any verbal commands that you issue to it (no action is required), even laying down its life for you if necessary. If you don't issue any commands to the beast, it defends itself from hostile creatures but otherwise takes no actions.

### Challenge Rating $\frac{1}{2}$ Beasts

Ape

Giant wasp

Black bear

Reef shark

Crocodile

Warhorse

Giant goat

Warg

Giant sea horse

## Animal Summoning II

Conjuration

Effect: 1 or more creatures

This spell functions like Animal Summoning I, except that you can summon up to three CR 1 beasts.

### Challenge Rating 1 Beasts

Brown bear	Giant toad
Dire wolf	Giant vulture
Giant eagle	Lion
Giant hyena	Swarm of quippers
Giant octopus	Tiger
Giant spider	

## Animal Summoning III

Conjuration

Effect: 1 or more creatures

This spell functions like Animal Summoning I, except that you can summon up to three CR 2 beasts.

### Challenge Rating 2 Beasts

Giant boar	Pegasus
Giant constrictor snake	Polar bear
Giant elk	Rhinoceros
Griffon	Sabre-toothed tiger
Hunter shark	

## Animal Trance

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 beast/caster level; see text

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Charisma negates

Your swaying motion and music (or singing, or chanting) compels beasts to do nothing but watch you unless they succeed at a Charisma Saving Throw. Only beasts with an Intelligence of 4 or lower and a CR equal to your caster level divided by 4 can be fascinated by this spell (CR ¼ at caster level 1, CR ½ at caster level 2, CR 1 at caster level 4, CR 2 at caster level 8, as so on).

Fascinated creatures are distracted, suffering disadvantage on saving throws and Wisdom (Perception) checks, and are treated as surprised if attacked (see chapter 8 for more details on surprised combatants). Any attack or spell directed at a fascinated creature breaks the effect for all targeted creatures.

## Animate Dead

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 corpse; see text

Duration: Instantaneous

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more than 1 undead creature with a single casting of Animate Dead. Casting this spell in a desecrated area (see the Consecrate spell) doubles this limit.

The undead you create remain under your control indefinitely. As a bonus action, you can mentally command any undead you made with this spell if it is within 400 feet of you (if you control multiple undead, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the undead 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. If you issue no commands, the undead creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

No matter how many times you use this spell, however, you may only control a number of undead equal to twice your proficiency bonus. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Any undead you command (see Turn Undead in chapter 3) count toward this limit.

- Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.
- Zombies: A zombie can be created only from a mostly intact corpse.

**Material Component:** You must place a black onyx gem worth at least 25 gp per hit die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. Clerics must also have their holy symbol at hand when casting this spell.

## Animate Object

Transmutation

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 1 or more objects; see text

Duration: Concentration, up to 1 round/caster level

You imbue inanimate, non-magical objects with mobility and a semblance of life. Each animated object immediately attacks whomever or whatever you initially designate.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 400 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object can be of any non-magical material. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc.

As a general guideline, assume that all animated objects have an armor class of 15 and speed of 30' per round. Small objects have 15 hit points, Medium objects have 30 hit points, and Large objects have 45 hit points. All attack using your spell attack bonus (see chapter 10). Small objects deal 1d4 damage, Medium objects deal 2d4 damage, and Large objects deal 3d4 damage. The type of damage (i.e. piercing, bludgeoning, slashing) depends on the object's form.

Stone or hard metal objects resist piercing and slashing damage, while supple materials, such as rope or cloth, resist bludgeoning and piercing damage. See chapter 9 for more information on Damage Resistance. You may animate 1 Small object, or an equivalent number of larger objects, per 2 caster levels. A Medium object counts as 2 Small objects and a Large object as 4 Small objects. As such, a 12<sup>th</sup> level cleric may animate either 6 Small objects or its equivalent in larger objects. This spell cannot animate objects carried or worn by a creature.

Animate Object can be made permanent with a Permanency spell.

## Animate Plants

Transmutation

Components: V

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 or more plants; see text

Duration: Concentration, up to 1 round/caster level

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 400 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only

defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. Animated plants have an armor class of 15 and speed of 30' per round. Small plants have 15 hit points, Medium plants have 30 hit points, and Large plants have 45 hit points. All attack using your spell attack bonus (see chapter 10). Small plants deal 1d4 damage, Medium plants deal 2d4 damage, and Large plants deal 3d4 damage. The type of damage (i.e. piercing, bludgeoning, slashing) depends on the plant's form. Animated plants resist bludgeoning and piercing damage. See chapter 9 for more information on Damage Resistance.

You may animate 1 Small plant, or an equivalent number of larger plants, per 2 caster levels. A Medium plant counts as 2 Small plants and a Large plant as 4 Small plants. As such, a 12<sup>th</sup> level cleric may animate either 6 Small plants or its equivalent in larger plants.

Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an Entangle spell.

Animate Plants cannot affect plant creatures, nor does it affect non-living vegetable material.

In all other respects this spell functions as the Animate Object spell.

## Animate Rock

Transmutation

Components: V

Casting Time: 1 action

Range: 30' (Close)

Target: 1 or more rocks; see text

Duration: Concentration, up to 1 round/caster level

You imbue inanimate, non-magical rocks with mobility and a semblance of life. Each animated rock creature then immediately attacks whomever or whatever you initially designate as though it were an animated object.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 400 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated rock creatures follow the guidelines for animated objects but are stronger than those created through the Animate Object or Animate Plants spells. Assume that Small animated rocks have 30 hit points, Medium animated rocks will have 45 hit points and Large animated rocks will have 60 hit points.

Animated rocks have an armor class of 18, and resist slashing and piercing damage. See chapter 9 for more information on Damage Resistance.

You may animate 1 Small rock, or an equivalent number of larger rocks, per 2 caster levels. A Medium rock counts as 2 Small rocks and a Large rock as 4 Small rocks. As such, a 12<sup>th</sup> level cleric may animate either 6 Small rocks or its equivalent in larger rocks.

Animate Rock cannot affect rock creatures such as elementals, galeb duhr, or stone golems. The spell cannot animate rocks carried or worn by a creature.

In all other respects this spell functions as the Animate Object spell.

## Animate Rope

Transmutation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 object

Duration: Concentration, up to 1 round/caster level

You can animate a non-living, non-magical ropelike object that is up to 50' in length and roughly 1" in diameter. An animated rope has 10 hit points and an armor class of 15. Animated ropes resist bludgeoning and piercing damage. See chapter 9 for more information on Damage Resistance.

The rope can attack only a creature or an object within 5 feet of it - it does not snake outward - so it must be thrown at or near the intended target. Immediately following this, the rope springs towards its intended target in an attempt to grapple using your spell attack bonus for all grapple attempts.

In addition, the rope may be commanded to "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a bonus action (see "Your Turn" in chapter 9). The rope itself and any knots tied in it are not magical. The spell cannot animate ropes carried or worn by another creature.

## Antilife Shell

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on you

Duration: Concentration, up to 10 minutes/caster level

You bring into being a mobile, spherical energy field that prevents the entrance of most types of living creatures. The effect hedges out living creatures but not animated creatures, elementals, celestials, fiends, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

## Antimagic Shell

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on you

Duration: Concentration, up to 10 minutes/caster level

An invisible, spherical barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells and spell-like powers. Likewise, it prevents the functioning of any magic items or spells within its confines.

An Antimagic Shell suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an Antimagic Shell counts against the suppressed spell's duration. Summoned creatures of any type are dispelled if they enter an Antimagic Shell.

A normal creature can enter the area, as can normal objects. While a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other animated creatures that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, fiends, and celestials are likewise unaffected unless summoned. These creatures' spell-like powers, however, may be temporarily nullified by the field. Dispel Magic does not remove the field.

Two or more Antimagic Shells sharing any of the same space have no effect on each other. Certain spells, such as Wall of Force, Prismatic Sphere and Prismatic Wall, remain unaffected by Antimagic Shell (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Material Component: A pinch of powdered iron or iron filings.

## Antipathy (reversible)

Enchantment

Components: V, S, M

Casting Time: 1 hour

Range: 30' (Close)

Target: 1 location (30' radius sphere) or one object

Duration: 2 hours/caster level

Saving Throw: Charisma partial

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature (i.e. dwarf, elf, human, troll, zombie) to be affected must be named specifically. Alternately, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item

but feels uncomfortable doing so. This distracting discomfort forces the creature to make all Dexterity checks and attack rolls with disadvantage.

The reverse of the spell, Sympathy, causes an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature resists the enchantment but must make a subsequent save 1d10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels Antipathy and vice versa.

**Material Component:** A lump of alum soaked in vinegar or, for Sympathy, a drop of honey. These are expended when the spell is cast.

## Antiplant Shell 10' Radius

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on you

Duration: Concentration, up to 10 minutes/caster level

The Antiplant Shell spell creates an invisible, mobile sphere that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

## Arcane Bolt

Evocation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature or object

Duration: Instantaneous

You hurl an elemental mote at a creature or object within range. When memorizing the cantrip, you must decide on the type of damage dealt by the spell.

Make a ranged spell attack against the target. On a hit, the target takes  $1d4 + (\text{your proficiency bonus})$  points of either acid, cold, fire, force, lightning, or thunder damage.

## Arcane Sight

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 120' cone

Duration: Concentration, up to 1 minute/caster level

This spell makes your eyes glow blue and allows you to see magical auras within a cone that extend to 120 feet. The effect is similar to that of a Detect Magic spell, but Arcane Sight discerns aura location and power more quickly.

You instantly know the location and power of all magical auras within the area of effect. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the Detect Magic spell.

Each round you may determine whether 1 creature within the area of effect has any spellcasting or spell-like powers, whether these are arcane or divine (spell-like powers register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

## Armor

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/caster level

The target's base AC becomes  $14 + \text{its Dexterity modifier}$ . The spell has no effect if you are already armored, employing a shield, or using bracers of defense but is cumulative with the Shield spell or with either a ring or cloak of protection.

**Material Component:** A piece of finely cured leather that has been blessed by a cleric.

## Astral Projection

Conjunction

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus 1 willing creature/2 caster levels

Duration: See text

By freeing your spirit from your physical body this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken you are killed, astrally and physically. Luckily very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral bodies are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it or until it is terminated by some outside means, such as Dispel Magic spell successfully cast upon either your body or astral form (which ends the spell), the severing of the silver cord (which kills you), or the destruction of your body back on the Material Plane (which also kills you).

**Material Component:** A silver cord worth 5 gp for each person to be affected. These are not consumed when the spell is cast.

## Atonement

Abjuration

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: 1 creature

Duration: Instantaneous

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, Atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 2,500 gold pieces in rare incense and offerings) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see Geas/Quest) or similar penance to determine whether the creature is truly contrite before casting the Atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

- Reverse Magical Alignment Change: If a creature has had its alignment magically changed, Atonement returns its alignment to its original status.

- Restore Class: A paladin who has lost his or her class features due to committing an evil act may have his or her paladinhood restored to by this spell.
- Restore Divine Spell Powers: A bard, cleric, druid, paladin or ranger who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking Atonement from another cleric of the same deity (or from a druid with a similar ethos).
- Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on fiends, celestials, or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, Atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of Atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense. In addition to your holy symbol, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 2,500 gp per casting (see above).

## Audible Glamer

Illusion

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: Illusory sounds

Duration: Concentration, up to 1 round/caster level

Saving Throw: Intelligence negates (if interacted with)

Audible Glamer allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound Audible Glamer creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an Audible Glamer spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting, while a roaring lion is equal to the noise from sixteen humans.

Audible Glamer can be made permanent with a Permanency spell.

Material Component: A bit of wool or a small lump of wax.

## Augury

Divination

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: Self

Duration: Instantaneous

An Augury can tell you whether a particular action will bring good or bad results for you in the immediate future.

In order to receive a meaningful reply the DM secretly makes a DC10 Wisdom saving throw on your behalf. A straightforward question allows this check to be made with advantage, while a vague question imposes disadvantage on the check. If this check succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).

- Nothing (for actions that don't have especially good or bad results).

If the Wisdom check fails, you get the "nothing" result. If you get a "nothing" result, you have no way to tell whether it was the consequence of a failed or successful Augury.

The spell can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

**Material Component:** Incense worth at least 25 gp, which is consumed when the spell is cast. The spell also uses a set of marked sticks, bones, cards, or similar tokens of at least 25 gp value, which are not destroyed when the spell is cast.

## Banishment

Abjuration

Components: V, S, M; see text

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 or more extraplanar creatures

Duration: Instantaneous

Saving Throw: Charisma negates

A Banishment spell is a more powerful version of the Dismissal spell. It enables you to force summoned or non-native extraplanar creatures out of your home plane. As many as 2 hit dice of creatures per caster level can be banished.

## Barkskin

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/caster level

The target's base AC becomes  $14 + \text{its Dexterity modifier}$ . The spell's has no effect if you are already armored or using bracers of defense, but is cumulative with the Shield spell, shield use, or with either a ring or cloak of protection.

**Material Component:** In addition to mistletoe, you must have a handful of bark from an oak.

## Bigby's Clenched Fist

Evocation

Components: V, S, M

This spell functions like Bigby's Interposing Hand, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 30' and attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, always striking its target. The hand deals  $2d10$  points of force damage on each attack, and any creature struck must make a Strength save or be stunned for 1 round.

Bigby's Clenched Fist can also interpose itself as Bigby's Interposing Hand does or can overrun or shove (see chapter 9) an opponent as Bigby's Forceful Hand does.

Directing the spell to a new target uses your action that round, but requires only concentration to continue attacking that target.

**Material Component:** A leather glove that is not destroyed when the spell is cast.

## Bigby's Crushing Hand

Evocation

Components: V, S, M

This spell functions like Bigby's Interposing Hand, except that the hand can interpose itself, push or crush one opponent that you select.

Bigby's Crushing Hand can grapple an opponent like Bigby's Grasping Hand does. The hand attacks once per round and always hits its target.

The hand makes Strength (Athletics) checks using your spell attack bonus. The hand deals  $3d10$  points of force damage each round that it maintains its grapple.

Bigby's Crushing Hand can also interpose itself as Bigby's Interposing Hand does, or it can overrun or shove an opponent as Bigby's Forceful Hand does.

Directing the spell to a new target uses your action that round, but requires only concentration to continue attacking that target.  
 Material Component: The shell of an egg and a leather glove. The glove is not destroyed when the spell is cast.

### **Bigby's Forceful Hand**

Evocation

Components: V, S, M

This spell functions like Bigby's Interposing Hand, except that Bigby's Forceful Hand pursues and pushes away the opponent that you designate.

The hand attacks once per round and always strikes its target. Treat this attack as an overrun or shove attack made by a Large creature. The hand makes Strength (Athletics) checks using your spell attack bonus. A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully shoving it.

Directing the spell to a new target uses your action that round, but requires only concentration to continue attacking that target.

Material Component: A leather glove that is not expended when the spell is cast.

### **Bigby's Grasping Hand**

Evocation

Components: V, S, M

This spell functions like Bigby's Interposing Hand, except the hand can also grapple one opponent that you select.

Bigby's Grasping Hand gets one grapple attack per round and always strikes its target. The hand makes Strength (Athletics) checks using your spell attack bonus, and is considered a Large creature. The hand holds, but does not harm, creatures it grapples.

Bigby's Grasping Hand can also overrun or shove an opponent as Bigby's Forceful Hand does, or interpose itself as Bigby's Interposing Hand does.

Directing the spell to a new target uses your action that round, but requires only concentration to continue attacking that target.

Material Component: A leather glove that is not expended when the spell is cast.

### **Bigby's Interposing Hand**

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Large hand of force

Duration: Concentration, up to 1 round/caster level

Bigby's Interposing Hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing  $\frac{3}{4}$  cover for you against that opponent. Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

It has as many hit points as you do when undamaged and its armor class is 20. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

It cannot push through a Wall of Force or enter an Antimagic Shell and suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster. Disintegrate or a successful Dispel Magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new opponent uses your bonus action that round, but requires only concentration to continue blocking that foe's attacks.

Material Component: A leather glove that is not expended when the spell is cast.

### **Bind Wounds (reversible)**

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Constitution negates

You touch a living creature that has 0 hit points. The creature becomes stable. The reverse of this spell, Open Wounds, causes a living creature that is stabilized at 0 hit points to resume dying. The creature can be stabilized later normally.

This spell has no effect on undead or constructs.

### **Binding**

Enchantment

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Target: 1 creature

Duration: See text

Saving Throw: Charisma negates; see text

A Binding spell creates a magical restraint to hold a creature. You may have as many as five assistants help you with the spell. For each assistant who casts Suggestion, Dominate Animal, Dominate Person, or Dominate Monster, the saving throw DC increases by 1, provided that the spell's target is appropriate for a Binding spell. Since the assistants' spells are cast simply to increase your spell's DC, saving throws against the assistants' spells are irrelevant.

Regardless of the version of Binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have 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. Intangibles such as level, class, hit dice, or hit points don't qualify. Once the spell is cast its triggering conditions cannot be changed. Setting a release condition increases the spell's saving throw DC by 1.

The Binding spell has six versions. Choose one of the following versions when you cast the spell. Regardless of which version is chosen the subject does not need to breathe, eat, or drink while bound, nor does it age.

- Chaining: The subject is confined by restraints that generate an Antipathy spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of Binding is confined to the spot it occupied when it was targeted by the spell.
- Slumber: This version causes the subject to become comatose for as long as one year per caster level. This form of Binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's saving throw DC by 1.
- Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the spell's saving throw DC by 1.
- Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the spell's saving throw DC by 1.
- Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or another container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack or use any of its powers or abilities. The effect is permanent. Reduce the spell's saving throw DC by 2.
- Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The effect is permanent. Reduce the spell's saving throw DC by 2.

If you are casting any of the first three versions of Binding (those with limited durations), you may cast additional Binding spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving

throw at the end of the first spell's duration. If the creature succeeds on this save all the Binding spells it has received are broken. You can't dispel a Binding spell with Dispel Magic or a similar effect, though an Antimagic Shell or Mordenkainen's Disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to Dismissal, Banishment, or a similar effect.

**Components:** The components for a Binding spell vary according to the version of the spell but always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of Binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber Bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of Binding (costing 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured. These materials are destroyed upon the casting of this spell.

### Blade Barrier

Evocation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' high wall of whirling blades, up to 20' long/caster level  
Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity half or Dexterity negates; see text  
An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 10d6 points of slashing damage, with a Dexterity save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and take no damage by making a successful Dexterity save.

A Blade Barrier provides ½ cover against attacks made through it.

### Bless (reversible)

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 30' radius circle, centered on you

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates

Bless fills you and your allies within a 30' radius with courage. You and your allies make all saving throws against fear with advantage and gain a +1 bonus to all attack rolls.

The reverse of this spell, Bane, fills all enemies within a 30' radius with fear and doubt. Any enemies who fail their saving throw make all saving throws versus fear with disadvantage and suffer a -1 penalty to all attack rolls. Creatures immune to fear are unaffected by this spell.

Bane counters and dispels Bless and vice versa.

### Bless Water (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 1 flask of water

Duration: Instantaneous

This transmutation transforms a flask (1 pint) of water into holy water (see chapter 5).

The reverse of this spell, Curse Water, transforms a flask (1 pint) of water into unholy water. Unholy water damages celestial creatures the way holy water damages undead and fiends.

Material Component: Powdered silver (worth 25 gp), that is expended during the casting of this spell, and your holy symbol.

### Blink

Transmutation

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 round/caster level

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random. Blinking has several effects, as follows:

- Physical attacks against you have a 50% chance of missing, regardless of your opponent's attack roll. If the attacker is capable of striking ethereal creatures, it only suffers disadvantage on its attack roll due to the partial invisibility provided by the spell. Attackers who can both see invisible creatures and strike ethereal creatures suffer no attack penalty and have no chance of missing a blinking target. Likewise, your own attacks have a 50% chance of missing their target, since you sometimes go ethereal just as you are about to strike. While blinking, you attack with advantage unless your opponent can see invisible creatures.
- Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.
- While blinking, you take only ½ damage from area attacks (but full damage from those that extend onto the Ethereal Plane) and environmental effects (such as cold, fire, or falling damage).
- Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.
- An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through (but not see through) solid objects, including living creatures. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of force damage per 5 feet so traveled. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.
- Abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.
- Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

### Blur

Illusion

Components: V

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

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 truesight.

### Break Enchantment

Abjuration

Components: V, S

Casting Time: 1 minute

Range: 30' (Close)

Targets: 1 creature/caster level

Duration: Instantaneous

Saving Throw: See text

This spell frees victims from enchantments, transmutations, and curses. Break Enchantment can reverse even an instantaneous effect, such as polymorphing or petrifying effects. For each such effect, you make a spell attack roll that equals or exceeds the spell or effect's saving throw DC. Success means that the creature is free of the spell, curse or effect. For a cursed magic item, the DC is equal to the item's saving throw DC. If the spell is one that cannot be dispelled by Dispel Magic, Break Enchantment works only if that spell is 6<sup>th</sup> level or lower.

If the effect comes from some permanent magic item Break Enchantment does not remove the item's curse, but breaks the owner's attunement to the object so it can be removed or discarded.

## Burning Hands

Evocation

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 15' cone

Duration: Instantaneous

Saving Throw: Dexterity half

A 120° cone of searing flame shoots from your fingertips, striking all opponents standing directly in front of you. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum of 5d4). The fire ignites any flammable objects in the area that aren't being worn or carried.

## Call Lightning

Evocation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 1 or more 30' long and 5' wide vertical lines of lightning

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity half

Immediately upon completion of the spell, and for each round's action thereafter, you may call down a vertical bolt of lightning that deals 3d8 points of lightning damage to those in its path. The bolt of lightning flashes down in a vertical stroke at whatever target you choose within the spell's range.

You need not call a bolt of lightning immediately so long as you maintain concentration on the spell. Over the course of the spell's duration you may call a total number of bolts equal to your caster level, to a maximum of 9 bolts.

This spell functions indoors or under ground but not underwater.

## Call Woodland Beings

Conjunction

Components: V, S, M

Casting Time: 10 minutes

Range: 30' (Close)

Target: 1 or more creatures

Duration: Special

By means of this spell you are able to summon certain woodland creatures to your location. Naturally this spell will only work outdoors, in an area that could conceivably be a home to such creatures.

You begin the incantation and the spell must be continued, uninterrupted, for 10 minutes. The verbalization and somatic gesturing are easy so this is not particularly exhausting to the spellcaster, though the spell will be disrupted if you lose concentration during this time.

Any woodland being answering the call will initially be favorably disposed toward you and give whatever aid it is capable of, so long as the actions are in keeping with their alignment. If you request that the summoned creatures engage in combat or act in a manner that endangers it, you must make a Charisma (Persuasion) check (retries are not allowed).

Only one of the following types of beings can be summoned by the spell, and the type of creature summoned is limited by your alignment:

Creature	# Summoned	Summoner's Alignment
Blink dog	4	Neutral good, lawful neutral, lawful good
Centaur	1	Chaotic neutral, neutral, lawful neutral, chaotic good, neutral good, lawful good
Dryad	2	Lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
Pixie	4	Chaotic neutral, neutral, lawful neutral, chaotic good, neutral good, lawful good
Pseudodragon	4	Chaotic neutral, neutral, lawful neutral, chaotic good, neutral good, lawful good
Satyr	3	Neutral, chaotic neutral, neutral evil, neutral good

Creature	# Summoned	Summoner's Alignment
Sprite	4	Chaotic neutral, neutral, lawful neutral, chaotic good, neutral good, lawful good
Unicorn	1	Lawful neutral, neutral, lawful good, lawful good

Material Component: A pinecone and 8 holly berries.

## Calm Animals

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 beast/caster level

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Charisma negates; see text

This spell soothes and quiets up to 1 beast per caster level, rendering them docile and harmless. Only ordinary beasts with a CR equal to your caster level divided by 4 can be affected by this spell (CR ¼ at caster level 1, CR ½ at caster level 2, CR 1 at caster level 4, CR 2 at caster level 8, as so on).

All the subjects must be of the same kind. A beast trained to attack or guard is allowed a saving throw; other beasts are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

## Calm Emotions

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius circle

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates

This spell calms agitated creatures. You have no control over the affected creatures but Calm Emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions, nor do anything destructive, although they can defend themselves. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses any bonuses granted by spells such as Bless, Aid, and Prayer as well as negating a bard's ability to inspire through Bardic Music or a barbarian's Rage ability. It also suppresses fear and confusion effects on all targeted creatures. While the spell lasts a suppressed spell or effect has no effect. When the Calm Emotions spell ends the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

## Cause Fear

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates

The affected creature becomes frightened (see Appendix A) for the duration of the spell.

Cause Fear counters and dispels Remove Fear.

## Chain Lightning

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Target: 1 primary target plus 1 secondary target/caster level, see below

Duration: Instantaneous

Saving Throw: Dexterity half

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike Lightning Bolt, Chain Lightning initially strikes one object or creature and then arcs to other targets. The bolt deals 1d6 points of lightning damage per caster level (maximum 20d6) to the first target struck. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). You may choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

**Material Component:** A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels. These are not expended by this spell's casting.

### Change Self

Illusion

Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: Self  
Duration: Concentration, up to 10 minutes/caster level  
Saving Throw: Intelligence negates (if interacted with)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or of medium build. You cannot change your body type (a humanoid caster must retain a humanoid form). Otherwise the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. You gain advantage on Charisma (Disguise) checks, so long as the illusion goes unnoticed (see below).

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A creature that interacts with the glamor gets an Intelligence save to recognize it as an illusion.

### Changestaff

Transmutation

Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: 1 quarterstaff  
Duration: Concentration, up to 1 hour/caster level

You change a specially prepared quarterstaff into a treant-like creature. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant.

The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points it crumbles to powder and the staff is destroyed. Otherwise the staff returns to its normal form when the spell duration expires and can be used as the material component for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

**Material Component:** The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

### Chaos

Enchantment

Components: V, S, M  
Casting Time: 1 action  
Range: 30' (Close)  
Area of Effect: 20' radius circle  
Duration: Concentration, up to 1 round/caster level  
Saving Throw: Wisdom negates

This spell is similar to the Confusion spell except that all creatures in the area of effect that fail their saving throw are confused, as per the Confusion spell, for the duration of the spell.

**Material Component:** A small disc of bronze and a small rod of iron. These components are not consumed by this spell's casting.

### Chariot of Sustarre

Evocation

Components: V, S, M  
Casting Time: 10 minutes  
Range: 30' (Close)  
Area of Effect: See text  
Duration: Concentration, up to 30 minutes/caster level  
When this spell is cast, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 60' on the ground, 120' flying, and can carry you and up to 8 other man-sized creatures whom you first touch so as to enable these creatures to be able to ride aboard this burning transport. You control the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as you desire. This does not require the use of any actions on your part. Creatures other than you and your designated passengers will sustain damage equal to that of a Wall of Fire spell if they end their turn within 10' of the chariot.

Note that the Chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, but are vulnerable to cold damage. The chariot and horses are attacked as one entity, with an armor class of 20 and 120 hit points. Naturally fire has absolutely no effect upon either the vehicle or its steeds, and the chariot's passengers are immune to all fire or heat-based attacks.

In addition to mistletoe, you must have a small piece of wood, 2 holly berries, and a fire source at least equal to a torch.

### Charm Monster

Enchantment

Target: 1 creature  
Duration: 1 day/caster level  
This spell functions like Charm Person, except that the effect is not restricted by creature type or size.

### Charm Person

Enchantment

Components: V, S  
Casting Time: 1 action  
Range: 30' (Close)  
Target: 1 humanoid creature  
Duration: 1 day/caster level  
Saving Throw: Charisma negates

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target as having "goodwill" towards you). If the creature is currently being threatened or attacked by you or your allies, however, it has advantage on its saving throw.

The spell does not enable you to control the charmed person as if he or she were an automaton, but he or she perceives your words and actions in the most favorable way, and suffers from the charmed condition (see Appendix A). You can try to give the subject orders, but you must make a Charisma (Persuasion) check in order to convince the target to do anything he or she wouldn't ordinarily do (retries are not allowed).

The target never obeys suicidal or obviously harmful orders, but might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Charm Person or Mammal

Enchantment

Target: 1 humanoid creature or mammal  
This spell functions like Charm Person, except that it affects all mammalian beasts as well.

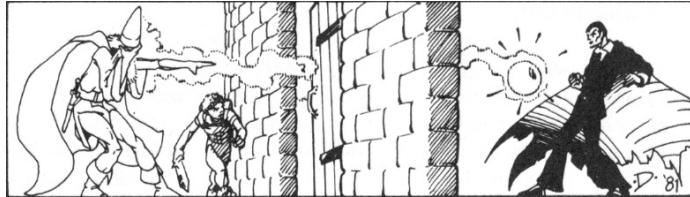
### Chill Touch

Necromantic

Components: V, S  
Casting Time: 1 action  
Range: 100' (Medium)  
Target: 1 creature or object  
Duration: Instantaneous

You draw negative energy from the Plane of Shadow to create a ghostly hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d6 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.



## Clairaudience/Clairvoyance

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Effect: An invisible, magical sensor up to 400' away

Duration: Concentration, up to 1 minute/caster level

Clairaudience/Clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one. Once you have selected the locale the sensor doesn't move, but you can rotate it in all directions to view the area as desired.

Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. Clairaudience /clairvoyance functions only on the plane of existence you are currently occupying.

Material Component: A small horn (for hearing) or a glass eye (for seeing) that is not consumed by the spell's casting.

## Clone

Necromantic

Components: V, S, M

Casting Time: 10 minutes

Range: Special; see text

Effect: One clone

Duration: Instantaneous

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement provided that the soul is free and willing to return. The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales or the like) that was taken from the original creature's living body. The piece of flesh need not be fresh but it must be kept from rotting. Once the spell is cast the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed the original's soul enters it immediately if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead (see the Raise Dead spell for more details).

If the original creature has lost levels since the flesh sample was taken, and died at a lower level than the clone would otherwise be, the clone is the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp) that are used up by the spell. In addition, you need to have special laboratory equipment (cost 500 gp) that is necessary for the spell's functioning but is not consumed during its casting.

## Cloudkill

Conjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Constitution partial; see text

You create a 20-foot-radius cylinder of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. These noxious vapors have the following effect:

- Any living creature with 3 or fewer HD is reduced to 0 hit points and poisoned (no saving throw). If removed from the area of effect, the creature is still unconscious and dying but no longer suffers from the poisoned condition.
- A living creature with 4 to 6 HD is reduced to 0 hit points unless it makes a Constitution saving throw. The creature must repeat this saving throw on each round spent in the cloud. If it makes the save it is poisoned (see Appendix A) while in the spell's area of effect.
- A living creature with 6 or more HD is poisoned (see Appendix A) on each round spent in the cloud unless it succeeds on Constitution saving throw.

Unlike a Fog Cloud, Cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down dens or sinkhole openings. It cannot penetrate liquids; nor can it be cast underwater. Creatures immune to poison are unaffected by the spell.

## Color Spray

Illusion

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 15' cone

Duration: Instantaneous; see text

Saving Throw: Wisdom negates

A vivid cone of clashing colors springs forth from your hand, causing living creatures to become stunned, blinded, and/or incapacitated, depending upon their hit dice. Sightless creatures are not affected by Color Spray.

- 2 HD or less: The creature is incapacitated for 1d6 rounds, and then blinded and stunned for 1d6 rounds.
- 3 or 4 HD: The creature is blinded and stunned for 1d6 rounds.
- 5 or more HD: The creature is stunned for 1 round.

See Appendix A for more information on the stunned, blinded, and incapacitated condition.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

## Combine

Evocation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 cleric

Duration: Concentration, up to 30 minute (see below)

This spell enables one to six clerics to combine their abilities and thereby empower another cleric to cast spells or Turn Undead with greater efficacy.

The assisting clerics must each cast Combine and touch the targeted cleric during the same round. Once the spell is cast the assisting clerics must concentrate in order to maintain the spell.

The targeted cleric gains 1 caster level for each assisting cleric (+6 caster level maximum). This augments the targeted cleric's spell attack bonus and improves any level-based spell variables for spells that cleric casts.

## Command

Enchantment  
Components: V  
Casting Time: 1 action  
Range: 30' (Close)  
Target: 1 creature  
Duration: 1 round  
Saving Throw: Charisma negates

You give the subject a single command, which it obeys to the best of its ability upon its initiative. You may select from the following options:

- Approach: The subject moves directly toward you at its normal speed and takes no other action.
- Drop: The subject drops whatever it is holding and takes no other action.
- Fall: The subject falls prone (see Appendix A) and takes no other action.
- Flee: The subject dashes away from you and takes no other action.
- Halt: The subject stands in place for 1 round and takes no other action. It is considered restrained (see Appendix A).

If the subject can't carry out your command on its next turn, the spell automatically fails.

## Command Plants

Enchantment  
Components: V  
Casting Time: 1 action  
Range: 30' (Close)  
Targets: 2 HD/caster level of plant creatures  
Duration: 1 day/caster level  
Saving Throw: Charisma negates

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you and they perceive your words and actions in the most favorable way (treat them as if they had "goodwill" towards you). They will not attack you while the spell lasts.

You can try to give the target orders, but you must make a Charisma (Persuasion) check in order to convince the target to do anything it wouldn't ordinarily do (retries are not allowed). A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined HD do not exceed twice your level.

## Commune

Divination  
Components: V, S, M  
Casting Time: 1 minute  
Range: Personal  
Target: Self  
Duration: Concentration, up to 1 round/caster level

You contact your deity or a divine proxy and ask up to one question per round that can be answered with a yes or no. Each question uses your action for the round. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

## Commune with Nature

Divination  
Components: V, S  
Casting Time: 10 minutes  
Range: Personal  
Target: Self  
Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 5 miles of you.

In caves and other natural underground settings, the radius is limited to 500 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Powerful celestials, fey, fiends, elementals, or undead
- Influence from other planes of existence
- Buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

## Comprehend Languages (reversible)

Divination  
Components: V, S, M  
Casting Time: 1 action

Range: Personal or touch; see text  
Target: Self or touch; see text  
Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Intelligence negates  
For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the Secret Page, Confuse Languages, or Illusory Script spells).

The reverse of this spell, Confuse Languages, cancels a Comprehend Languages spell or renders a touched creature's speech and writing incomprehensible, for the same duration as above. Alternately, you can touch a mundane item to render its text incomprehensible.

Material Component: A pinch of soot and a few grains of salt.

## Cone of Cold

Evocation  
Components: V, S, M  
Casting Time: 1 action

Range: Personal  
Area of Effect: 60' cone  
Duration: Instantaneous  
Saving Throw: Dexterity half

Cone of Cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It deals 1d6 points of cold damage per caster level (maximum 15d6). A nonmagical object that isn't being worn or carried also takes the damage if in the spell's area.

Material Component: A tiny crystal or glass cone that may be re-used.

## Confusion

Enchantment  
Components: V, S, M  
Casting Time: 1 action

Range: 100' (Medium)  
Area of Effect: 2d4 creatures in a 10' radius circle  
Duration: Concentration, up to 1 round/caster level

Saving Throw: Wisdom negates

This spell causes the 2d4 targets within the spell's area of effect to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d20 Roll	Behavior
1-2	Attack caster
3-4	Act normally
5-10	Do nothing but babble incoherently
11-14	Flee from caster at top possible speed
15-20	Attack nearest creature

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

**Material Component:** A set of three nut shells that are not expended during this spell's casting.

## Conjure Elemental

Conjunction

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 summoned elemental

Duration: Concentration, up to 1 round/caster level

You are able to conjure an air, earth, fire or water elemental with this spell - assuming you have the material component for that particular elemental. The type of elemental to be conjured must be decided upon preparing the spell.

The elemental obeys any verbal commands that you issue to it (no action required by you), even laying down its life for you if necessary. If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

**Material Component:** The material component of this spell is a small amount of:

Elemental Conjured	Material Components
Air elemental	Burning incense
Earth elemental	Soft clay
Fire elemental	Sulfur and phosphorus
Water elemental	Water and sand

Special protection from uncontrolled elementals is available by means of a Protection from Evil and Good spell.

## Consecrate (reversible)

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 20' radius circle

Duration: 2 hours/caster level

The Consecrate spell blesses an area with positive energy. Undead that enter the area make all saving throws and attack rolls with disadvantage. Undead cannot be created within or summoned into a consecrated area.

The reverse of this spell, Desecration, imbues an area with negative energy. Undead that enter the area make all saving throws and attack rolls with advantage. Furthermore, anyone who casts Animate Dead within this area may create as many as double the normal amount of undead (2 rather than 1 per casting).

Neither version of the spell can be used in an area dedicated to a deity other than your own patron. If used in a holy or unholy site dedicated to a patron other than your own, the Consecrate or Desecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not grant the bonuses or penalties relating to undead that are given above.

Desecrate counters and dispels Consecrate, while Consecrate counters and dispels Desecrate.

**Material Component:** A vial of holy water (unholy water for Desecrate) and 25gp worth of incense that are consumed during this spell's casting.

## Contact other Plane

Divination

Components: V

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Concentration, up to 1 round/2 caster levels

You send your mind to another plane of existence in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round that you pose it (posing this question uses your action for the round).

Contact with minds far removed from your home plane increases the probability that the spell will fail, but also increases the chance of the power knowing the answer to your question. The probability of the entity answering correctly is likewise increased by moving to distant planes. (The entries in parentheses are for questions asked that pertain to the appropriate Elemental Plane.)

When first establishing contact with a god or power of a particular plane, you must make an Intelligence saving throw with the DC listed for that plane and/or power or have all prepared spells wiped from your mind and be stunned (see Appendix A) for 1d6 rounds. If you fail the saving throw the spell ends and no answer is received.

Once the power upon another plane is reached and you pass your Intelligence saving throw, percentile dice are rolled and the table below is consulted to determine the result.

Plane Contacted	DC	Truth	Unknown	Lie	Random
Elemental plane (Appropriate plane)	10 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (99–100)	
Positive or negative energy plane	12	01–39	40–65	66–86	87–100
Astral plane	12	01–44	45–67	68–88	89–100
Outer plane, demigod	14	01–49	50–70	71–91	92–100
Outer plane, lesser god	16	01–60	61–75	76–95	96–100
Outer plane, intermediate god	18	01–73	74–81	82–98	99–100
Outer plane, greater god	20	01–88	89–90	91–99	100

- Truth: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.
- Unknown: The entity tells you that it doesn't know.
- Lie: The entity intentionally lies to you.
- Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up. Random answers are subject to the personalities of individual deities.

On rare occasions, this divination may be blocked by an act of certain deities or forces.

## Contingency

Evocation

Components: V, S, M

Casting Time: At least 10 minutes; see text

Range: Personal

Target: Self

Duration: 1 day/caster level or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting Contingency. The Contingency spell and the companion spell are cast at the same time. The 10 minutes casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by Contingency must be one that affects your person and be of a spell level no higher than 6<sup>th</sup> level. The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases Contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it or not.

You can use only one Contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

**Material Component:** That of the companion spell plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature. These components are expended during this spell's casting. In

addition, the use of this spell requires you to carry a likeness of yourself, carved out of ivory and decorated with gems (worth at least 1,500 gp). This is not consumed by the casting of this spell.

### Continual Light (reversible)

Evocation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 object

Effect: See text

Duration: Permanent

A globe of light, equivalent in brightness to a torch, springs forth from an object that you touch.

The reverse of this spell, Continual Darkness, creates a 20' radius globe of total, impenetrable darkness that radiates from a touched object. Darkvision is useless, and mundane light sources (torches, candles, lanterns, and so forth), as well as the Light cantrip, are incapable of brightening the area. An object bearing Continual Light or Darkness can be covered and hidden but not smothered or quenched.

Continual Light counters and dispels Continual Darkness and vice versa. Continual Light may also be cast to dispel Darkness 15' Radius.

**Material Component:** You sprinkle ruby dust (or onyx dust for Continual Darkness) worth 50 gp on the item that is to carry the light. This dust is consumed by the spell's casting.

### Control Plants

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Targets: 2 HD of plant creatures/caster level

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Charisma negates

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Suicidal or self-destructive commands are simply ignored. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell the targets revert to their normal behavior.

### Control Water

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: See text

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Intelligence negates; see text

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

- Flood:** You cause the water level of all standing water in the area to rise by as much as 20 feet. If 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 vehicle struck by the wave has a 25% chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.
- Part Water:** You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.
- Redirect Flow:** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it

resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

- Whirlpool:** This effect requires a body of water at least 50 feet square and 25 feet deep. 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 in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

**Material Component:** A drop of water (for raise water) or a pinch of dust (for lower water).

### Control Weather

Transmutation

Components: V, S

Casting Time: 10 minutes

Range: Personal

Area of Effect: 5-mile radius circle, centered on you

Duration: Concentration, up to 1 hour/caster level

You take control of the weather within 5 miles of you for the spell's duration. You must be outdoors to cast this spell, and moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

#### Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Heavy clouds or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

#### Temperature

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

#### Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Hurricane-force winds

### Control Winds

Transmutation

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: A 40' high cylinder with a 400' radius, centered on you

Duration: Concentration, up to 10 minutes/caster level

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, and either increase or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration.

You may create an "eye" of calm air up to 40 feet in radius at the center of the area, if you so desire, and may choose to limit the area to any cylindrical area less than your full limit.

When you change the wind conditions, find a current condition on the following table and change it by up to 1 stage/4 caster levels, up or down:

<b>Wind</b>	
Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale-force winds
5	Hurricane-force winds
6	Tornado

- Moderate Wind:** A moderate wind has a 50% chance of extinguishing open flames and gradually disperses fog, halving the duration of any fog or cloud spells in the area of effect.
- Strong Wind:** A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by non-magical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. See chapter 8 for more details.
- Gale-Force Winds:** As a strong wind, except for the following: There is a 50% chance that protected flames (such as lanterns) will be extinguished. Creatures in the area must make a DC 10 Strength (Athletics) check or be knocked prone. Flying creatures must make a DC 15 Strength (Athletics) check or be blown 1d6x20 feet in the direction of the wind, suffering 1d6 points of bludgeoning damage.
- Hurricane-Force Winds:** As a gale-force wind, except for the following: All non-magical flames are extinguished. Ranged attacks are impossible (except with siege weapons, which attack with disadvantage). All Wisdom (Perception) checks are made with disadvantage. Creatures in the area must make a DC 15 Strength (Athletics) check or be knocked prone. Flying creatures must make a DC 25 Strength (Athletics) check or be blown 2d6x20 feet in the direction of the wind, suffering 2d6 points of bludgeoning damage.
- Tornado:** All flames are extinguished, ranged attacks are impossible (even with siege weapons), and Wisdom (Perception) checks are impossible. Creatures in the area must make a DC 30 Strength (Athletics) check or be drawn into the tornado's vortex. Those drawn up into the vortex take 4d6 points of bludgeoning damage per round for 1d6 rounds before being violently expelled from the vortex (falling damage may apply). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

## Create Food and Water

Conjunction

Components: V, S

Casting Time: 10 minutes

Range: 30' (Close)

Effect: Food and water created

Duration: 1 day; see text

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen 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 doesn't go bad.

## Create Water (reversible)

Conjunction

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 gallon of water/caster level

Duration: Instantaneous

This spell generates wholesome, drinkable water, just like clean rainwater that fills open containers within range. Alternatively, the water falls as rain in a 30-foot sphere within range, extinguishing exposed flames in the area.

The reverse of the spell, Destroy Water, allows you to destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot sphere within range.

## Creeping Doom

Conjunction

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: Up to 10 summoned swarms of insects

Duration: Concentration, up 1 minute/caster level

When you utter the spell of Creeping Doom, you call forth up to 10 swarms of insects (Monster Manual, page 338).

You may summon the swarms so that they share the areas of other creatures, in which case those creatures are attacked immediately. The swarms remain stationary, attacking any creatures in their areas, unless you command the swarms to move as a bonus action.

Unlike normal swarms, those summoned with a Creeping Doom spell attack with advantage. An area filled with a Creeping Doom is lightly obscured and counts as difficult terrain.

## Crystalbrittle

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 item or creature touched; see text

Duration: Permanent; see text

Saving Throw: See text

The magic of this spell causes a nonmagical metal object of up to 1 cubic foot/caster level to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, shield, suit of armor, or a metal cauldron can be changed to a delicate, glasslike material easily shattered by any forceful blow. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from weapon. This change is unalterable by any means short of a Wish spell; a Dispel Magic will not reverse the spell.

You must touch the item; if it is something an opponent is using or wearing, you must make a successful melee attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa.

Alternately, this spell can be used to weaken the defenses of metal creatures, such as iron golems and creatures under the effect of the Iron Body spell. When used it this manner you must make a successful melee attack against the target. That target must make a Constitution saving throw or lose its damage immunity to nonmagical bludgeoning weapons for 1 minute/caster level. Metallic creatures without immunity to nonmagical bludgeoning attacks become vulnerable to all bludgeoning attacks.

## Cure Blindness/Deafness (reversible)

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Constitution negates

Cure Blindness/Deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost but repairs them if they are damaged.

The reverse of this spell, Cause Blindness/Deafness, calls upon the powers of the Plane of Shadow to render the target permanently blinded or deafened, as you choose.

Cure Blindness/Deafness counters and dispels Blindness/Deafness.

## Cure Critical Wounds (reversible)

Necromantic

This spell functions like Cure Light Wounds, except that it cures 4d8+8 points of damage.

The reverse of this spell, Cause Critical Wounds, deals 4d8+8 points of necrotic damage to the target. A Constitution save by the target halves the resulting damage.

## Cure Disease (reversible)

Necromantic

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Constitution negates

Cure Disease cures all diseases that the target is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of this spell, Cause Disease, causes the touched target to contract a disease selected from the table below, which strikes immediately (no incubation period).

- Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
- Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
- Flesh Rot: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.
- Mind Fire: The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the Confusion spell during combat.
- Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
- Slimy Doom: The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

## Cure Light Wounds (reversible)

Necromantic

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature; see text

Duration: Instantaneous

Saving Throw: Constitution half; see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8+2 points of damage.

Since undead are powered by negative energy this spell deals radiant damage to them instead of curing their wounds. An undead creature can attempt a Constitution save to take half damage.

The reverse of this spell, Cause Light Wounds, deals 1d8+2 points of necrotic damage to the target. A Constitution save by the target halves the resulting damage. Undead are cured by all Cause Wounds spells.

## Cure Moderate Wounds (reversible)

Necromantic

This spell functions like Cure Light Wounds, except that it cures 2d8+4 points of damage.

The reverse of this spell, Cause Moderate Wounds, deals 2d8+4 points of necrotic damage to the target. A Constitution save by the target halves the resulting damage.

## Cure Serious Wounds (reversible)

Necromantic

This spell functions like Cure Light Wounds, except that it cures 3d8+6 points of damage.

The reverse of this spell, Cause Serious Wounds, deals 3d8+6 points of necrotic damage to the target. A Constitution save by the target halves the resulting damage.

## Dancing Lights

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: Up to four lights within a 10' radius area

Duration: Concentration, up to 1 minute

Depending on the version selected you create up to four lights that shed dim light in a 10' radius. These lights resemble lanterns or torches, four glowing spheres of light that resemble will-o'-wisps, or one faintly glowing, vaguely humanoid shape. The Dancing Lights must stay within a 10' radius area in relation to each other but otherwise move as you desire (using your bonus action): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 30' per round. Dancing Lights can be made permanent with a Permanency spell.

Material Component: A bit of phosphorus or wychwood, or a glowworm.

## Darkness 15' Radius

Evocation

Components: V, M

Casting Time: 1 action

Range: Touch

Area of Effect: 15' radius sphere of darkness

Duration: Concentration, up to 10 minutes/caster level

This spell causes total, impenetrable darkness to emanate from an object you are holding or one that isn't being worn or carried.

Darkvision is useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as is the Light cantrip. Continual Light is not affected by Darkness 15' Radius, while Darkness 15' Radius may be dispelled by casting Continual Light.

If Darkness 15' Radius is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

## Darkvision

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 8 hours

You grant a willing creature darkvision out to a range of 60 feet.

Material Component: Either a pinch of dried carrot or an agate.

## Death Fog

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 round/caster level

Saving Throw: Constitution half

Death Fog creates a billowing mass of misty vapors similar to that produced by a Solid Fog spell. Creatures within the spell's area of effect must spend 4 feet of movement for every 1 foot they move. The area is heavily obscured.

Additionally, the spell's vapors, drawn from the Plane of Shadow, are lethal to living creatures. Each round the fog deals 3d6 points of necrotic damage to each creature within it, though a Constitution saving throw halves the damage taken.

This fog is only dispersed by strong or greater winds, which take 1d4 rounds to clear the fog.

**Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

## Death Spell

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: Living creatures within a 40' radius circle

Duration: Instantaneous

Saving Throw: Charisma negates

A Death Spell snuffs out the life force of living creatures, reducing them to zero hit points. The spell affects 1d4 HD worth of living creatures per caster level. Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the sphere's point of origin are affected first. No creature of 9 or more HD can be affected, and hit dice that are not sufficient to affect a creature are wasted.

**Material Component:** The powder of a crushed black pearl with a minimum value of 500 gp.

## Deep Slumber

Enchantment

Range: 30' (Close)

This spell functions like Sleep; except that it affects 6d4 hit dice of creatures and affects creatures of up to 10 hit dice.

## Delayed Blast Fireball

Evocation

Duration: 1 minute or less; see text

This spell functions like Fireball, except that it is more powerful and can detonate up to 1 minute after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by Delayed Blast Fireball can detonate immediately if you desire, or you can choose to delay the burst for as long as 1 minute.

You select the amount of delay upon completing the spell, and that time cannot change once it has been set. If you choose a delay, the glowing bead floats in the air at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range 20'/60'). It explodes upon impact when thrown.

## Demand

Enchantment

Saving Throw: Charisma partial

This spell functions like Sending but the message can also contain a suggestion (see the Suggestion spell), which the target does its best to carry out. A successful Charisma saving throw negates the Suggestion effect but not the contact itself.

The Demand, if received, is understood even if the target's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the target, the message is understood but the Suggestion is ineffective. The message to the creature must be twenty-five words or less, including the Suggestion. The creature can also give a short reply immediately.

**Material Component:** A short piece of copper wire and some small part of the target - a hair, a bit of nail, or the like.

## Destruction

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Charisma partial

This spell instantly slays the target and consumes its remains except magic items, utterly. If the target's Charisma saving throw succeeds it takes 7d6 points of necrotic damage instead.

The only way to restore life to a character slain by this spell is to use a carefully worded Wish spell, followed by Resurrection or Miracle.

**Material Component:** A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

## Detect Animals or Plants

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 400' cone

Duration: Concentration, up to 10 minutes/caster level

Upon casting this spell, you can sense the presence of animal and plants within the area of effect, but not their exact location.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1<sup>st</sup> Round: Presence or absence of a specific animal or plant in the area (you must specify what type of animal or plant you are focusing upon).
- 2<sup>nd</sup> Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.
- 3<sup>rd</sup> Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

For purposes of this spell, the categories of condition are as follows:

- Normal: Has at least 75% of full normal hit points, free of disease.
- Fair: 25% to 75% of full normal hit points remaining.
- Poor: Less than 25% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can detect a kind of animal or plant in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Detect Evil (reversible)

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of evil within the area of effect, but not its exact location.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1<sup>st</sup> Round: Presence or absence of evil.
- 2<sup>nd</sup> Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If any aura detected in the area is overwhelming (see the table below) you are stunned for 1 round and the spell ends.
- 3<sup>rd</sup> Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round you can Detect Evil in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Creature or Object	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Creature (Hit Dice)	1/4 - 3	4 - 8	9 - 15	16+
Extraplanar Creature (Hit Dice)	1/4 - 1	2 - 4	5 - 8	9+
Divine Caster or Undead (Hit Dice)	1/4 - 2	3 - 6	7 - 12	13+
Magic Item or Spell (Caster Level)	1 - 4	5 - 8	9 - 16	17+

- **Aura Power:** An aura's power depends on the type of creature or object that you're detecting and its HD or caster level; see the table above. If an aura falls into more than one strength category,

the spell indicates the stronger of the two. Animals, traps, poisons and other potential perils are not evil. As such this spell does not detect them.

The reverse of this spell, Detect Good, functions just as Detect Evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items.

Healing potions, antidotes, and similar beneficial items are not good.

## Detect Invisibility

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

You can see any objects or beings that are invisible within the spell's area of effect, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

## Detect Lie (reversible)

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone; see text

Duration: Concentration, up to 1 minute/caster level; see text

Saving Throw: Wisdom negates

Each round after casting this spell you may use your action to focus upon one target within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying, unless the target succeeds at a Wisdom saving throw.

The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round you may focus on a different target.

The reverse of this spell, Undetectable Lie, makes bald-face untruths seem reasonable or simply counters the Detect Lie spell. You may use your action each round to focus upon one target within range. That target gains advantage on all Charisma (Deception) checks.

Material Component: Brass dust.

## Detect Life

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence or absence of life within the area of effect, but not its exact location.

Each round afterwards you may use your action to focus upon one creature or object within the range of this spell in order to determine whether it is alive. The magic will detect life in the recipient of a Feign Death Spell or someone in a coma, deathlike trance or state of suspended animation. If cast upon the body of a creature that is engaged in astral travel, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals.

Each round you can detect life in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Detect Magic

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of magical auras within the area of effect, but not their exact locations.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1<sup>st</sup> Round: Presence or absence of magical auras.
- 2<sup>nd</sup> Round: Number of different magical auras and the power of the most potent aura. If any aura detected in the area is overwhelming (see the table below) you are stunned for 1 round and the spell ends.
- 3<sup>rd</sup> Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make a DC 15 Intelligence (Arcana) check to determine the school of magic involved in each. Make one check per aura.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Spell or Object	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell (Spell Level)	0 - 2	3 - 4	5 - 8	9+
Magic Item (Caster Level)	1 - 4	5 - 8	9 - 16	17 - 20+ (Artifact)

- Aura Power: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, Detect Magic indicates the stronger of the two. Extraplanar creatures are not magical in themselves, but if they are summoned, the conjuration spell registers. Magical traps are often concealed through Nystul's Magic Aura so that they cannot be detected through use of Detect Magic.

Each round you can Detect Magic in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it. Detect Magic can be made permanent with a Permanency spell.

## Detect Poison

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of poison within the area of effect, but not its exact location.

Each round afterwards you may use your action to focus on one creature, object, or area within the range of this spell in order to determine whether it has been poisoned or is poisonous. You can determine the exact type of poison with an Intelligence (Poison) check. Each round you can detect poison in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it. Detect Poison can be made permanent with a Permanency spell.

## Detect Scrying

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 40' radius circle centered on you

Duration: 1 day

You immediately become aware of any attempt to observe you by means of a Scrying spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area you automatically know its location; otherwise, you and the scryer must make opposed spell attack rolls. If your spell attack roll equals or exceeds the scryer's, you get a visual image of the scryer and an accurate sense of its direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet. These are not expended by the spell's casting.

## Detect Secret Doors

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of secret and concealed doors, passages, compartments, caches, and so forth within the area of effect. Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area.

- 1<sup>st</sup> Round: Presence or absence of secret doors.
- 2<sup>nd</sup> Round: Number of secret doors and the location of each. If a secret door is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can detect secret doors in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Detect Snakes and Pits

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 10 minutes/caster level

You can detect simple pits, deadfalls, snares, and mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

The Detect Snakes and Pits spell detects certain natural hazards - quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the Snare spell), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

- 1<sup>st</sup> Round: Presence or absence of hazards.
- 2<sup>nd</sup> Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each round you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Detect Thoughts

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Wisdom partial; see text

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or target.

- 1<sup>st</sup> Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 3 or higher).
- 2<sup>nd</sup> Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 21 or higher, you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
- 3<sup>rd</sup> Round: Surface thoughts of any mind in the area. A target's successful save prevents you from reading its thoughts, and you must cast Detect Thoughts again to have another chance. Creatures of animal Intelligence have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Material Component: A copper piece.

## Detect Undead

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of undead within the area of effect, but not their locations.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1<sup>st</sup> Round: Presence or absence of undead auras.
- 2<sup>nd</sup> Round: Number of undead auras in the area and the strength of the strongest undead aura present. If any aura detected in the area is overwhelming (see the table below) you are stunned for 1 round and the spell ends.
- 3<sup>rd</sup> Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Hit Dice	Aura Power
1/4 - 2	Faint
3 - 6	Moderate
7 - 12	Strong
13+	Overwhelming

- Aura Power: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table.

Each round, you can detect undead in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Dimensional Anchor

Abjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates

A green ray springs from your outstretched hand and strikes your target, unless it makes a successful Dexterity save. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a Dimensional Anchor include Astral Projection, Blink, Dimension Door, Ethereal Jaunt, Ethereallness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a Gate for the duration of the spell.

A Dimensional Anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

## Dimensional Lock

Abjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius sphere centered on a point in space

Duration: 1 day/caster level

You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include Astral Projection, Blink, Dimension Door, Ethereal Jaunt, Ethereallness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like or psionic

abilities. Once Dimension Lock is in place, extra-dimensional travel into or out of the area is not possible.

A Dimensional Lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

## Dimension Door

Conjuration

Components: V

Casting Time: 1 action

Range: 400' (Long)

Target: Self plus 1 willing creature/3 caster levels

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 additional willing creature of Medium size or smaller, who is carrying gear up to its carrying capacity, for every three caster levels you have. 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 fails to teleport you.

## Discern Location

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: 1 creature or object

Duration: Instantaneous

A Discern Location spell is among the most powerful means of locating creatures or objects. Nothing short of a Mind Blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern Location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

To find a creature with the spell you must have seen the creature or have some item that once belonged to it. To find an object you must have touched it at least once.

## Disintegrate

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: 1 creature or object

Duration: Instantaneous

Saving Throw: Dexterity for half

A thin, green ray springs from your pointing finger. Any creature struck by the ray takes 2d6 points of force damage per caster level (30d6 maximum) unless it makes a Dexterity save for half damage. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a Resurrection, Miracle, or Wish spell.

When used against an object, the ray simply disintegrates up to 30 cubic feet of non-living matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as Bigby's Forceful Hand or a Wall of Force, but not magical effects such as a Globe of Invulnerability or an Antimagic Shell.

Material Component: A lodestone, which is not expended by the spell's casting, and a pinch of dust.



## Dismissal

Abjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 extraplanar creature

Duration: Instantaneous

Saving Throw: Charisma negates

This spell forces a summoned or non-native extraplanar creature back to its proper plane if it fails its save. If the spell is successful the creature is instantly whisked away, but there is a 20% chance of actually sending the target to a plane other than its own.

## Dispel Evil (reversible)

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target or Targets: See text

Duration: Concentration, up to 1 round/caster level or until discharged  
Saving Throw: See text

Shimmering, white, holy energy surrounds you. This power has three effects.

- First, evil creatures attack you with disadvantage.
- Second, on making a successful melee attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Charisma saving throw. This use discharges and ends the spell.
- Third, with a touch you can automatically dispel any one Enchantment spell cast by an evil creature. Spells that can't be dispelled by Dispel Magic also can't be dispelled by Dispel Evil. Saving throws do not apply to this effect. This use discharges and ends the spell.

The reverse of this spell, Dispel Good, functions as Dispel Evil except that it affects good creatures and spells rather than evil ones. This use of the spell surrounds you with dark, wavering, unholy energy.

## Dispel Magic

Abjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature or object

Duration: Instantaneous

You can use Dispel Magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another caster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by Dispel Magic. Dispel Magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled because the magical effect is already over before the Dispel Magic can take effect.

You choose to use Dispel Magic in one of two ways: a targeted dispel or a counterspell:

- Targeted Dispel: One object, creature, or spell is the target of the Dispel Magic spell. You make a spell attack roll against the DC of each targeted spell. If the DC is unknown, the DC for this check is equal to 12 + the spell's level. As such a 3<sup>rd</sup> level spell would have a DC of 15 while a 9<sup>th</sup> level spell would have a DC of 21. If this roll succeeds, the targeted spell is dispelled. If not, the spell remains in effect.

If you target a magic item, you make a spell attack roll against a DC based on the rarity of the item:

- Common: DC 15
- Uncommon: DC 18
- Rare: DC 20
- Very rare: DC 25
- Legendary: DC 30

If your spell attack roll succeeds, all of the item's magical properties are suppressed for 1 minute (10 rounds), after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword.

Artifacts and deities are unaffected by mortal magic such as this. You automatically win a caster level check against any spell that you have cast yourself.

- Counterspell: When using Dispel Magic to counterspell, you may take the Ready action to ready Dispel Magic in order to attempt to disrupt another caster's spell. When counterspelling, you make a spell attack roll opposed by that of the targeted spellcaster. If your roll exceeds that of the targeted caster, its spell is dispelled. If not, its spell is successfully cast.

## Divination

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't 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 finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

**Material Component:** Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp. They are consumed by the spell's casting.

## Dominate Animal

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 beast

Duration: Concentration, up 1 round/caster level

Saving Throw: Charisma negates

You can enchant a beast and direct it with simple commands such as "attack," "run," and "fetch." Suicidal or self-destructive commands (including an order to attack a creature larger than the dominated beast) are simply ignored.

Dominate Animal establishes a mental link between you and the target creature. The beast can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature but know what it is experiencing. Because you are directing the beast with your own Intelligence it may be able to undertake actions normally beyond its own comprehension.

As long as you maintain concentration on the spell, you need not use your action for the round(s) spent controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command uses your action for that round.

In addition, you may use an action to focus upon the targeted beast in order to see and hear from its perspective.

## Dominate Monster

Enchantment

Target: 1 creature

This spell functions like Dominate Person, except that the spell is not restricted by creature type.

## Dominate Person

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 humanoid creature

Duration: 1 day/caster level

Saving Throw: Charisma negates

You can control the actions of any humanoid creature through a telepathic link that you establish with the target's mind. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." Obviously self-destructive orders are not carried out. You know vaguely what the target is experiencing but do not receive direct sensory input from it; nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating and so forth). Because of this limited range of activity, a Wisdom (Insight) check can determine that the target's behavior is being influenced by an enchantment effect.

Once control is established the range at which it can be exercised is unlimited, as long as you and the target are on the same plane. You need not see the target to control it.

Changing your instructions or giving a dominated person a new command uses your action for that round. In addition, you may use an action to focus upon the target in order to see and hear from its perspective.

Targets resist this control, and any target forced to take actions against its nature receives a new saving throw with advantage. The target also gets to make another saving throw after each long rest in order to throw off the domination effects.

Protection from Evil and Good or a similar spell can prevent you from exercising control or using the telepathic link while the target is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

## Drawmij's Instant Summons

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: 1 object weighing 10 lbs. or less

Duration: Permanent until triggered

You call some non-living item from virtually any location directly to your hand. First, you must place your Wizard Mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. The inscription on the gem is invisible. It is also unreadable, except by means of a Read Magic spell, to anyone but you.

If the item is in the possession of another creature the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

**Material Component:** A sapphire worth at least 1,000 gp, which must be crushed when the item is summoned.

## Dream

Illusion

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: 1 creature

Duration: See text

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell you must name or identify the recipient by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, and then enter the recipient's dream and deliver the message as normal.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (it always fails any saving throw) while in the trance. A messenger that is disturbed during the trance awakens, ending the spell.

Creatures who don't sleep cannot be contacted by this spell.

## Earthquake

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 100' radius circle

Duration: Concentration, up to 1 round/caster level

Saving Throw: See text

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point 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 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.

The earthquake effects all terrain, vegetation, structures, and creatures in the area. The specific effect of an Earthquake spell depends on the nature of the terrain where it is cast:

- **Cave, Cavern, or Tunnel:** The spell collapses the roof, dealing 5d6 points of bludgeoning damage to any creature caught under the cave-in (Dexterity save for half) and pinning that creature beneath the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.
  - **Cliffs:** Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 5d6 points of bludgeoning damage (Dexterity save for half) and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.
  - **Open Ground:** Each creature standing in the area must make a Dexterity save or fall prone. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10x10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side.
- A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.
- A fissure that opens beneath a structure causes it to automatically collapse (see below).
- **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 and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.
  - **River, Lake, or Marsh:** Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand (see chapter 8), sucking down creatures and structures. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

## Elemental Swarm

Conjuration

Components: V, S

Casting Time: 10 minutes

Range: 400' (Long)

Effect: Multiple summoned elementals

Duration: Concentration, up to 10 minutes/caster level

This spell opens a portal to an Elemental Plane and summons elementals from it. When the spell is complete, 4 elementals appear within 30' of you. 10 minutes later, 3 more elementals appear within 30' of you. 10 minutes after that, 1 last elemental appears within 30' of you. Each elemental has maximum hit points per HD.

The elementals obey any verbal commands that you issue to them (no action required by you), even laying down their life for you if necessary. If you don't issue any commands to the elementals, they defend themselves from hostile creatures but otherwise take no actions.

The elementals obey you explicitly and never attack you, even if you lose concentration on the spell. If your concentration is broken, the elementals do not disappear, though you may no longer direct the elementals. Instead they act according to the instructions last given to them while you maintained concentration.

**Enchanted Weapon**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 weapon or 50 projectiles

Duration: 8 hours

You touch a nonmagical weapon. That weapon becomes a magic weapon with a +1 bonus to attack and damage rolls for the spell's duration.

Alternatively, you can affect as many as fifty arrows, bolts, blowgun needles, or bullets. The projectiles must be of the same kind and have to be together (in the same quiver or another container). Projectiles lose their enchantment when used.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see Magic Fang).

**Endure Elements**

Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 day

A creature protected by Endure Elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions of extreme cold or heat (see chapter 8) without suffering ill effects. The creature's equipment is likewise protected.

Endure Elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Enlarge Animal (reversible)**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 beast

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Wisdom negates

This spell functions like Enlarge Person, except that it affects a beast. Increase the damage dealt by the beast's natural attacks by one die type (for example, from a d4 to a d6).

The reverse of this spell, Reduce Animal, functions like Reduce Person, except that it affects a beast. Reduce the damage dealt by the beast's natural attacks by 1 die type (for example, from a d6 to a d4). Only natural beasts, including giant forms, can be affected by either version of this spell.

**Enlarge Person (reversible)**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 humanoid creature

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: None or Wisdom negates

This spell causes the instant growth of a willing humanoid creature of Small or Medium size. This increase changes the creature's size category to the next larger one. The target makes all Strength checks with advantage and doubles its carrying capacity.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage; their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons are not affected because, upon leaving the spell recipient's possession, they revert to their normal size. Other magical properties are not affected by this spell. Multiple magical effects that increase size may not be combined.

The reverse of this spell, Reduce Person, causes instant diminution of a humanoid creature, halving its height, length, and width, and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target makes all Strength checks with disadvantage and has its carrying capacity halved.

All equipment worn or carried by a creature is similarly reduced by the spell. Melee weapons affected by this spell deal less damage; their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Other magical properties are not affected by this spell. Multiple magical effects that reduce size may not be combined. Reduce Person counters and dispels Enlarge Person and vice versa.

Material Component: A pinch of powdered iron.

**Entangle**

Conjunction

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 20' radius circle

Duration: Concentration, up to 1 round/caster level

Saving Throw: Strength partial; see text

Grasping weeds and vines sprout from the ground in a 20' radius circle starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell, or that later enters the area of effect, must succeed on a Strength saving throw or be restrained (see Appendix A) by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

**Enthrall**

Enchantment

Components: V, S

Casting Time: 1 action

Range: Personal

Targets: Creatures with 4 or less HD within a 60' radius circle

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Charisma negates; see text

Once cast, creatures with 4 or less hit dice within range must make a Charisma saving throw or become fascinated (see below) by your performance. Those passing the saving throw may act normally.

Creatures with 4 or less hit dice that fail to save are charmed by you until the end of your next turn. A charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect by continuing your performance. The effect ends if you move more than 60 feet away from charmed creatures, if charmed creatures can neither see nor hear you, or if charmed creatures takes damage.

Once the spell ends, or if a creature succeeds on its initial saving throw against this spell, you can't use this spell on that creature again until you finish a long rest.

**Erase**

Transmutation

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 scroll or 2 pages of text

Duration: Instantaneous

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove Explosive Runes, a Glyph of Warding, a Sepia Snake Sigil, or a Wizard Mark, but not an Illusory Script or Symbol spell. Nonmagical writing is automatically erased if touched.

Magic writing must be touched to be erased and you must succeed at a spell attack roll to dispel it. The DC of this equal to 12 + the spell's level. As such a 3<sup>rd</sup> level spell would have a DC of 15 while a 9<sup>th</sup> level spell would have a DC of 21. If this roll succeeds, the targeted spell is dispelled. If not, the spell remains in effect.

If you fail to erase Explosive Runes, a Glyph of Warding, or a Sepia Snake Sigil, you accidentally activate that writing instead.

## Ethereal Jaunt

Conjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up 1 round/caster level

You, along with your equipment, become ethereal. For the duration of the spell you are in a place called the Ethereal Plane which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half their normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as Magic Missiles) and abjurations effect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall) you are shunted off to the nearest open space and take 1d6 points of force damage per 5 feet that you travel.

## Etherealness

Conjuration

Range: Touch

Targets: You and 1 willing creature/3 caster levels

Duration: Concentration, up 1 minute/caster level

This spell functions like Ethereal Jaunt except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal the targets need not stay together. When the spell expires all affected creatures on the Ethereal Plane return to material existence.

## Evard's Black Tentacles

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius circle

Duration: Concentration, to 1 round/caster level

Saving Throw: Strength partial; see text

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot - including water. For the duration, these tentacles turn the area into difficult terrain.

A creature in the area when you cast the spell, or that later enters the area of effect, must succeed on a Strength saving throw or be restrained (see Appendix A) by the tentacles until the spell ends. A creature restrained by the tentacles can use its action to make a Strength (Athletic) check against your spell save DC. On a success, it frees itself.

The tentacles deal 2d4 points of bludgeoning damage to restrained creatures each round, on your initiative. The tentacles are immune to all types of damage.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

## Exorcise

Abjuration

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 1 creature or object

Duration: Instantaneous; see text

The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by Magic Jar spell, demonic possession, cursed item, and even charm spells and abilities.

For each such effect, you must succeed at a spell attack roll to dispel it. The DC of this roll is equal to the spell's DC. If the DC is unknown, the DC for this check is equal to 12 + the spell's level. As such a 3<sup>rd</sup> level spell would have a DC of 15 while a 9<sup>th</sup> level spell would have a DC of 21. If this roll succeeds, the targeted spell is dispelled. If not, the spell remains in effect. If you target a cursed magic item, you make a spell attack roll against a DC based on the rarity of the item:

- Common: DC 15
- Uncommon: DC 18
- Rare: DC 20
- Very rare: DC 25
- Legendary: DC 30

If your spell attack roll succeeds, the item's curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Artifacts and deities are unaffected by mortal magic such as this.



## Explosive Runes

Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object weighing no more than 10 lbs.

Duration: Permanent until triggered

Saving Throw: See text

You trace these mystic runes upon a book, map, scroll or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone within 5' of the runes takes the full damage with no saving throw; any other creature within 10' of the runes is entitled to a Dexterity save for half damage.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic or Erase spell, but failure to do so triggers the explosion.

The explosion damages objects in the area that aren't worn or carried.

## Eyebite

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: Concentration, up to 1 round/caster level

Saving Throw: See below

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Charisma saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded

on a saving throw against this casting of Eyebite.

- 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.
- Charmed: You can charm a single person or monster by gaze and by uttering a single word. The effect is the same as a Charm Monster spell.
- Panicked: The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- SICKENED: The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Charisma saving throw. If it succeeds, the effect ends.

## Fabricate

Transmutation

Components: V, S, M

Casting Time: See text

Range: 30' (Close)

Target: Up to 10 cubic feet/caster level; see text

Duration: Instantaneous

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the Fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Intelligence (Craft) check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet of material to be affected by the spell (or 1 cubic foot in the case of minerals).

**Material Component:** The original material, which costs the same amount as the raw materials required to craft the item to be created.

## Faerie Fire

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Creatures and objects within a 20' radius sphere

Duration: Concentration, up 1 minute/caster level

Saving Throw: Dexterity negates

Each object in a 20-foot sphere within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10' radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

**Material Component:** The thorax of a firefly.

## False Vision

Illusion

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area of Effect: 40' radius circle

Duration: Up to 1 hour/caster level, see below

Any scrying spell or item used to view anything within the area of this spell instead receives a false image (as the Improved Phantasmal Force spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

**Material Component:** The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

## Fear

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 30' cone

Duration: Concentration, up to 1 round/caster level; see text

Saving Throw: Charisma negates

An invisible cone of terror bursts forth from your hands, forcing living creatures in the area to make a Charisma saving throw or be frightened of you.

On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

**Material Component:** Either the heart of a hen or a white feather.

## Feather Fall

Transmutation

Components: V

Casting Time: 1 reaction, taken when you and/or another target falls

Range: 100' (Medium)

Targets: 1 willing creature/caster level

Duration: 1 minute

Choose up to 1 falling creature/caster level within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## Feeblemind

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Wisdom negates

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Wisdom saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by Break Enchantment, Limited Wish, Improved Restoration, Heal, Miracle, or Wish.

**Material Component:** A handful of clay, crystal, glass, or mineral spheres.

## Feign Death

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

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 and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0.

The target has resistance to 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. In addition, paralysis and Life Drain will not affect the individual creature under the influence of this spell.

**Material Component:** A pinch of graveyard dirt.

## Find Familiar

Conjuration

Components: V, S, M

Casting Time: 1 hour

Range: 30' (Close)

Target: 1 summoned familiar

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

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 can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, 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.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

**Material Component:** 100 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier.

## Find the Path (reversible)

Divination

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: 1 creature

Duration: Concentration, up to 1 hour/caster level

Saving Throw: Intelligence negates

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, 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 destination.

The spell ends when the destination is reached or the duration expires, whichever comes first. Find the Path can be used to remove the target and its companions from the effect of a Maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

The reverse of this spell, Lose the Path, makes the creature touched totally lost and unable to find its way for the duration of the spell. Others can lead it.

**Material Component:** A set of divinatory tools – such as bones, ivory sticks, cards, teeth, or carved runes - worth 100 gp and an object from the location you wish to find.

## Find Traps

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 120' radius sphere

Duration: Instantaneous

You sense the presence 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 baleful effect, which was specifically intended as such by its creator.

Thus, the spell would sense an area affected by the Alarm spell, a Glyph of Warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals presence and location of each trap, as well as the general nature of the danger posed by each trap sensed.

## Finger of Death

Necromantic

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: One creature

Duration: Instantaneous

Saving Throw: Charisma partial

You send negative energy coursing through a creature that you can see within range, causing it searing pain.

This spell instantly delivers 10 points of necrotic damage per caster level. If the target's Charisma saving throw succeeds, it instead takes 4d6 points of necrotic damage. The target might die from damage even if it succeeds on its saving throw.

## Fireball

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 20' radius circle

Duration: Instantaneous

Saving Throw: Dexterity half

A Fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (9d6 maximum) to every creature within the area.

You point your finger and determine the range (distance and height) at which the Fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the Fireball at that point. (An early impact results in an early detonation.)

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**Material Component:** A tiny ball of bat guano and sulfur.

## Fire Seeds

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 6 acorns or holly berries

Duration: Concentration, up to 10 minutes/caster level or until used

Saving Throw: None or Dexterity half; see text

Depending on the version of Fire Seeds you choose, you turn acorns into weapons that you or another character can throw or turn holly berries into bombs that you can detonate on command.

- **Acorn Grenades:** Six acorns turn into special ranged weapons with a range of 30/120 feet. A ranged attack roll is required to strike the intended target. Each acorn deal 3d6 points of fire damage to the struck creature (no saving throw is allowed). The target only takes secondary damage on a missed ranged attack roll.

In addition, the acorn deals secondary damage to all creatures that are adjacent to the target. This secondary damage is 1d6 fire damage. This explosion of fire ignites any combustible materials adjacent to the target.

- Holly Berry Bombs: You turn six holly berries into special bombs. The holly berries are placed by hand, since they are too light to make effective thrown weapons. If you are within 200 feet and speak a word of command each berry instantly bursts into flame, causing 6d6 points of fire damage to every creature in a 5-foot radius sphere and igniting any combustible materials within the sphere. A creature in the area that makes a successful Dexterity saving throw takes only half damage. Creatures caught in the radius of more than one fiery sphere only take damage from one berry bomb.

Material Component: The acorns or holly berries.

## Fire Shield

Evocation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a melee weapon deals normal damage but, at the same time, takes 3d6 points of damage. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). Creatures wielding reach weapons are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to the illumination of a normal torch. The color of the flames is blue-green if the Chill Shield is cast, violet-blue if the Warm Shield is employed. The special powers of each version are as follows.

- Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Dexterity save for half damage, you take no damage on a successful save.
- Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Dexterity save for half damage, you take no damage on a successful save.

Material Component: A bit of phosphorus for the Warm Shield; a live firefly or glowworm or the tail portions of four dead ones for the Chill Shield.

## Fire Storm

Evocation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 30' radius circle

Duration: Instantaneous

Saving Throw: Dexterity half

When a Fire Storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 14d6 points of fire damage.

## Fire Trap

Abjuration

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 object

Duration: Permanent until triggered

Saving Throw: Dexterity half; see text

Fire Trap creates a fiery explosion when an intruder opens the item that the trap protects. A Fire Trap can ward any object that can be opened and closed.

When casting Fire Trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5' radius around the spell's center. The

flames deal 3d6 fire damage. The item protected by the trap is not harmed by this explosion, but other ,unattended, combustible items in the area are affected.

A Fire Trapped item cannot have a second closure or warding spell placed on it. A Knock spell does not bypass a Fire Trap. An unsuccessful Dispel Magic spell does not detonate the spell. Underwater, this ward deals half damage to those within the 20' radius sphere of steam that the spell creates.

You can use the Fire Trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a Fire Trapped object to an individual usually involves setting a password that you can share with friends.

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object. This is expended when the spell is cast.

## Flame Arrow

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 50 projectiles

Duration: 8 hours

You turn ammunition (such as arrows, bolts, and sling bullets) into fiery projectiles. The projectiles must be of the same kind and have to be together (in the same quiver or another container).

Each piece of ammunition ignites when fired and deals an extra 1d6 points of fire damage to any target it hits. Projectiles lose their enchantment when used.

A flaming projectile can easily ignite a flammable object or structure but won't ignite a creature that it strikes.

Material Component: A drop of oil and a small piece of flint.

## Flame Blade

Evocation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: Sword-like beam

Duration: Concentration, up to 1 minute/caster level

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam, which sheds light as a torch, to make melee attacks that deal 3d6 points of fire damage. A Flame Blade can ignite combustible materials, such as parchment, straw, dry sticks, and cloth, that are not held or worn.

The spell does not function underwater.

## Flame Strike

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 10' radius by 40' high cylinder of divine fire

Duration: Instantaneous

Saving Throw: Dexterity half

A Flame Strike produces a vertical column of divine fire roaring downward. The spell deals 5d6 points of radiant damage and 5d6 points of fire damage. Flame Strike ignites combustible materials, such as wood, parchment, straw, dry sticks, and cloth, that are not held or worn.

## Flaming Sphere

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: 5' diameter sphere

Duration: 1 round/caster level

Saving Throw: Dexterity negates

A burning globe of fire rolls in whichever direction you point and burns those it strikes. As a bonus action, you can move the sphere up to 30 feet.

A Flaming Sphere rolls over barriers less than 4 feet tall. It ignites flammable items that it touches, so long as they are not worn or held, and illuminates the same area as a torch would.

If it enters a space with a creature it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Dexterity save negates that damage.

The sphere moves as long as you actively direct it (it may only attack 1 target per round); otherwise it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A Flaming Sphere winks out if it exceeds the spell's range.

**Material Component:** A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

### Flesh to Stone (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature or object; see text

Duration: Instantaneous

Saving Throw: Wisdom negates; see text

The target, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged the target, if ever returned to its original state, has similar damage or deformities. The petrified creature is not dead but does not seem to be alive either. Only creatures made of flesh are affected by this spell.

The reverse of this spell, Stone to Flesh, restores a petrified creature to its normal state, restoring life and goods. The creature must make a Constitution save to survive the process. Any petrified creature, regardless of size, can be restored.

This spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

**Material Component:** A pinch of earth and a drop of blood.

### Fly

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 1 minute/caster level

A willing target can fly at a speed of 60' per round. Should the spell end, be dispelled, or be suppressed while the target is still aloft, the target falls.

**Material Component:** A wing feather from any bird.

### Fog Cloud

Conjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 10 minutes/caster level

A bank of fog billows out from the point you designate. The fog heavily obscures the area.

A moderate wind disperses the fog in 4 rounds, while stronger winds disperse the fog in 1 round.

The spell does not function underwater.

### Forbiddance

Abjuration

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long)

Area of Effect: 100' radius cylinder, 50' in height

Duration: 1 day; see text

Saving Throw: See text

You create a ward against magical travel that protects the area of effect. For the duration, creatures can't teleport into the area or use portals, such as those created by the Gate spell, to enter the area. The

spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, or the Plane Shift spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead.

When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another Forbiddance spell. If you cast Forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

**Material Component:** A sprinkling of holy water and rare incenses worth at least 5,000 gp. If a password is desired, this requires the burning of additional rare incenses worth at least 2,500 gp. These are expended when the spell is cast.

### Forcecage

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: Barred cage (20' cube) or windowless cell (10' cube)

Duration: 1 day

Saving Throw: See text

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by Dispel Magic.

**Material Component:** Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

### Foresight

Divination

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, initiative rolls, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.

### Forget

Enchantment

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 1 to 4 creatures in a 10' radius circle

Duration: Permanent; see text

Saving Throw: Intelligence negates

By means of this dweomer the spellcaster causes creatures within the area of effect to forget the events of the past 1 minute/4 caster levels.

Forget in no way negates any Charm, Suggestion, Geas, Quest, or similar spell, though it is possible for you to place such magic upon a victim and, later, be forgotten through the use of Forget. From 1 to 4 individual creatures can be affected by the spell, at your discretion. A Heal or Restoration spell, specially cast for this purpose, will restore the lost memories, as will a Wish, but other means will not serve to do so.

## **Freedom**

Abjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close) or see text

Target: 1 willing creature

Duration: Instantaneous

The target is freed from spells and effects that restrict its movement, including Binding, Entangle, grappling, Imprisonment, Maze, paralysis, petrification, Sleep, Slow, stunning, Time Stop, and Web. To free a creature from Imprisonment or Maze, you must know its name and background and you cast this spell at the spot where it was entombed or banished.

## **Freedom of Movement**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to 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's movement or attacks.

Material Component: A leather thong, bound around the arm or a similar appendage. This thong is not consumed by the spell's casting.

## **Friends**

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: 1 creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: See text

For the duration, you have advantage on all Charisma (Persuasion) checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature may make a Wisdom saving throw to realize that you used magic to influence its mood. If it makes the saving throw, it is will be ill-disposed towards you.

A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

The components for this spell are a dab of chalk (or white flour), lampblack (or soot), or vermillion applied to the face before casting the spell.

## **Gaseous Form**

Transmutation

Components: S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 10 minutes/caster level

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage,

and it has advantage on Strength, Dexterity, and Constitution saving throws. 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 can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

## **Gate**

Conjuration

Components: V, S, M; see text

Casting Time: 1 action; see text

Range: 100' (Medium)

Effect: See text

Duration: Concentration, up to 1 minute/caster level; see text

Casting a Gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate.



The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

- **Planar Travel:** As a mode of planar travel, a Gate spell functions much like a Plane Shift spell except that the gate opens precisely at the point you desire. Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you - anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for inter-planar travel.
- **Calling Creatures:** The second effect of the Gate spell is to call a celestial creature or fiend to your aid. By naming a particular being or kind of being as you cast the spell you cause the gate to open in the immediate vicinity of the desired creature and pull the target through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its hit dice do not exceed twice your caster level. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you, such as fighting for you in a single battle or taking any other actions that can be accomplished during the spell's duration.

You may attempt to enlist the aid of an uncontrolled being, or retain the services of a single controlled creature after the spell (and your control over that creature) ends.

In such instances the creature will set terms that depend upon its nature, the nature of the aid to be offered, and the duration of its service. Failure to fulfill your end of the bargain results in you being subjected to service by the creature or by its liege and master, at the very least. At worst the creature or its kin may attack you.

**Material Component:** A diamond worth at least 5,000 gp, plus whatever costs are incurred when bargaining with extraplanar creatures.

## Geas/Quest

Enchantment

Components: V

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: One day/caster level; see text

Saving Throw: Charisma negates

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Charisma saving throw or become charmed (see Charm Person) by you for the duration.

While the creature is charmed by you, it takes 6d6 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. Neither natural nor magical healing by any means short of a Heal or Regenerate spell can cure this damage.

A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. If you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. Break Enchantment does not end a Geas/Quest but Remove Curse, Limited Wish, Miracle, or Wish spells do.

Bards, druids, and wizards usually refer to this spell as Geas, while clerics call the same spell Quest.

## Glassee

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area of Effect: Special; see text

Duration: Concentration, up to 1 minute/caster level

By means of this spell you are able to make up to a 5' radius section of non-magical metal, stone, or wood as transparent as glass. Normally up to four inches of metal, 1 foot of stone, or 3' of wood can be affected by the Glassee spell. The spell will not work on lead, gold or platinum.

You can opt to make the Glassee work only for you for the duration of the spell, or you can actually make a transparent area or a one-way window, in the material affected.

**Material Component:** A small piece of crystal or glass.

## Glasssteel

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area of Effect: 1 object; see text

Duration: Permanent

The Glasssteel spell turns non-magical crystal or glass into a transparent substance which has the tensile strength and malleability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 5 pounds per caster level, and it must form one whole object.

The cost of the glass or crystal item to be transformed depends upon its volume and craftsmanship, though each pound of glass would cost at least 1 gold piece.

**Material Component:** A small piece of steel.

## Globe of Invulnerability

Abjuration

This spell functions like Minor Globe of Invulnerability, except that it also excludes 4<sup>th</sup> level spells and spell-like powers.

## Glyph of Warding

Abjuration

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 object or 10' radius circle

Duration: Permanent until triggered

Saving Throw: See text

This powerful inscription harms those who enter, pass, or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively, or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind.

Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, hit dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, Polymorph, and Nondetection (and similar magical effects) can fool a glyph, though non-magical disguises and the like can't. Read Magic allows you to identify a Glyph of Warding with an Intelligence (Arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph; its version, type of damage caused, and/or what spell is stored.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

- **Blast Glyph:** A blast glyph deals 6d6 points of damage to the intruder and to all within 5 feet. This damage is acid, cold, fire, lightning, or thunder (caster's choice, made at time of casting). Each creature affected can attempt a Dexterity save to take half damage.

- **Spell Glyph:** You can store any harmful spell of 3<sup>rd</sup> level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area of effect it is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws operate as normal.

**Material Component:** You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp. Both incense and powdered diamond are expended when the spell is cast.

## Goodberry

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 8 fresh berries

Duration: 1 day

Casting Goodberry upon a handful of freshly picked berries makes 8 of them magical. You can immediately discern which berries are affected. Each transmuted berry provides one day's nourishment. The berry also cures 1 point of damage when eaten.

## Grease

Conjunction

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target or Area of Effect: 1 object or a 10' radius circle

Duration: 1 minute

Saving Throw: Dexterity partial; see text

Slick grease covers the ground in a 10-foot radius circle and turns it into difficult terrain for the duration. When the grease appears, each

creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while creature using a targeted object receives a Dexterity saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item.

Material Component: A bit of pork rind or butter.

## Guards and Wards

Abjuration

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Area of Effect: Up to 200 sq. ft./caster level

Duration: 1 day

Saving Throw: See text

You create a ward that protects up to 200 sq. ft./caster level of floor space. The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and Wards creates the following effects within the warded area:

- Corridors: Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.
- Doors: All doors in the warded area are magically locked, as if sealed by a Wizard Lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the Silent Image spell) to make them appear as plain sections of 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 Guards and Wards lasts.

Other Spell Effect: You can place your choice of one of the following 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 Guards and Wards lasts.
- Place Magic Mouth in two locations.
- Place Stinking Cloud in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while Guards and Wards lasts.
- Place a constant Gust of Wind in one corridor or room.
- Place a Suggestion spell in one location. You select an area of up to 5 feet square, and any creature that 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 effect.

You can create a permanently guarded and warded structure by casting this spell there every day for one year.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood are expended in when this spell is cast. A small silver rod worth at least 10gp must be held by you at the time of casting, though this is not expended when the spell is completed.

## Gust of Wind

Evocation

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 60' long by 5' wide lines of strong wind emanating from you

Duration: Concentration, up to 1 round/caster level

Saving Throw: Strength negates

A line of strong wind (see chapter 8) 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, 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.

You can change the direction that the line blasts from you as a bonus action on your turn.

Gust of Wind can be made permanent with a Permanency spell.

## Hallucinatory Terrain

Illusion

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long)

Area of Effect: One 10' cube/caster level

Duration: 1 day

Saving Throw: Intelligence negates (if interacted with)

You make natural terrain 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. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence saving throw to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Material Component: A stone, a twig and a bit of green plant.

## Haste (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 creature/caster level

Duration: Concentration, up to 1 round/caster level

Saving Throw: Wisdom negates

Choose 1 willing creature/caster level that you can see within range. Until the spell ends, each target gains a +2 bonus to AC, has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That action can be used only to take the Attack, Dash, Disengage, Hide, or Use an Object action.

The reverse of this spell, Slow, causes affected creatures to move and attack at a drastically slowed rate.

Affected targets take a -2 penalty to AC and Dexterity saving throws. Each affected target can only take an action each round, and may not move, use reactions, or take bonus actions. Affected targets must take the Dash or Charge action in order to move. Regardless of the creature's abilities or magic items, it can't make more than one attack during its turn.

A creature affected by this spell may make another Wisdom saving throw at the end of each of its turn. On a successful save, the effect ends for it.

Multiple Haste or Slow effects don't stack. Slow counters and dispels Haste and vice versa.

Material Component: A shaving of licorice root for Haste. A drop of molasses for Slow.

**Heal (reversible)**

Conjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living or undead creature

Duration: Instantaneous

Saving Throw: Constitution negates

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blinded, confused, deafened, diseased, exhaustion, Feebleminded, insanity, stunned, and poisoned. It also cures up to 100 hit points of damage.

The reverse of this spell, Harm, charges a target with negative energy that deals 100 points of necrotic damage. If the creature successfully saves, Harm deals 50 points of damage. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, Harm acts like Heal. If used against an undead creature, Heal instead acts like Harm.

**Heat Metal (reversible)**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 metal object

Duration: Concentration, up to 1 round/caster level

Saving Throw: None; see text

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Wisdom saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

The reverse of this spell, Chill Metal, makes metal extremely cold. It affects the targeted object just as Heat Metal does, excepting that the damage inflicted is from biting cold rather than searing heat. Underwater, Chill Metal deals no damage, but ice immediately forms around the affected metal, making it buoyant.

Chill Metal counters and dispels Heat Metal and vice versa.

**Heroes' Feast**

Conjuration

Components: V, S, M

Casting Time: 10 minutes; see text

Range: 30' (Close)

Effect: Feast for 1 living creature/caster level

Duration: Instantaneous

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume, and disappears at the end of that time. The beneficial effects don't set in until this hour is over.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases, exhaustion, and poison, and becomes immune to poison and diseases. Those benefiting from the spell make all Charisma saving throws with advantage and gain 2d10 temporary hit points. These benefits last for 24 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

**Hold Animal**

Enchantment

Components: V, S

Target: 1 beast

This spell functions like Hold Person, except that it affects a beast instead of a humanoid.

**Hold Monster**

Enchantment

Components: V, S, M

Target: 1 creature

This spell functions like Hold Person, except that it affects any living creature that fails its Strength save.

Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

**Hold Person**

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 humanoid creature

Duration: Concentration, up to 1 round/caster level

Saving Throw: Strength negates; see text

Choose a humanoid that you can see within range. The target must succeed on a Strength saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

Material Component: A small, straight piece of iron.

**Hold Plant**

Enchantment

Components: V, S, M

Target: 1 plant creature

The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. Other than the type of creatures it affects, this spell functions like Hold Person.

**Hold Portal**

Abjuration

Component: V

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 portal with an area of up to 20 sq. ft./caster level

Duration: 1 hour

This spell magically holds shut a door, portcullis, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and locked. A Knock spell or a successful Dispel Magic spell will negate a Hold Portal spell.

**Holy Aura (reversible)**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Targets: 1 creature/caster level in a 20' radius sphere centered on you  
Duration: 1 round/caster level

Saving Throw: See text

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends.

In addition, when a fiend or an undead hits an affected 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.

The reverse of this spell, Unholy Aura, functions as Holy Aura except that its blinding effect affects celestial attackers, rather than undead and fiendish ones.

Material Component: A tiny reliquary containing some sacred relic. The reliquary costs at least 1,000gp and is not consumed by this spell's casting.

**Holy Word (reversible)**

Evocation

Components: V

Casting Time: 1 action

Range: Personal

Area of Effect: Evil creatures in a 30' radius circle centered on you

Duration: Instantaneous

Saving Throw: None; see text

Any evil creature within the area that hears Holy Word suffers the following ill effects.

<b>Hit Dice</b>	<b>Effect</b>
10-12	Stunned
7-9	Blinded and stunned
4-6	Paralyzed, blinded, and stunned
3 or fewer	Killed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- Stunned: The creature is stunned for 1d6 rounds.
- Blinded: The creature is blinded for 2d6 rounds.
- Paralyzed: The creature is paralyzed for 2d6 minutes.
- Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, fiends within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear Holy Word. The banishment effect allows a Charisma save to negate.

Creatures with 13 or greater HD are unaffected by Holy Word. The reverse of this spell, Unholy Word, affects good creature within the area just as Holy Word affects evil creatures.

## Hypnotic Pattern

Illusion

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 30' radius sphere

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates

You create a twisting pattern of colors that weaves through the air inside a 30-foot radius sphere within range.

The pattern appears for a moment and vanishes. Each creature in the area of effect with 5 or fewer hit dice must make a Charisma 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 of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. A creature that fails its saving throw does not remember that you ensorcelled it.

## Ice Storm

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 30' radius by 40' high cylinder

Duration: Instantaneous

Saving Throw: Dexterity half

Great magical hailstones pound down for 1 round, dealing 4d6 points of bludgeoning damage and 4d6 points of cold damage to every creature in the area.

Hailstones turn the ground in the storm's area of effect into difficult terrain until the end of your next turn.

Material Component: A pinch of dust and a few drops of water.

## Identify

Divination

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Targets: 1 object or creature

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Material Component: A pearl of at least 100 gp value and an owl feather.

## Illusory Script

Illusion

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 1 object weighing no more than 10 lbs.

Duration: 1 day/caster level

Saving Throw: See text

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 creatures 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 that is 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.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make an Intelligence saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a Suggestion implanted in the script by you at the time the Illusory Script spell was cast. The Suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth.

If the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Material Component: A lead-based ink (cost of not less than 50 gp).

## Illusory Wall

Illusion

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Effect: Image with dimensions no greater than 1' by 10' by 10'

Duration: Permanent

Saving Throw: Intelligence negates (if interacted with)

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

## Imbue with Spell Ability

Evocation

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 creature; see text

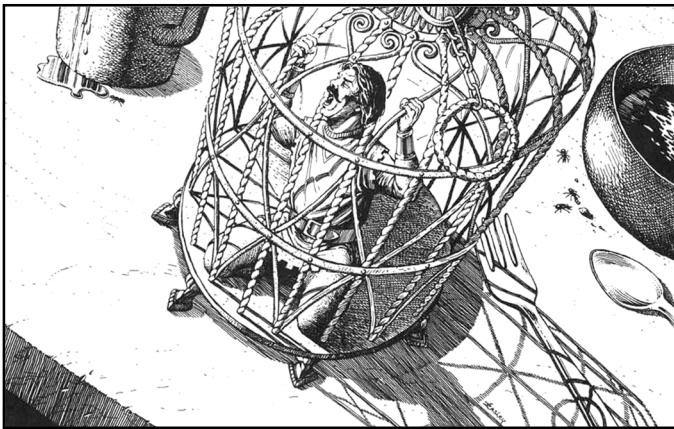
Duration: 1 day

You transfer some of your currently prepared spells, and the ability to cast them, to another willing creature. Only a creature with an Intelligence score of at least 6 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration can be transferred. The maximum number and level of spells that the target can be granted depends on its hit dice; even multiple castings of Imbue with Spell Ability can't exceed this limit.

<b>Recipient's HD</b>	<b>Maximum Number of Spells Imbued</b>
2 or fewer	1-1 <sup>st</sup> level spell
3 - 4	2-1 <sup>st</sup> level spells
5 or greater	2-1 <sup>st</sup> level spells and 1-2 <sup>nd</sup> level spell

The transferred spell's variable characteristics (range, duration, area, saving throws and the like) function according to your level, not the level of the recipient.

To cast a spell with a verbal component, the target must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component, it must have the material component on-hand.



## Imprisonment

Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: Intelligence negates; see text

You create a magical restraint to hold a creature that you can see within range. The target must succeed on an Intelligence saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again.

While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of Imprisonment:

- Burial: The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb worth 5,000 gp.
- Chaining: Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then. The special component for this version of the spell is a fine chain of precious metal worth 1,000 gp.
- Hedged Prison: The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice. The special component for this version of the spell is a miniature representation of the prison made from jade worth 5,000 gp.
- Minimus Containment: The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect. The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby, worth 5,000 gp.
- Slumber: The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs.

**Ending the Spell:** During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the DM 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 deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points. A Dispel Magic spell can end the spell.

You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

**Material Component:** A vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target.

## Improved Arcane Sight

Divination

This spell functions like Arcane Sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Improved Arcane Sight doesn't let you identify magic items.

## Improved Dispel Magic

Abjuration

This spell functions like Dispel Magic, except that you gain advantage on your caster level check.

Additionally, Improved Dispel Magic has a chance to dispel any effect that Remove Curse can remove, even if Dispel Magic can't dispel that effect.

## Improved Enchanted Weapon

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 weapon or 50 projectiles

Duration: 8 hours

This spell functions like Enchanted Weapon, except that it gives a weapon a bonus on attack and damage rolls of +1 per 5 caster levels (rounding all fractions down, with a maximum bonus of +3).

Alternatively, you can affect as many as fifty arrows, bolts, blowgun needles, or bullets. The projectiles must be of the same kind and have to be together (in the same quiver or another container). Projectiles lose their enchantment when used.

**Material Component:** Powdered lime and carbon.

## Improved Glyph of Warding

Abjuration

This spell functions like Glyph of Warding, except that an improved blast glyph deals up to 12d6 points of damage, and an improved spell glyph can store a spell of 6<sup>th</sup> level or lower.

**Material Component:** You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

## Improved Invisibility

Illusion

Components: V, S

Duration: Concentration, up to 1 round/caster level

This spell functions like Invisibility except that it doesn't end if the target attacks.

## Improved Magic Fang

Transmutation

Range: 30' (Close)

Target: One creature

Duration: 8 hours

This spell functions like Magic Fang except that the bonus on attack and damage rolls is +1 per 5 caster levels (rounding all fractions down, with a maximum bonus of +3).

Alternatively, you may imbue all of the creature's natural weapons with a +1 bonus (regardless of your caster level).

## Improved Phantasmal Force

Illusion

Duration: Concentration, up to 1 minute/caster level

This spell functions like Silent Image, except that sound (including intelligible speech), smell, and thermal illusions are included in the spell

effect. You can move and adjust the image by using your bonus action each round.

### Improved Planar Binding

Conjunction

Components: V, S

Targets: Up to 3 extraplanar creatures

This spell functions like Lesser Planar Binding, except that you may call a single creature of CR 8 or less, or up to three creatures of the same kind with a CR of 5 or less. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

### Improved Prying Eyes

Divination

This spell functions like Prying Eyes, except that the eyes can see all things as they actually are, just as if they had True Seeing and darkvision with a range of 120'.

### Improved Restoration

Conjunction

Components: V, S

This spell functions like Restoration, except also dispels all effects penalizing the creature's ability scores and removes all forms of insanity, confusion, possession, domination, and similar mental effects.

### Improved Scrying

Divination

Components: V, S

Casting Time: 1 action

Duration: Concentration, up to 1 hour/caster level

This spell functions like Scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: Detect Evil, Detect Invisibility, Detect Magic, Message, Read Magic, and Tongues.

### Incendiary Cloud

Conjunction

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 round/caster level

Saving Throw: Dexterity half; see text

A swirling cloud of smoke shot through with white-hot embers appears centered on a point within range. The cloud spreads around corners and heavily obscures its area of effect. 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 8d6 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw if it enters the spell's area or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

### Insanity

Enchantment

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Wisdom negates

On a failed save, the target is driven permanently insane. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

Remove Curse does not remove Insanity. Improved Restoration, Heal, Limited Wish, Miracle, or Wish can restore the creature.

### Insect Plague

Conjunction

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Up to 5 summoned swarms of insects

Duration: Concentration, up 1 minute/caster level

You call forth up to 5 swarms of locusts (Monster Manual, page 338) with a walking speed of 5 feet, a flying speed of 30 feet, and a climbing speed of 5.



You may summon the swarms so that they share the areas of other creatures, in which cast those creatures are attacked immediately. The swarms remain stationary, attacking any creatures in their area, unless you command the swarms to move as a bonus action.

Unlike normal swarms, those summoned with an Insect Plague spell attack with advantage. The area filled with an Insect Plague is lightly obscured and counts as difficult terrain.

### Invisibility

Illusion

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 10 minutes/caster level

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 if the target attacks or casts a spell.

Material Component: An eyelash encased in a bit of gum Arabic.

### Invisibility Purge

Evocation

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 50' radius sphere

Duration: Concentration, up to 1 minute/ caster level

You surround yourself with a sphere of power with a radius of 50' that negates all forms of invisibility. Anything invisible becomes visible while in the area.

### Invisibility 10' Radius

Illusion

Components: V, S, M

Area of Effect: 10' radius sphere around the targeted creature

This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell's target attacks, the spell ends.

### Invisibility to Animals

Abjuration

Components: S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

Beasts cannot see, hear, or smell the warded creature. Beasts simply act as though the warded creature is not there. The spell ends if the target attacks or casts a spell.

## Invisibility to Undead

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

The warded creature is invisible to undead creatures until the spell ends.

The spell ends if the target attacks, uses the turn undead ability, or casts a spell.

## Invisible Stalker

Conjunction

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Effect: 1 summoned creature

Duration: 1 day/caster level

This spell summons an invisible stalker (Monster Manual page 192) from the Elemental Plane of Air. The creature does not fight directly, but will obey and serve the spellcaster in performance of whatever tasks are set before it. Though the creature is bound to serve, it does not do so from loyalty or desire. It will resent prolonged missions or complex tasks, and will attempt to pervert instructions accordingly.

**Material Component:** Incense worth 250 gold pieces and a piece of horn carved into a crescent shape. The incense is expended upon the casting of this spell.

## Iron Body

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You are immune to the following types of damage: fire and poison; as well as bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantine. You are also immune to blindness, deafness, disease, exhaustion, and suffocation. You cannot eat or drink, and do not breathe.

Your Strength score becomes 20 and speed is 20. You may not cast spells while affected by the Iron Body but gain the ability to make slam attacks that deal  $2d6+5$  bludgeoning damage. These attacks are considered to be made with a magical weapon.

Your weight increases by a factor of ten, causing you to sink in water like a stone. Luckily you can survive the crushing pressure and lack of air at the bottom of the ocean - until the spell duration expires.

**Material Component:** A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

## Jump

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

You touch a creature. The creature's jump distance is 60', with a running start, or half of that when making a standing jump, until the spell ends.

**Material Component:** A grasshopper's hind leg, which you break when the spell is cast.

## Knock

Transmutation

Components: V

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 object

Duration: Instantaneous; see text

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with Wizard Lock, that spell is suppressed for 10 minutes, 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 300 feet, emanates from the target object.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

## Know Alignment (reversible)

Divination

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: Self or 1 willing creature

Duration: Concentration, up to 1 minute/caster level

A Know Alignment spell enables you to know the exact alignment of a creature within 30' by taking an action to focus upon that creature. You may concentrate upon another creature each round in order to learn its alignment.

Certain magical devices or spells (such as Undetectable Alignment or Misdirection) will negate the ability to know alignment.

The reverse of this spell, Undetectable Alignment, conceals the alignment of one willing creature from all forms of divination for the spell's duration.

## Know Direction

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings.

Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

## Legend Lore

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information.

As a rule of thumb, characters who are 9<sup>th</sup> level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."

**Material Component:** Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

## Leomund's Lamentable Belaborment

Enchantment

Components: V

Casting Time: 1 action

Range: 30' (Close)

Target: 1 or more creatures in a 10' radius

Duration: Concentration, up to 1 minute

Saving Throw: Intelligence negates; see text

This devious spell distracts creatures in a 10' radius circle by drawing them into an absorbing discussion on topics of interest to them. The targeted creatures must be able to understand the spellcaster's language.

Upon casting the spell, you begin discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely, during the spell's duration, so long as you use your action each round to continue the conversation and remain within 30' of affected creatures.

As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities.

If you maintain the spell for more than four rounds, each affected creature can make a Wisdom saving throw at the beginning of the 5<sup>th</sup> round. Those failing to save wander off in confusion for 2d6 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk with the spellcaster.

If the spell is maintained for a full minute, each target must make a successful Wisdom saving throw to avoid going into a rage, attacking all other targets of the spell with intent to kill. This rage lasts for 1d6 rounds. Those who successfully save against the rage effect realize that they have been deceived and may act normally.

## Leomund's Secret Chest

Conjunction

Components: V, S, M

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged; see text

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 unoccupied space on the ground within 5 feet of 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 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action.

If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost, although an extraplanar expedition might be mounted to find it.

Material Component: The chest and its replica.

## Leomund's Secure Shelter

Conjunction

Components: V, S, M; see text

Casting Time: 10 minutes

Range: 30' (Close)

Effect: 20' square structure

Duration: 8 hours

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong

as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and chimney are secure against intrusion; the former two being Wizard Locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these 3 areas are protected by an Alarm spell. Finally, an Unseen Servant is conjured to provide service to you for the duration of the shelter.

The secure shelter contains rude furnishings - 8 bunks, a trestle table, 8 stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water and several splinters of wood.

## Leomund's Tiny Hut

Evocation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: 10' radius hemisphere centered on your location

Duration: 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium or smaller size can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

## Leomund's Trap

Illusion

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 object

Duration: Permanent

Saving Throw: Intelligence negates (if interacted with)

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character looking for traps is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another Leomund's Trap is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare. The iron pyrite is not expended by this spell's casting.

## Lesser Planar Binding

Conjunction

Components: V, S

Casting Time: 10 minutes

Range: 100' (Medium); see text

Target: 1 extraplanar creature

Duration: 1 day/caster level

Saving Throw: Charisma negates

With this spell, you attempt to bind a celestial, elemental, fey, or fiend with a CR of 5 or less to your service. The creature must be within range for the entire casting of the spell.

Typically, the creature is first summoned into the center of an inverted Protection from Good and Evil, 10' Radius in order to keep it trapped while this spell is cast. At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by

another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives.

If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

## Lesser Restoration

Conjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Instantaneous

Lesser Restoration eliminates up to 2 levels of exhaustion suffered by the target, and negates any poison or disease effects upon the target.

## Levitate

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature; or 1 object; see text

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Dexterity saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move.

Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Material Component: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end. The casting of this spell does not expend the material component.

## Life Drain

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Constitution negates; see text

The target must succeed on a Constitution saving throw or its hit point maximum is reduced by  $4d6$ . This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under your control, unless the humanoid is restored to life or its body is destroyed. You may only control a number of undead equal to your twice your proficiency bonus.

## Light

Evocation

Components: V, M

Casting Time: 1 action

Range: Touch

Target: 1 object

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like.

Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell. The Light cantrip will not illuminate an area darkened by a Darkness 15' Radius or Continual Darkness spell.

Material Component: A firefly or a piece of phosphorescent moss.

## Lightning Bolt

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Special)

Area of Effect: 100' long line

Duration: Instantaneous

Saving Throw: Dexterity half

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose.

Each creature in the line must make a Dexterity saving throw. A creature takes  $1d6$  points of lightning damage per caster level (maximum  $9d6$ ) on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod. These materials are not expended by the spell's casting.



## Limited Wish

Conjuration

Components: V; see text

Casting Time: 1 action

Range: Personal

Target: See text

Duration: Instantaneous; see text

A Limited Wish lets you to do one of the following:

- Duplicate any spell of 6<sup>th</sup> level or lower.
- Undo the harmful effects of many spells, such as Geas/Quest or Insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or making its next saving throw with disadvantage.

When a Limited Wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component. A duplicated spell allows a saving throw.

**Liveoak**

Transmutation

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: 1 living tree

Duration: 1 day/caster level

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while Liveoak is in effect, you can't cast it again on another tree.

The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy oak tree. A triggering phrase of up to one word per caster level is placed on the targeted oak. The Liveoak spell triggers the tree into animating as a treant. If Liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

**Locate Creature**

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

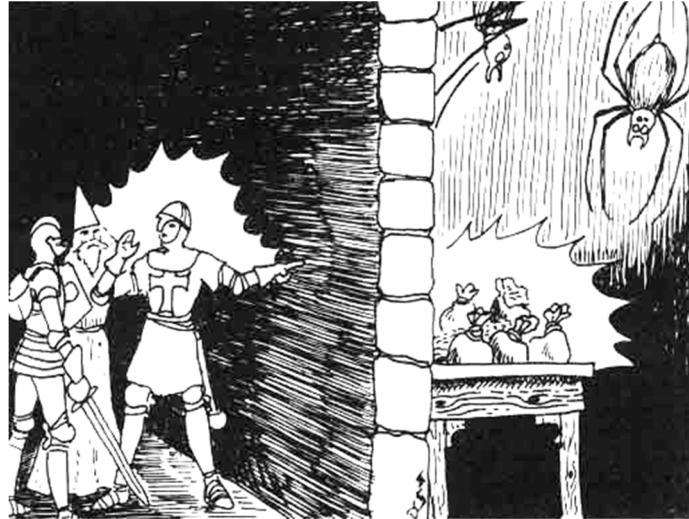
Area of Effect: Circle, centered on you, with a radius of 400' + 40'/caster level

Duration: Concentration, up to 10 minutes/caster level

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within the spell's range. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), 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 doesn't locate the creature. It can also be fooled by Mislead and Nondetection spells. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Material Component: A bit of fur from a bloodhound.

**Locate Object**

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: Circle, centered on you, with a radius of 400' + 40'/caster level

Duration: Concentration, up to 1 minute/caster level

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within the spell's range. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Material Component: A forked twig that is not consumed by the casting of this spell.

**Mage Hand**

Conjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Short)

Effect: 1 hand of force energy

Duration: Concentration, up to 1 round/level

A spectral, floating hand appears at a point you choose within range. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use a bonus action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

**Magic Fang**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 8 hours

You touch a willing creature. Until the spell ends, one of that creature's natural weapon attacks or unarmed strikes becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**Magic Jar**

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/caster level or until you return to your body

Saving Throw: Charisma negates; see text

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 10 feet/caster level out of the container, either returning to your living body (and ending the spell) or attempting to possess a living humanoid's body.

You can attempt to possess any humanoid within 10 feet/caster level of you that you can see (creatures warded by Protection from Evil and Good can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. Once you possess a creature's body, you control it.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all. While possessing a body, you can use your action to return from the host body to the container if it is within 10 feet/caster level of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 10 feet/caster level of you. Otherwise, you die. If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you

or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 10 feet/caster level. Otherwise, that creature dies. When the spell ends, the container is destroyed.

**Material Component:** A gem or crystal worth at least 500 gp.

## Magic Missile

Evocation

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Targets: Up to 5 creatures; see text

Duration: Instantaneous

A missile of magical energy darts forth from your fingertip and strikes its target unerringly, dealing 1d4+1 points of force damage.

For every two caster levels beyond 1<sup>st</sup>, you gain an additional missile – two at 3<sup>rd</sup> level, three at 5<sup>th</sup>, four at 7<sup>th</sup>, and the maximum of five missiles at 9<sup>th</sup> or higher level. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you make your roll damage.



## Magic Mouth

Illusion

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 object

Duration: Permanent until triggered; see text

You implant a message within an object in range, a message that is uttered when a trigger condition is met.

Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 15 feet/caster level of the object. For example, you could instruct the mouth to speak when any creature moves within 15 feet/caster level of the object or when a silver bell rings within 15 feet/caster level of it. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A Magic Mouth cannot distinguish alignment, level, hit dice, or class except by external garb. The spell ends after it delivers its message.

Magic Mouth can be made permanent with a Permanency spell. A permanent Magic Mouth remains and repeats its message whenever the trigger occurs.

**Material Component:** A small bit of honeycomb and jade dust worth 10 gp. They are expended when this spell is cast.

## Magic Stone

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 3 pebbles

Duration: 8 hours

You transmute as many as three pebbles, no larger than sling bullets, into magical weapons that grant a +1 bonus to attack rolls and strike with great force.

If thrown, they have a range of 20'/60'. If slung, they have a range of 30'/120'. Thrown or slung stones deal 1d8 points of bludgeoning damage, plus an additional 1d8 points of radiant damage against undead.

## Major Creation

Conjuration

Casting Time: 10 minutes

Range: 30' (Close)

Duration: See text

This spell functions like Minor Creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like.

The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hours/caster level
Stone, crystal, base metals	1 hour/caster level
Precious metals	20 minutes/caster level
Gems	10 minutes/caster level
Rare metal <sup>1</sup>	1 round/caster level

<sup>1</sup> Includes adamantine and mithral.

## Mass Charm

Enchantment

Components: V

Targets: 1 or more creatures

Duration: 1 day/caster level

This spell functions like Charm Monster, except that Mass Charm affects a number of creatures whose combined HD do not exceed twice your caster level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

**Massmorph**

Transmutation

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Target: 10, Medium-sized, creatures /caster level

Duration: Special

This spell may be cast upon willing creatures of Medium or smaller size that are within the spell's range. Up to 10 such creatures per caster level can be transformed into normal trees of any sort. Thus, a company of creatures can be transformed into a copse, grove, or orchard. Furthermore, these transformed creatures can be passed through - and even touched - by other creatures without revealing the transmutation. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen.

The spell persists until you command it to cease, until one of the recipients moves or takes an action (which ends the spell for that recipient), or until a Dispel Magic is successfully cast.

Material Component: A handful of bark chips.

**Mass Invisibility**

Illusion

Components: V, S, M

Range: 400' (Long)

Targets: Up to 10 willing creatures/caster level; see text

This spell functions like Invisibility, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 200 feet from the nearest member of the group.

If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 200 feet.

Material Component: An eyelash encased in a bit of gum Arabic.

**Mass Suggestion**

Enchantment

Range: 100' (Medium)

Targets: 1 creature/caster level

This spell functions like Suggestion, except that it can affect more creatures. The same Suggestion applies to all these creatures.

**Maze**

Conjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: See text

Saving Throw: Intelligence negates; see text

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence saving throw. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. Spells and abilities that move a creature within a plane, such as Teleport and Dimension Door, do not help a creature escape a Maze spell, although a Plane Shift spell allows it to exit to whatever plane is designated in that spell.

Minotaurs are not affected by this spell.

**Meld into Stone**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 hour/caster level

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration.

Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals  $6d6$  bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

The following spells harm you if cast upon the stone that you are occupying:

- Passwall: Expels you without damage.
- Stone Shape: Deals  $3d6$  points of bludgeoning damage but does not expel you.
- Stone to Flesh: Expels you and deals  $6d6$  points of force damage.
- Transmute Rock to Mud: Expels you and deals 50 bludgeoning damage to you.

**Melf's Acid Arrow**

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Effect: 1 arrow of acid

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes  $4d4$  acid damage immediately. For every three caster levels the acid lasts for another round, dealing another  $2d4$  points of acid damage per additional round.

On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Material Component: Powdered rhubarb leaf and an adder's stomach, which are expended, and a dart, which is not.

**Mending**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 object

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a

leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Message

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: 1 creature

Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Material Component: A short piece of copper wire, which is not consumed by the spell's casting.

## Meteor Swarm

Evocation

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Four 40' radius circles; see text

Duration: Instantaneous

Saving Throw: Dexterity for half; see text

Blazing orbs of fire plummet to the ground at four different points you can see within range. These 2' diameter orbs spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

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 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

## Mind Blank

Abjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 willing creature

Duration: 1 day

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. 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.

In the case of scrying that scans an area the creature is in, such as Arcane Sight, the spell works but the creature simply isn't detected. Scrying attempts that specifically target the target do not work at all.

## Mind Fog

Enchantment

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 minute/caster level; see text

Saving Throw: Wisdom negates

Mind Fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the Mind Fog that fail their Wisdom saving throw make all subsequent Charisma, Intelligence, and

Wisdom saving throws with disadvantage for as long as they remain in the fog.

A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog. The fog is stationary and lasts for the duration of the spell or until dispersed by wind. A moderate wind disperses the fog in four rounds, while a strong wind disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

## Minor Creation

Conjuration

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Effect: 1 non-magical object; see text

Duration: 1 hour/caster level

You create a non-magical object of non-living, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Intelligence (Craft) skill check to make a complex item.

Material Component: A tiny piece of matter of the same sort of item you plan to create with Minor Creation.

## Minor Globe of Invulnerability

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on you

Duration: 1 round/caster level

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3<sup>rd</sup> level or lower. The area of effect of any such spells does not include the area of the Minor Globe of Invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like powers, spells, and spell-like effects from items. However, any type of spell can be cast through or out of the magical globe.

Spells of 4<sup>th</sup> level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted Dispel Magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe and, even then, they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to that caster to determine whether Minor Globe of Invulnerability stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

## Miracle

Evocation

Components: V, S; see text

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: See text

You don't much cast a Miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. The Miracle spell is the divine version of the Wish spell, and mirrors its effects in all ways.

The basic use of this spell is to duplicate any other spell of 8<sup>th</sup> level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the Improved Restoration spell.

- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's Life Drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a Miracle spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your requested miracle to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the miracle, the greater the likelihood that something goes wrong or the that the deity's anger is invoked. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded your request.

Example: Asking for the death of a villain might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, requesting a legendary magic item or artifact from your god 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. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 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. Finally, there is a 33 percent chance that you are unable to cast Miracle ever again if you suffer this stress.

## Mirage Arcana

Illusion

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long)

Area of Effect: One 10' cube/caster level

Duration: 1 day

Saving Throw: Intelligence negates (if interacted with)

This spell functions like Hallucinatory Terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Material Component: A stone, a twig, and a bit of green plant.

## Mirror Image

Illusion

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 3 or more illusory doubles of you appear within 5'

Duration: Concentration, up to 1 minute/caster level

Several 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.

Mirror Image creates 2 images plus 1 image per three caster levels (maximum eight images total). The chart below shows how many duplicate images appear, depending upon your caster level.

Each time a creature targets you with an attack during the spell's duration, roll percentile dice (d100) to determine whether the attack instead targets one of your duplicates. See the chart below to determine what you must roll to change the target to a duplicate:

# of Duplicates	Minimum Caster Level	d100 roll needed
8	18	12% or higher
7	15	14% or higher
6	12	15% or higher
5	9	17% or higher
4	6	21% or higher
3	3	26% or higher
2	-	34% or higher
1	-	51% or higher

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## Misdirection

Illusion

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature or object, up to a 10' cube in size

Duration: 8 hours

Saving Throw: Intelligence negates; see text

By means of this spell, you misdirect the information from divination spells that reveal auras (Detect Evil, Detect Magic, Detect Lie, etc.).

On casting the spell, you choose another creature or object within range. For the duration of the spell, the target of Misdirection is detected as if it were the other creature or object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection spell succeeds on an Intelligence saving throw.

For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (Augury, Clairaudience/Clairvoyance, ESP, etc.).

## Mislead

Illusion

Components: S

Casting Time: 1 action

Range: Personal; see text

Effect: You and 1 illusory double of you

Duration: Concentration, up to 10 minutes/caster level; see text

Saving Throw: Intelligence negates (if interacted with); see text

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

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 located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

## Monster Summoning I

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 or more creatures

Duration: 1 minute

You summon a creature from elsewhere to do your bidding. Roll on the table below to determine the creature that is summoned. It obeys any verbal commands that you issue to it (no action required by you), even laying down its life for you if necessary. If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

<b>1d20 roll</b>	<b>CR 1 Creature Summoned</b>
1	Animated object, animated armor
2	Bear, brown
3	Bugbear
4	Death dog
5	Demon, quasit
6	Devil, imp
7	Dire wolf
8	Dryad
9	Duergar
10	Eagle, giant
11	Ghoul
12	Harpy
13	Hippogriff
14	Hyena, giant
15	Modron, quadrone
16	Ogre, half- (ogrlion)
17	Scarecrow
18	Thri-kreen
19	Yuan-ti, pureblood
20	Player's choice



The spell lasts until the duration expires, you dismiss the summoned creature, or it is slain. If the summoned creature dies, any of its personal possessions or traces of its existence disappear with it.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

**Material Component:** A tiny bag and a small (not necessarily lit) candle that are not consumed when the spell is cast. If you possess a bit of a creature on the summoning list - a bit of fur or scale, nail clippings, a tooth or other such bodily sample, you may summon that specific creature. The item used in this summoning must be from a still-living specimen, and the sample vanishes at the spell's end.

## Monster Summoning II

Conjuration

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

<b>1d20 roll</b>	<b>CR 2 Creature Summoned</b>
1	Ankheg
2	Azer
3	Carriion crawler
4	Centaur
5	Devil, spined
6	Elk, giant
7	Ettercap
8	Gargoyle
9	Gibbering mouther
10	Grick
11	Griifon
12	Intellect devourer
13	Lycanthrope, wererat
14	Nothic
15	Human berserker

## CR 2 Creature Summoned

16	Ogre
17	Orc, orog
18	Peryton
19	Quaggoth
20	Player's choice

## Monster Summoning III

Conjuration

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

## CR 3 Creature Summoned

1	Basilisk
2	Beholder, spectator
3	Devil, bearded
4	Displacer beast
5	Doppelganger
6	Gith, githyanki warrior
7	Grell
8	Hag, green
9	Hell hound
10	Hook horror
11	Lycanthrope, werewolf
12	Manticore
13	Minotaur
14	Nightmare
15	Owlbear
16	Scorpion, giant
17	Winter wolf
18	Yeti
19	Yuan-ti, malison
20	Player's choice

## Monster Summoning IV

Conjuration

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

## CR 4-5 Creature Summoned

1	Banshee
2	Chuul
3	Coatl
4	Demon, shadow
5	Ettin
6	Flameskull
7	Helmed horror
8	Lamia
9	Lycanthrope, weretiger
10	Naga, bone
11	Succubus or incubus
12	Giant, hill
13	Golem, flesh
14	Gorgon
15	Hag, night
16	Otyugh
17	Salamander
18	Troll
19	Umber hulk
20	Player's choice



## Monster Summoning V

Conjuration

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

1d20 roll	CR 6-7 Creature Summoned
1	Ape, giant
2	Chimera
3	Cyclops
4	Demon, chasme
5	Demon, vrock
6	Drider
7	Galeb duhr
8	Giant, stone
9	Gith, githzerai zertth
10	Invisible stalker
11	Mammoth
12	Medusa
13	Mind flayer
14	Oni (ogre mage)
15	Shield guardian
16	Slaad, blue
17	Wyvern
18	Yaun-ti, abomination
19	Dragon, black, young
20	Player's choice

## Monster Summoning VI

Conjuration

Level: Wizard 8

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

1d20 roll	CR 8-9 Creature Summoned
1	Cloaker
2	Demon, glabrezu
3	Demon, hezrou
4	Devil, bone
5	Devil, chain
6	Dinosaur, tyrannosaurus rex
7	Fomorian
8	Giant, cloud
9	Giant, fire
10	Giant, frost
11	Githyanki knight
12	Golem, clay
13	Hydra
14	Naga, spirit
15	Slaad, gray
16	Slaad, green
17	Dragon, blue, young
18	Dragon, green, young
19	Dragon, silver, young
20	Player's choice

## Monster Summoning VII

Conjuration

Level: Wizard 9

This spell functions like Monster Summoning I, except that you conjure creatures from the following list.

1d20 roll	CR 10-12 Creature Summoned
1	Aboleth
2	Angel, deva
3	Behir
4	Demon, yochlol
5	Devil, horned
6	Genie, dao
7	Genie, djinni
8	Genie, efreeti
9	Genie, marid
10	Golem, stone
11	Naga, guardian
12	Remorhaz
13	Roc

## CR 10-12 Creature Summoned

14	Slaad, death
15	Sphinx, gynosphinx
16	Dragon, gold, young
17	Dragon, red, young
18	Devil, erinyes
19	Human archmage
20	Player's choice

## Mordenkainen's Disjunction

Abjuration

Components: V

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 40' radius sphere

Duration: Instantaneous

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. Spells and spell-like effects are separated into their individual components, ending the effect as a Dispel Magic spell does. You also have a 1% chance per caster level of destroying an Antimagic Shell. If the Antimagic Shell survives the Disjunction, no items within it are disjoined.

In addition, you must make a single spell attack roll against each magic item in the area, with the DC based on the item's rarity:

- Common: DC 15
- Uncommon: DC 18
- Rare: DC 20
- Very rare: DC 25
- Legendary: DC 30

If your spell attack roll succeeds, all of the item's magical properties are permanently dispelled. An inter-dimensional interface (such as a bag of holding) is closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. If an artifact is destroyed, you must make a DC 30 Intelligence saving throw or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even Miracle or Wish.

Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

## Mordenkainen's Faithful Hound

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 phantom watchdog

Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Material Component: A tiny silver whistle, a piece of bone, and a thread. These are not expended by the spell's casting.

## Mordenkainen's Lucubration

Transmutation

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Instantaneous

You instantly recall any one spell of 5<sup>th</sup> level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as though prepared in the normal fashion. If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

### Mordenkainen's Magnificent Mansion

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: Extra-dimensional mansion; see text

Duration: 1 day

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 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 open or close the portal if you are within 30 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 can't 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 can't attack or take any action that would directly harm another creature. Thus, the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on.

The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

**Material Component:** A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp). These items are not expended when the spell is cast.

### Mordenkainen's Sword

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 sword of force

Duration: Concentration, up to 1 round/caster level

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

The sword cannot be attacked or harmed by physical attacks, but Dispel Magic, Disintegrate, a sphere of annihilation, or a rod of cancellation affects it.

**Material Component:** A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct and is not expended by the spell's casting.

### Mount

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 summoned mount

Duration: 8 hours

You summon a riding horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit, bridle, and a riding saddle.

**Material Component:** A bit of horse hair.

### Move Earth

Transmutation

Components: V, S, M

Casting Time: See text

Range: 400' (Long)

Area of Effect: See text

Duration: Concentration, up to 10 minutes/caster level

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration.

You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. 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. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

This spell has no effect on earth creatures.

**Material Component:** A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade. The blade is not expended when the spell is cast.

### Negative Plane Protection

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour

The target is immune to the Finger of Death, Slay Living, and Symbol of Death Spells, as well as magical death effects and Life Drain. This spell doesn't restore hit points lost through Life Drain.

Negative Plane Protection does not protect against other sorts of attacks, even if those attacks might be lethal.

### Neutralize Poison (reversible)

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature or 1 object

Duration: Instantaneous or 10 minutes; see text

Saving Throw: None or Constitution for half; see text

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison and any temporary effects are ended. The spell does not reverse hit point loss caused by the poison.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes, at your option.

The reverse of this spell, Poison, calls upon the venomous powers of natural predators to infect the touched target with a horrible poison.

The poison deals 7d6 poison damage and imposes the poisoned condition (see Appendix A) unless the target makes a successful Constitution saving throw. A successful Constitution saving throw reduces this damage by half and negates the poisoned condition. Creatures that fail their saving throw suffer the ill-effects of the poisoned condition until they complete a long rest.

## Nightmare

Illusion

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: 1 creature

Duration: Instantaneous

Saving Throw: Wisdom negates; see text

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of psychic damage. The nightmare gives the target 1 level of exhaustion as well (see Appendix A for more information on exhaustion).

The difficulty of the save depends on how well you know the target and what sort of physical connection you have to that creature. If you have no prior knowledge of the target, the target makes its saving throw with advantage unless you have a personal possession of, or memento taken from, the target. If you have met the target, it makes its saving throw normally, unless you have a personal possession of, or memento taken from, the target. In that case, the target makes its saving throw with disadvantage. If you know the target well (DM's discretion), it makes its saving throw with disadvantage.

*Dispel Evil* cast on the target while you are casting the spell dispels Nightmare and causes you to be stunned for 10 minutes per caster level of the *Dispel Evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a DC 15 Constitution saving throw or the spell ends. While in the trance, you are not aware of your surroundings or the activities around you. You are considered to be unconscious (see Appendix A) while in the trance. Creatures that don't sleep are immune to this spell.

## Nondetection

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature, or 1 object or area

Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, a place, or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

If cast on a creature Nondetection wards both the creature and its gear.

Material Component: A pinch of diamond dust worth 50 gp.

## Nystul's Magic Aura

Illusion

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature, or 1 object

Duration: 1 day

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

- **False Aura:** You change the way the target appears to spells and magical effects, such as *Detect Magic*, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

- **Mask:** You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

If the object bearing Nystul's Magic Aura has *Identify* cast on it, the spell reveals that the aura is false and detects the object's actual qualities if you succeed at a DC 15 intelligence (Arcana) check. Otherwise, you believe the aura and no amount of testing reveals what the true magic is.

If the targeted item's true aura is exceptionally powerful, such as that of an artifact, Nystul's Magic Aura doesn't work.

**Material Component:** A small square of silk that must be passed over the object that receives the aura. The silk is not consumed by the spell's casting.

## Obscure Object

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 object of up to 100 lb./caster level

Duration: 8 hours

This spell hides an object from location by divination effects, such as the *Scrying* spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

**Material Component:** A piece of chameleon skin.

## Obscurement

Conjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 hour

A misty vapor arises around you. It is stationary once created. The vapor heavily obscures the area of effect.

A moderate wind disperses the fog in 4 rounds. A strong wind disperses the fog in 1 round. A *Fireball*, *Flame Strike*, or similar spell burns away the fog in the spell's area of effect. A *Wall of Fire* burns away the fog in the area into which it deals damage.

## Otiluke's Freezing Sphere

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Effect: See text

Duration: Instantaneous

Saving Throw: Dexterity half; see text

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 10-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 1d6 points of cold damage per caster level (maximum 15d6). On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes liquid within the area of effect to a depth of 6 inches. 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.

**Material Component:** A small crystal sphere that is consumed by the casting of the spell.

## Otiluke's Resilient Sphere

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 sphere of force, centered on a creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates

A sphere of shimmering force encloses a creature or object of Large or smaller size within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing - not physical objects, energy, or other spell effects - can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere cannot be physically moved; either by people outside it or by the struggles of those within.

A Disintegrate spell targeting the globe destroys it without harming anything inside it.

**Material Component:** A hemispherical piece of clear crystal and a matching hemispherical piece of gum Arabic. These are not expended when the spell is cast.

## Otiluke's Telekinetic Sphere

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close); see text

Effect: 1 sphere of force, centered on a creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates

This spell functions like Otiluke's Resilient Sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within the sphere weighs only 5% of its normal weight. You can telekinetically lift and move anything in the sphere that normally weighs 5,000 pounds or less (which would weight 250 lbs. or less within the sphere) while concentrating on the spell.

You can begin moving a sphere in the round after casting the spell. Each round, you may move the sphere in any direction, as much as 30 feet per round as part of maintaining your concentration upon the spell. You can move the sphere telekinetically even if you are in it.

The telekinetic control extends from you out to medium range (100 feet) once the sphere has succeeded in encapsulating its contents.

**Material Component:** A hemispherical piece of clear crystal, a matching hemispherical piece of gum Arabic, and a pair of small bar magnets.



## Otto's Irresistible Dance

Enchantment

Components: V

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Concentration, up to 1 minute

Saving Throw: Wisdom partial; see text

The target begins a comic dance in place: shuffling, tapping its feet, and capering for the spell's duration. The spell effect makes it impossible for the target to do anything other than caper and prance.

in place, and a dancing creature must use all its movement to dance without leaving its space.

While dancing, the target has disadvantage on Dexterity saving throws and is attacked with advantage.

A successful Wisdom save reduces the duration of this effect to 1 round. Creatures that can't be charmed are immune to this spell.



## Passwall

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: 1 cylindrical passage through a wood, plaster, or stone surface

Duration: 8 hours

You create an 8' diameter cylindrical passage through a wood, plaster, or stone surface (such as a wall, ceiling, or floor). The passage is 10 feet deep, with an additional 5' of depth at caster levels 12, 15, and 18.

The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

**Material Component:** A pinch of sesame seeds.

## Pass without Trace

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 willing creature/caster level

Duration: Concentration, up to 1 hour/caster level

The target or targets can move through any type of terrain and leave behind no tracks or other traces of their passage. Tracking the targets is impossible by non-magical means.

## Penetrate Disguise

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone; see text

Duration: Concentration, up to 1 minute/caster level; see text

Each round after casting this spell you may use your action to focus upon one target within range. When focusing upon a target, you are empowered to see through a disguise composed solely of makeup or altered clothing worn by that target. You cannot identify the true appearance of the disguised figure because the spell merely points out that the target is posing as someone or something else. This spell has no power to see through illusory or transmutation spells or effects.

## Permanency

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: See text

Target, Effect, or Area of Effect: See text

Duration: Permanent; see text

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of gold pieces, as indicated on the tables below.

You can make the following spells permanent upon yourself. You cast the desired spell and then follow it with the Permanency spell. You cannot cast these spells on other creatures. This application of Permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

Spell	GP Cost
Detect Magic	5,000
Detect Poison	5,000
Read Magic	5,000

In addition to personal use, the following spells can be cast upon objects or areas and be rendered permanent. Note that some spells, such as *Forbiddance* and *Nystul's Magic Aura*, can be made permanent (until dispelled) by casting them every day for 30 days.

Spell	Minimum Caster Level	GP Cost
Alarm	9 <sup>th</sup>	5,000
Animate Object	15 <sup>th</sup>	37,500
Audible Glamer	9 <sup>th</sup>	5,000
Dancing Lights	9 <sup>th</sup>	5,000
Gust of Wind	9 <sup>th</sup>	5,000
Invisibility	9 <sup>th</sup>	5,000
Magic Mouth	9 <sup>th</sup>	5,000
Phase Door	15 <sup>th</sup>	37,500
Prismatic Sphere	18 <sup>th</sup>	50,000
Prismatic Wall	15 <sup>th</sup>	37,500
Shrink Item	12 <sup>th</sup>	25,000
Solid Fog	12 <sup>th</sup>	25,000
Stinking Cloud	12 <sup>th</sup>	25,000
Symbol of Death	15 <sup>th</sup>	37,500
Symbol of Fear	15 <sup>th</sup>	37,500
Symbol of Insanity	15 <sup>th</sup>	37,500
Symbol of Pain	12 <sup>th</sup>	25,000
Symbol of Persuasion	15 <sup>th</sup>	37,500
Symbol of Sleep	15 <sup>th</sup>	37,500
Symbol of Stunning	15 <sup>th</sup>	37,500
Symbol of Weakness	15 <sup>th</sup>	37,500
Wall of Fire	12 <sup>th</sup>	25,000
Wall of Force	12 <sup>th</sup>	25,000
Web	9 <sup>th</sup>	5,000

Permanent spells are vulnerable to *Dispel Magic* as normal.

## Permanent Image

Illusion

Effect: 1 illusion that fills a 20' cube + one 10' cube/caster level

Duration: Permanent

This spell functions like *Silent Image*, except that this spell creates a permanent illusion that includes visual, auditory, olfactory, and thermal elements.

By concentrating upon the spell, you can move the image within the limits of the range, but it is static while you are not concentrating. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

## Persistent Image

Illusion

Duration: 1 minute/caster level

This spell functions like *Silent Image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

## Phantasmal Force

Illusion

Duration: Concentration, up to 1 minute

This spell functions like *Silent Image*, except that Phantasmal Force includes sound but not understandable speech.

## Phantasmal Killer

Illusion

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates; see text

You tap into the nightmares of a targeted creature within range and create a manifestation of its deepest fears, visible only to that creature. The target must make a Charisma saving throw or becomes frightened (see Appendix A) and take 7d6 psychic damage. On a successful save, the spell ends.

Each round that the spell is in effect the target must make another Charisma saving throw, at the start of its turn, or take an additional 7d6 psychic damage and remain frightened. On a successful save, the spell ends.

## Phantom Steed

Conjunction

Components: V, S

Casting Time: 10 minutes

Range: 30' (Close)

Effect: 1 quasi-real, horse

Duration: 8 hours

A Large, quasi-real, equine creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. The mount has an Armor Class of 13 and has 2 hit points/caster level. It does not fight but animals shun it and refuse to attack it.

When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed is reduced to 0 hit points.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels:

- 6<sup>th</sup> level: The mount can ride over difficult terrain without difficulty or decrease in speed.
- 9<sup>th</sup> level: The mount can use Water Walk at will.
- 12<sup>th</sup> level: The mount can use Air Walk at will for up to 1 hour per day.
- 15<sup>th</sup> level: The mount can fly at its speed.

## Phase Door

Conjunction

Components: V

Casting Time: 1 action

Range: Touch

Effect: 1 ethereal passage through a wood, plaster, or stone surface

Duration: Permanent until triggered; see text

You create an 8' diameter ethereal, cylindrical passage through a wood, plaster, or stone surface (such as a wall, ceiling, or floor). The passage is 10 feet deep, with an additional 5' of depth at caster levels 12, 15, and 18. The passage creates no instability in a structure surrounding it. The Phase Door is permanent until dispelled, or until it is entered a number of times equal to your caster level divided by two (rounded down).

Typically, the Phase Door is invisible and inaccessible to all creatures except you. You disappear into the Ethereal Plane when you enter the Phase Door and reappear on The Material Plane when you exit.

If you desire, you can take one other creature that you are touching through the Phase Door.

You may also allow other creatures to use the Phase Door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based upon observable actions or qualities. Intangibles such as level, class, hit dice, and hit points don't qualify. In the presence of the triggering condition, the Phase Door becomes visible until the permitted creature uses the door or leaves the area.

The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

A Phase Door is subject to *Dispel Magic*. If any creature is within the passage when it is dispelled, it is harmlessly ejected just as if it were inside a Passwall effect.

Phase Door can be made permanent with a *Permanency* spell.

## Planar Binding

Conjuration

Components: V, S

Casting Time: 10 minutes

Range: 100' (Medium)

Target: 1 extraplanar creature

Duration: 1 day/caster level

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice).

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm or help us fight a battle) to complex (spy on our enemies or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane. A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.



## Plane Shift

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Self and up to 8 willing creatures

Duration: Instantaneous

Saving Throw: Charisma negates; see text

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 that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Note: Plane Shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

**Material Component:** A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. It is not consumed by the casting of this spell.

## Plant Door

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/caster level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within 1,000 feet.

You may move into one tree per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you expend all of your passes through trees. Each transport takes 1 round.

You can, at your option, remain within a tree without transporting yourself but are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

## Plant Growth (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 action or 8 hours

Range: 400' (Long); see text

Effect: See text

Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate 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 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.
- If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

This reverse of this spell, Diminish Plants, has two versions as well:

- 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 shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed, and difficult terrain can be made to be easily passable. 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 blight the land. All plants in a half-mile radius centered on a point within range become blighted for 1 year. The plants yield half of the normal amount of food when harvested.

Diminish Plants counters Plant Growth and vice versa. This spell has no effect on plant creatures.

**Polymorph**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Wisdom negates

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw, and incorporeal or gaseous creatures are immune to being polymorphed. The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, excluding mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form.

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. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Material Component: An empty cocoon.

**Polymorph Any Object**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature or non-magical object; see text

Duration: Concentration, up to 1 hour/caster level

Saving Throw: Wisdom negates; see text

Choose one creature or nonmagical object that you can see within range. You may transform a creature into a different creature, a creature into an object, or an object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

A shapechanger automatically succeeds on this saving throw, and incorporeal or gaseous creatures are immune to being polymorphed. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

- Creature into Creature:** If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, excluding mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. 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. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.
- The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions.
- The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.
- Object into Creature:** You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. 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 DM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

- Creature into Object:** If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object. After the spell ends, and the target returns to its normal form, it has no memory of time spent in this form.

This spell can also be used to duplicate the effects of Polymorph, Flesh to Stone, Stone to Flesh, Transmute Mud to Rock, Transmute Metal to Wood, or Transmute Rock to Mud.

Material Component: Mercury, gum Arabic, and smoke.

**Portent**

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 willing creature

Duration: See text

This spell enables you to tell something of a willing recipient's future "luck." Only willing individuals are subject to this spell. This "luck" takes the form of a modifier to a "to hit" or saving throw roll at some unknown point in the future. After this spell is cast, the Dungeon Master makes two die rolls in secret:

- First, 1d10 is rolled to determine at what point in the future the portent takes effect. The result of the d10 roll represents the number of d20 die rolls that the target must make before the roll to be affected by the portent occurs.
- Second, 1d4 is rolled to determine the exact effect upon that roll. A "1" imposes disadvantage on the indicated die roll, while a "2" or "3" results in no modifier, and a "4" grants advantage on the indicated die roll. Based upon the result of the 1d4 roll, the DM should indicate to you whether the portent is "good", "fair" or "poor".

Material Component: A numbered wheel, a deck of cards or tea leaves.

**Power Word Blind**

Enchantment

Components: V

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: See text

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. A creature that currently has 151 or greater hit points is unaffected by Power Word Blind. This blindness may only be removed with a Break Enchantment, Heal, Improved Restoration, Limited Wish, Miracle, or Wish spell.

Hit Points	Duration
50 or fewer	Permanent
51–100	1d4+1 minutes
101–150	1d4+1 rounds

**Power Word Kill**

Enchantment

Components: V

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: Instantaneous

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. A creature that currently has 101 or greater hit points is unaffected by Power Word Kill.

## Power Word Stun

Enchantment  
Components: V  
Casting Time: 1 action  
Range: 30' (Close)  
Target: 1 creature  
Duration: See text

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. A creature that currently has 151 or greater hit points is unaffected by Power Word Stun.

Hit Points	Duration
50 or fewer	1d4 minutes
51–100	4d4 rounds
101–150	1d4 rounds

## Prayer

Enchantment  
Components: V, S, M  
Casting Time: 1 action  
Range: Personal  
Area of Effect: 30' radius circle, centered on you  
Duration: Concentration, up to 1 round/caster level  
Saving Throw: Charisma negates

Prayer is a more powerful version of the Bless spell that bestows the benefits of the Bless spell upon you and your allies while inflicting the baleful effects of Bane upon your enemies.

Prayer can be used to counter the effects of Bless and Bane spells.

## Prestidigitation

Illusion  
Components: V, S  
Casting Time: 1 action  
Range: 30' (Close)  
Effect: See text  
Duration: 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:

- You create an instantaneous, harmless sensory effect, 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 object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## Prismatic Sphere

Abjuration  
Components: V  
Range: Personal  
Effect: 30' radius sphere centered on you

This spell functions like Prismatic Wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

You can pass into and out of the Prismatic Sphere and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. For each creature, roll a d8 to determine which color of the sphere affects it.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a Prismatic Wall.

Prismatic Sphere can be made permanent with a Permanency spell.

## Prismatic Spray

Evocation  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Area of Effect: 60' cone  
Duration: Instantaneous  
Saving Throw: See text

Seven 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 as much damage on a successful one.
2. Orange: The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
3. Yellow: The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
4. Green: The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
5. Blue: The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
6. Indigo: On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. Violet: On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. Special: The target is struck by two rays. Roll twice more, rerolling any 8.

## Prismatic Wall

Abjuration  
Components: V, S  
Casting Time: 1 action  
Range: 30' (Close)  
Effect: Wall up to 5' wide/caster level by 5' high/2 caster levels  
Duration: 1 hour  
Saving Throw: See text

A shimmering, multicolored plane of light forms a vertical, 1" thick, opaque wall - centered on a point you can see 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 your action and the spell slot are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of seven 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 through all the wall's layers. 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 violet, 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 Shell fails to penetrate it. Dispel Magic and Improved Dispel Magic cannot dispel the wall or anything beyond it. Prismatic Wall can be made permanent with a Permanency spell.

1. Red: The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.
2. Orange: The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.
3. Yellow: The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. While this layer is in place, gasses cannot pass through the wall. This layer can be destroyed by dealing at least 60 force damage to it.
4. Green: The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. While this layer is in place, fire, cold, lightning, and acid attacks can't pass through the wall. A Passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.
5. Blue: The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. While this layer is in place, divination and enchantment spells can't affect those beyond the wall. This layer can be destroyed by dealing at least 25 fire damage to it.
6. Indigo: On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, no spells can be cast through the wall. The layer can be destroyed by dealing at least 25 radiant damage to it.
7. Violet: On a failed save, the creature is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing and is no longer blinded. Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes. This layer is destroyed by a Dispel Magic spell or a similar spell of equal or higher level that can end spells and magical effects.

## Produce Fire (reversible)

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 60' radius circle

Duration: Instantaneous

Saving Throw: Dexterity half

By means of this spell you cause a natural fire with up to a 60' radius to spring into existence. While it lasts but a single round, the intense fire produced by the spell inflicts 4d6 hit points of damage to all creatures within its area and ignites combustible materials such as cloth, oil, paper, parchment, wood, and the like that are not worn or carried by creatures in the area.

The reverse of this spell, Quench Fire, enables you to extinguish all fires within the spell's area of effect. Non-permanent magical fires are extinguished, and fire-based creatures in the area of effect take 1d6 points of force damage per caster level (maximum 12d6). Permanent magical fires are suppressed for 10 minutes.

## Produce Flame

Evocation

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Flame in your palm

Duration: Concentration, up to 1 minute/caster level

A flickering flame appears in your hand. The flame remains there for the spell's duration and harms neither you nor your equipment. The flame sheds light as a torch.

In addition to providing illumination, the flames can be used to attack. You can strike an opponent with a touch spell attack that deals 2d6 points of fire. Alternatively, you can hurl the flames up to 30' as a ranged spell attack. When you hurl the flames, you must take a bonus action to evoke a new flame.

## Programmed Image

Illusion

Effect: 1 illusion that fills a 20' cube + one 10' cube/caster level

Duration: Permanent until triggered; see text

This spell functions like Silent Image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. The illusion is imperceptible until then. You decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the 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.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence saving throw. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

Material Component: A bit of fleece and jade dust worth 25 gp.

## Project Image

Illusion

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: 1 shadow duplicate

Duration: Concentration, up to 1 hour/caster level

Saving Throw: Intelligence negates (if interacted with)

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion 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 in its space. On your turn, you can use your bonus action to switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

If you desire, any spell you cast with a range of "touch" or greater can originate from the projected image instead of from you. The spells affect other targets normally, despite originating from the projected image. Objects are unaffected by the projected image but are affected normally by spells cast through the image.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence saving throw. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Material Component: A small replica of you (a doll), which costs 5 gp to create and is not consumed by this spell's casting.

## Protection from Energy

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/caster level

For the duration, the willing creature you touch has limited protection against one damage type of your choice: acid, cold, fire, lightning, or thunder. While so protected, the creature makes all saves against that attack form with advantage and subtracts 1 point from each damage die, when taking damage of that type.

Material Component: A snail shell that is not consumed by the casting of this spell.

## Protection from Evil and Good

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/caster level

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. 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 effect. Lastly, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

The protection against contact by summoned creatures ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature.

Material Component: A little powdered silver and iron, worth 10gp, with which you trace a 3' diameter circle on the floor (or ground) around the creature to be warded. It is expended when the spell is cast.

## Protection from Evil and Good, 10' Radius

Abjuration

Components: V, S, M

Casting Time: 1 action; see text

Range: Touch

Area of Effect: 10' radius cylinder

Duration: 10 minutes/caster level

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or another surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

Material Component: A little powdered silver and iron, worth 100gp, with which you trace a 10' diameter circle on the floor (or ground) around the creature or creatures to be warded. It is expended when the spell is cast.

## Protection from Normal Missiles

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/caster level

The warded creature is immune to damage from nonmagical ranged weapons such as arrows, axes, bolts, sling bullets, and spears. This spell does not convey any protection against ranged spell attacks or attacks made with magical weapons.

Material Component: A piece of shell from a tortoise or a turtle. It is not consumed by the casting of this spell.

## Prying Eyes

Divination

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long); see text

Effect: 1 levitating eye/caster level

Duration: Concentration, up to 1 hour/caster level

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to your caster level. These eyes initially appear within 400' of you but, from there, may move out, scout around, and return as you direct them. Each eye has normal vision, an Armor Class of 15, and a speed of 30'.

It makes Wisdom (Perception) checks using your skill check modifiers and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness or another heavily obscured area is blinded (see Appendix A).

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye is struck for any damage or travels more than 1 mile away from you, it instantly ceases to exist. Otherwise, the eyes exist for up to 1 hour per caster level or until they return to you.

Material Component: A handful of crystal marbles that disappear after the spell duration ends or when destroyed (see text above).

## Purify Food and Drink (reversible)

Transmutation

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 cu. ft./caster level of contaminated food and water

Duration: Instantaneous

Saving Throw: Wisdom negates

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

The reverse of this spell, Putrefy Food and Drink, contaminates nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range. Anyone eating this food is poisoned (see Appendix A) until they complete a long rest.

## Pyrotechnics

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Target: 1 fire source, up to a 20' radius

Duration: Instantaneous

Saving Throw: Wisdom or Constitution negates; see text

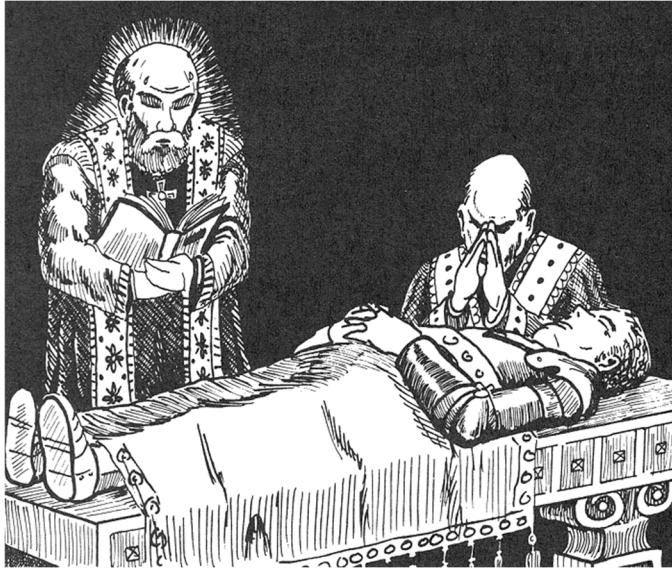
Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

- Fireworks: One nonmagical fire bursts into a momentary burst of glowing, colored fireworks. This effect causes all creatures within 60' of the fire source to become blinded for 2d4 rounds (Wisdom negates). These creatures must have line of sight to the fire to be affected.



- Smoke Cloud: One nonmagical fire is instantly smothered, creating a 40' radius and 20' high cloud of thick, choking smoke. The cloud area is heavily obscured. In addition, all within the cloud must make a Constitution saving throw at the end of their turn or suffer 1 level of exhaustion from smoke inhalation. The cloud lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Material Component:** The spell uses one nonmagical fire source, which is immediately extinguished. A fire so large that it exceeds a 20' radius is only partly extinguished.



## Raise Dead

Conjuration

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 1 corpse

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 day per caster level. 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 doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival - its head, for instance - the spell automatically fails.

Constructs, extraplanar creatures, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

**Material Component:** Diamonds worth a total of at least 5,000 gp. They are consumed upon this spell's completion.

## Kary's Mnemonic Enhancer

Transmutation

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast. In either event, the spell or spells prepared or retained fade after a long rest (if not cast).

- Prepare: You prepare up to 3 additional levels of spells (excluding cantrips). You prepare and cast these spells normally.

- Retain: You retain any spell of 3<sup>rd</sup> level or lower that you had cast up to 1 minute before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.

**Material Component:** A piece of string and ink consisting of squid secretion with black dragon's blood or giant slug digestive juice. These are expended when the spell is cast.

The spell requires you to have an ivory plaque of at least 50 gp value on-hand as well, though this is not consumed upon the spell's completion.

## Ray of Enfeeblement

Necromantic

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Effect: One creature

Duration: Concentration, up to 1 round/caster level

Saving Throw: Constitution negates

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. In addition, the target's carrying capacity (see page 65) is halved.

## Read Magic

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour

By means of Read Magic, you can decipher magical inscriptions on objects - books, scrolls, weapons and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once Read Magic is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of Read Magic.

If the scroll holds a spell that is on your class's spell list you can use an action to read the scroll and cast its spell. If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

You can read at the rate of 1 page per minute. The spell allows you to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with an Intelligence (Arcana) check. The DC of this check is equal to (12 + the spell's level). As such a 3<sup>rd</sup> level spell, such as Glyph of Warding, would have a DC of 15.

Read Magic can be made permanent with a Permanency spell.

**Material Component:** A clear crystal or mineral prism that is not consumed by the casting of this spell.

## Regenerate (reversible)

Conjuration

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: 1 living creature

Duration: 1 hour

Saving Throw: Constitution negates

You touch a creature and stimulate its natural healing ability. The target regains 7d8 hit points immediately. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

The reverse of the spell, Wither, causes 7d8 points of necrotic damage and prevents the stricken character from recovering hit points naturally (on short rests). This effect may only be removed with an Improved Restoration, Regenerate, Heal, Limited Wish, Miracle, or Wish spell. A successful Constitution saving throw halves the damage taken and negates the other baleful effects of the spell.

**Material Component:** The material component of this spell is a prayer device.

## Reincarnate

Transmutation

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 corpse

Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 1 day per caster level, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses a form.

This process takes 1 hour to complete. When the body is ready, the target is reincarnated.

d%	Incarnation	d%	Incarnation
01-02	Aarakocra	49-53	Half-elf
03-04	Bugbear	54	Half-ogre (ogrillon)
05-06	Bullywug	55-57	Half-orc
07-08	Centaur	58-60	Halfling, lightfoot
09-11	Dwarf, duergar	61-63	Halfling, stout
12-14	Dwarf, hill	64-67	Hobgoblin
15-17	Dwarf, mountain	68-74	Human
18-20	Elf, drow	75-79	Kobold
21-25	Elf, high	80-84	Lizardfolk
26-30	Elf, wood	85-87	Ogre
31-33	Gnoll	88-91	Orc
34-36	Gnome, deep	92-93	Satyr
37-40	Gnome, forest	94-96	Troglodyte
41-44	Gnome, rock	97-98	Troll
45-49	Goblin	99-00	DM's choice

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly. Constructs, extraplanar creatures, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

A Wish or a Miracle spell can restore a reincarnated character to its original form.

**Material Component:** Rare oils and unguents worth a total of least 1,000 gp, spread over the remains. These are expended once the spell is completed.

## Remove Curse (reversible)

Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature or item

Duration: Instantaneous or permanent; see text

Saving Throw: Wisdom negates

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded. The reverse of this spell, Bestow Curse, places a permanent curse on the target. Choose one of the following effects:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a Break Enchantment, Limited Wish, Miracle, Remove Curse, or Wish spell.

## Remove Fear

Abjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 willing creature

Duration: 10 minutes/caster level; see text

You instill courage in the target, granting it advantage on all saves versus fear for the spell's duration. If the target is under the influence of a fear effect when the spell is cast, that effect is suppressed for the duration of the spell.

## Remove Paralysis

Abjuration

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 willing creature

Duration: 10 minutes/caster level

You grant a willing creature advantage on all saves versus paralysis for the spell's duration. If the target suffers from any temporary paralysis effect when the spell is cast, that effect is suppressed for the duration of the spell.

## Repel Vermin

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere centered on you

Duration: 10 minutes/caster level

Saving Throw: None

An invisible barrier holds back Tiny vermin (insects, arachnids, and rodents listed as tiny beasts in the Monster Manual, including swarms of such creatures). It also protects against the effects of both the Creeping Doom and Insect Plague spells.

Larger vermin (insects, arachnids, and rodents of Small or larger size) may pass through the barrier. These creatures suffer discomfort while within the area of effect and make all attacks with disadvantage.

## Repulsion

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 100' radius sphere centered on you

Duration: 1 round/caster level

Saving Throw: Wisdom negates

An invisible, mobile field surrounds you and prevents creatures from approaching you. Any creature within or entering the field must attempt a Wisdom save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures, cast spells, or attack you with ranged weapons.

If you move closer to an affected creature, the creature is not forced back and the creature is free to make melee attacks against you if you come within striking distance.

If a repelled creature moves away from you and then attempts to approach you, it cannot move any closer if it is still within the spell's area of effect.

**Material Component:** A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array is worth 50 gp. These items are not consumed by the casting of this spell.

## Resist Energy

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 10 minutes/caster level

Saving Throw: Wisdom negates

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

## Restoration

Conjuration

This spell functions like Lesser Restoration, except that Restoration eliminates all exhaustion levels suffered by the target, and removes all blindness and deafness effects upon the target.

## Resurrection

Conjuration

Casting Time: 10 minutes

You touch a dead creature that has been dead for no more than 10 years per caster level, that didn't die of old age, and that isn't a construct, extraplanar creature, or an undead creature. 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 doesn't, however, remove magical diseases, curses, and the like; if such effects aren't 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 ability checks. Every time the target finishes a long rest, the penalty is reduced 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 finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

## Reverse Gravity

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 50' radius cylinder, 100' in height

Duration: Concentration, up to 1 round/caster level

Saving Throw: None; see text

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just 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 back down.

Material Component: A lodestone and iron filings. The lodestone is not consumed when this spell is cast.

## Rope Trick

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 rope

Duration: Concentration, up to 10 minutes/caster level

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 can hold 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.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside 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.

Note: It is hazardous to create an extra-dimensional space within an existing extra-dimensional space or to take an extra-dimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment that are expended by this spell's casting.

## Run

Transmutation

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour

This spell allows you to Dash as a bonus action each round. It has no effect on other modes of movement, such as burrowing, climbing, flying, or swimming.

## Sanctuary

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 round/caster level

Saving Throw: Wisdom negates

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a Fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## Scare

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 30' (Short)

Targets: 1 creature/3 caster levels

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates

This spell functions like Cause Fear, except that it causes all targeted creatures to become frightened (see Appendix A) for the duration of the spell.

Material Component: A bit of bone from an undead creature. It is not consumed during the casting of this spell.

## Scintillating Pattern

Illusion

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 20' radius sphere

Duration: Concentration, up to 1 round/caster level

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of hit dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted. The spell affects each target according to its hit dice.

- 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused, as per the Confusion spell, for 1d4 rounds. Treat an unconscious result as stunned for non-living creatures.
- 7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.

- 13+: Confused for 1d4 rounds.

Sightless creatures are not affected by Scintillating Pattern.

**Material Component:** A small crystal prism that is not expended when the spell is cast.

## Screen

Illusion

Components: V, S

Casting Time: 10 minutes

Range: 30' (Close)

Area of Effect: 30' cube/caster level

Duration: Concentration, up to 1 hour/caster level

**Saving Throw:** None or Intelligence negates (if interacted with); see text  
This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow an Intelligence save if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

## Scrying

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: See text

Effect: 1 magical sensor

Duration: Concentration, up to 1 minute/caster level

**Saving Throw:** Wisdom negates

You can see and hear a particular creature you choose that 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. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

The difficulty of the save depends on how well you know the target and what sort of physical connection you have to that creature. If you have no prior knowledge of the target, the target makes his saving throw with advantage unless you have a personal possession of, or memento taken from, the target. If you have met the target, it makes its saving throw normally, unless you have a personal possession of, or memento taken from, the target. In that case, the target makes its saving throw with disadvantage. If you know the target well (DM's discretion), it makes its saving throw with disadvantage.

On a successful save, the target isn't affected, and you can't 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 spell's duration.

A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

**Material Component:** The eye of a bird of prey, plus nitric acid, copper, and zinc. These are consumed by the casting of this spell. You must also have a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water.

## Secret Page

Transmutation

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 page

Duration: Permanent

Secret Page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show

even another spell. Explosive Runes or Sepia Snake Sigil can be cast upon the Secret Page.

A Comprehend Languages spell alone cannot reveal a Secret Page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its Secret Page form at will. You can also remove the spell by double repetition of the special word.

A Detect Magic spell reveals dim magic on the page in question but does not reveal its true contents. True Seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with Comprehend Languages. A Secret Page spell can be dispelled and the hidden writings can be destroyed by means of an Erase spell.

**Material Component:** Powdered herring scales and will-o'-wisp essence.

## Seeming

Illusion

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 willing creature/2 caster levels

Duration: Concentration, up to 1 hour/caster level

**Saving Throw:** Intelligence negates (if interacted with)

This spell functions like Change Self, except that you can change the appearance of other willing targets as well. Affected creatures resume their normal appearance if slain.

## Sending

Evocation

Components: V, S, M

Casting Time: 1 minute

Range: See text

Target: 1 willing creature

Duration: 1 round

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the target. The target recognizes you if it knows you. It can answer in like manner immediately. A target's ability to understand your message and react is limited by its Intelligence score. Even if the Sending is received the target is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are there is a 5% chance that the Sending does not arrive. Local conditions on other planes may worsen this chance considerably.

**Material Component:** A short piece of fine copper wire that is not consumed during the casting of this spell.

## Sepia Snake Sigil

Conjuration

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 book or written work

Duration: Permanent until triggered, then 1 day/caster level; see text

**Saving Throw:** Dexterity negates

When you cast Sepia Snake Sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided that the reader is adjacent to the enspelled text. Simply seeing the enspelled text is not sufficient to trigger the spell; the target must deliberately read it. The target is entitled to a Dexterity save to evade the snake's strike.

If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until the spell's duration has ended or it is dispelled.

While trapped in the amber field of force, the target does not age, breathe, grow hungry, or rest. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces since the field provides no protection against physical injury.

The hidden sigil cannot be detected by normal observation and Detect Magic reveals only that the entire text is magical.

A Dispel Magic can remove the sigil. An Erase spell destroys the entire page of text. Sepia Snake Sigil can be cast in combination with other spells that hide or garble text, such as Secret Page.

**Material Component:** 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

## Sequester

Abjuration  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch

Target: 1 willing creature or object  
Duration: 1 day/caster level  
When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by Sequester, it also renders the affected creature or object invisible (as the Invisibility spell). Creatures affected by Sequester are unconscious and in a state of suspended animation until the spell wears off or is dispelled.

**Material Component:** A basilisk eyelash, gum Arabic, and a dram of whitewash.

## Serten's Spell Immunity

Abjuration  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch

Targets: 1 willing creature/4 caster levels  
Duration: 10 minutes/caster level  
The spell's targets gain magic resistance for the spell's duration. Magic resistance grants advantage on saving throws against spells and other magical effects. A creature can only benefit from one spell immunity effect at a time.

**Material Component:** A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets. Furthermore, each targeted creature must carry a 500 gp diamond in order to be granted the protection of this spell. If a target loses the gem, the spell ceases to affect that target.

## Shadow Walk

Illusion  
Components: V, S  
Casting Time: 1 action  
Range: Touch

Target: You and 1 willing creature/caster level  
Duration: Concentration, up to 1 hour/caster level  
To use the Shadow Walk spell, you must be in an area of shadowy illumination. You are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take other, willing creatures along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 30 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you perfectly predict where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

Furthermore, when the spell effect ends, you are shunted  $1d10 \times 100$  feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted  $1d10 \times 1,000$  feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity imposes 1 level of exhaustion on all shadow-travelers (no save).

Shadow Walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires  $1d4$  hours. Any willing creatures touched by you when Shadow Walk is cast also make the transition to the borders of the Plane of Shadow.

## Shambler

Conjunction  
Components: V, S  
Casting Time: 1 action  
Range: 30' (Short)  
Effect: 4 shambling mounds; see text

Duration: Seven days or seven months; see text  
The Shambler spell creates 4 shambling mounds with maximum hit points. The creatures willingly aid you in combat or battle, perform a specific mission or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned for guard duty cannot move more than 400' from the point where each first appeared.

## Shapechange

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Personal

Target: Self  
Duration: Concentration, up to 10 minutes/caster level  
You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct, extraplanar creature, or an undead creature, and you must have seen the sort of creature at least once.

You transform into an average example of that creature, one without any class levels or special traits. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill, armor, and weapon proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. 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. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

**Material Component:** A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. It is not consumed by the spell.

## Shape Wood

Transmutation  
Components: V, S, M  
Casting Time: 1 minute  
Range: Touch

Target: 1 wooden object no larger than 10 cu. ft. + 1 cu. ft./caster level  
Duration: Instantaneous  
This spell enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any

shape that includes moving parts simply doesn't work. You cannot target an object that is being held or carried by another creature.

### **Shatter**

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 10' radius sphere

Duration: Instantaneous

Saving Throw: Constitution half; see text

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 1d6 points of thunder damage per caster level (maximum 6d6) on a failed save, or half as much on a successful one. A creature made of inorganic material, such as stone, crystal, or metal, has disadvantage on this saving throw.

Nonmagical objects that are not being worn or carried also take damage if in the spell's area of effect.

Material Component: A chip of mica.

### **Shield**

Abjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 round/caster level

An invisible shield of magical force appears and protects you. Until the spell ends you have a +2 bonus to AC, so long as you do not carry a shield. While protected with a Shield spell, you take no damage from Magic Missiles.

### **Shield of Faith**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 round/caster level

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the target a +2 bonus to armor class.

Material Component: A small parchment with a bit of holy text written upon it.

### **Shillelagh**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 wooden club or quarterstaff

Duration: 8 hours

The wood of a club or quarterstaff you are holding becomes a magic weapon with a +1 bonus to attack and damage rolls.

For the spell's duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls when using that weapon in melee.

The spell ends if you cast it again or if you let go of the weapon.

### **Shocking Grasp**

Evocation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d6 points of lightning damage per

caster level (maximum 3d6), and it can't take reactions until the start of its next turn.

### **Shout**

Evocation

Components: V

Casting Time: 1 action

Range: Personal

Area of Effect: 30' cone

Duration: Instantaneous

Saving Throw: Dexterity partial; see text

You emit an ear-splitting yell that stuns and damages creatures in its path. Any creature within the area is stunned for 1d6 rounds and takes 4d6 points of thunder damage. A Constitution saving throw reduces the damage by half and negates the stun effect. Crystalline creatures have disadvantage on this saving throw.

Nonmagical objects that are not being worn or carried also take damage if in the spell's area of effect.

A Shout spell cannot penetrate a Silence 15' Radius spell.

### **Shrink Item**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 object of up to 2 cu. ft./caster level

Duration: 1 day/caster level; see text

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one.

Objects changed by a Shrink Item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink Item can be made permanent with a Permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

### **Silence 15' Radius**

Conjuration

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 15' radius sphere of silence

Duration: Concentration, up to 1 minute/caster level

For the duration, no sound can be created within or pass through a 15-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Casting a spell that includes a verbal component is impossible there.

### **Silent Image**

Illusion

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Effect: 1 illusion that fills a 20' cube + one 10' cube/caster level

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Intelligence negates (if interacted with)

You create the image of an object, a creature, or some other visible phenomenon. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

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.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful

Intelligence saving throw. If a creature discerns the illusion for what it is, the creature can see through the image.  
Material Component: A bit of fleece.

## Simulacrum

Illusion

Components: V, S, M  
Casting Time: 12 hours  
Range: Special; see text  
Effect: One duplicate creature  
Duration: Instantaneous

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature.

It appears to be the same as the original, but has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all 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, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 250 gp per HD of the simulacrum to be created. These components are expended by the casting of this spell.

## Slay Living

Necromantic

Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: 1 living creature  
Duration: Instantaneous  
Saving Throw: Charisma partial

The target of this spell must make a Charisma saving throw or be reduced to zero hit points. On a successful saving throw it takes 5d6 points of necrotic damage.

## Sleep

Enchantment

Components: V, S, M  
Casting Time: 1 action  
Range: 100' (Medium)

Area of Effect: 1 or more creatures in a 10' radius circle  
Duration: 1 minute  
This spell sends 3d6 hit dice creatures into a magical slumber. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit dice (ignoring unconscious creatures). Only creatures with 4 or fewer hit dice are affected by this spell.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. A creature's hit dice must be equal to or less than the remaining total for that creature to be affected.

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.

Undead and creatures immune to being charmed aren't affected by this spell.

Material Component: A pinch of fine sand, rose petals, or a live cricket. The live cricket is not harmed by this spell's casting and may be used for subsequent castings.

## Sleet Storm

Conjuration

Components: V, S, M  
Casting Time: 1 action  
Range: 400' (Long)  
Area of Effect: 40' radius by 20' high cylinder  
Duration: Concentration, up to 1 round/caster level  
Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with 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 is covered with slick ice, making it difficult terrain. When a creature enters the spell's area or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, that creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Material Component: A pinch of dust and a few drops of water.

## Slow Poison

Conjuration

Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: 1 willing creature  
Duration: 8 hours

The target becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the target until the spell's duration has expired. Slow Poison does not cure any damage that poison may have already done.

## Snare

Transmutation

Components: V, S, M  
Casting Time: 3 rounds  
Range: Touch  
Target: 1 non-magical vine, rope or thong  
Duration: Permanent until triggered; then 10 minutes/caster level  
This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast Snare upon it, the cordlike object blends with its surroundings. A creature moves through this area triggers the spell and must succeed on a Strength saving throw or be restrained (see Appendix A) by the magical snare for the spell's duration. A restrained creature can use its action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it breaks free from the snare. A successful escape from the snare breaks the loop and ends the spell.  
The snare has AC 10 and 10 hit points, with resistance to piercing and bludgeoning damage.

## Soften Earth and Stone

Transmutation

Components: V, S, M  
Casting Time: 1 action  
Range: 30' (Close)  
Area of Effect: One 5' cube/caster level; see text  
Duration: Instantaneous  
When this spell is cast, natural earth and stone in the spell's area is softened. You affect a 5' cube/caster level.  
Wet earth becomes quicksand, dry earth becomes loose sand, and stone becomes soft clay that is easily molded or chopped. Quicksand is a hazard that can trap creatures (see chapter 8), while loose sand makes for difficult terrain. Clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.  
Cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.  
Magical, enchanted, dressed, or worked stone cannot be affected. Structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

**Solid Fog**

Conjuration

Components: V, S, M

Duration: Concentration, up to 1 minute/caster level

This spell functions like Fog Cloud, but in addition to obscuring sight, the Solid Fog is so thick that any creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into Solid Fog is slowed, so that falling damage is halved.

This fog is only dispersed by strong or greater winds, which take 1d6 rounds to clear the fog.

Solid Fog can be made permanent with a Permanency spell. A permanent Solid Fog dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

**Soul Bind**

Necromantic

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 corpse

Duration: Permanent

Saving Throw: Charisma negates

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The target must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through Clone, Raise Dead, Reincarnate, Resurrection, or even a Miracle or a Wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul.

Material Component: A black sapphire of at least 1,000 gp value for every hit die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or hit dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more hit dice.)

**Sound Burst**

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 10' radius circle

Duration: Instantaneous

Saving Throw: Constitution partial

You blast an area with a tremendous cacophony. Every creature in the area takes 2d6 points of thunder damage and must succeed on a Constitution save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

**Speak with Animals**

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge 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, at the DM's discretion.

**Speak with Dead**

Necromantic

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 corpse

Duration: Concentration, up to 1 minute/caster level; see text

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you may ask one question per two caster levels. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

**Speak with Plants**

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You can question plants about events in their immediate area within the past day, gaining information about creatures that have passed, weather, and other circumstances. The spell doesn't make plant creatures any more friendly or cooperative than normal.

By speaking with plants, you can turn difficult terrain caused by Plant Growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. This spell can cause the plants created by the Entangle spell to release a restrained creature.

**Spell Immunity**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/caster level

The target gains magic resistance against one specified spell for every four caster levels you have. The spells must be of 4<sup>th</sup> level or lower. Magic resistance grants advantage on saving throws against the specified spells. A creature can only benefit from one spell immunity effect at a time.

**Spell Turning**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 10 minutes/caster level

You have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7<sup>th</sup> level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of that caster.

If you and a spellcasting attacker are both warded by Spell Turning effects in operation, a resonating field is created. Roll randomly to determine the result.

**d% Roll      Effect**

01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are dispelled.
98–100	Both of you go through a rift into another plane.

Material Component: A small silver mirror.

## Spider Climb

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 10 minutes/caster level

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner.

**Material Component:** A drop of bitumen and a live spider, both of which must be eaten by the target.

## Spike Growth

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: One 20' square/caster level

Duration: Concentration, up to 10 minutes/caster level

The ground within the area of effect twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural, and is considered to be a magical trap (see the Find Traps subsection of the Perception skill for more information).

## Spike Stones

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: One 20' square/caster level

Duration: Concentration, up to 1 hour/caster level

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural, and is considered to be a magical trap (see the Find Traps subsection of the Perception skill for more information).

## Spiritual Weapon

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: 1 magical weapon of force

Duration: Concentration, up to 1 round/caster level

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, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

Each round after the first, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. Redirecting the weapon uses your bonus action for the round. If you do not redirect the weapon, it continues to attack the previous round's target.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

A Spiritual Weapon cannot be attacked or harmed by physical attacks, but Dispel Magic, Disintegrate, a sphere of annihilation, or a rod of cancellation affects it.

## Statue

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 1 hour/caster level

A Statue spell turns the target, along with any garments and equipment it wears or carries, to solid stone. While in stone form, the target's weight increases by a factor of ten and the target gains resistance to nonmagical bludgeoning, piercing, and slashing weapons that aren't adamantine.

The target can see, hear, and smell normally, but does not need to eat and cannot suffocate. The target of a Statue spell can alternate between its normal and statue forms for as long as the spell is in effect, with 1 change of form permitted each round. Shifting forms does not count against the character's actions for the round but must be done during the character's turn.

**Material Component:** Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

## Sticks to Snakes

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 stick/2 caster levels

Duration: Concentration, up to 1 minute/caster level

By means of this spell you are able to change 1 stick into constrictor snake (Monster Manual, page 320) or giant poisonous snake (Monster Manual, page 327) for every 2 caster levels you have.

**Material Component:** A small piece of bark and several snake scales.

## Stinking Cloud

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 round/caster level

Saving Throw: Constitution negates; see text

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

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.

Stinking Cloud can be made permanent with a Permanency spell. A permanent Stinking Cloud dispersed by wind reforms in 10 minutes.

**Material Component:** A rotten egg or several skunk cabbage leaves.

## Stone Shape

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 stone object

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

**Material Component:** Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered. This clay may be reworked for subsequent castings of this spell.

**Stoneskin**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 10 minutes/caster level

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing weapons that aren't adamantine. Material Component: Granite dust sprinkled on the target's skin.

**Stone Tell**

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

You gain the ability to speak with natural or worked stone, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them.

The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

**Storm of Vengeance**

Conjuration

Components: V, S

Casting Time: 1 action

Range: See text

Effect: 400' radius storm cloud

Duration: Concentration, up to 1 minute

Saving Throw: See text

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 400 feet. Lightning flashes in the area, thunder booms, and strong winds roar. 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, a creature takes 2d6 thunder damage and becomes deafened for 1d6 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn:

- Round 2: Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.
- Round 3: 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. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- Round 4: Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.
- Rounds 5-10: Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there 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, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

**Strength**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 10 minutes/caster level

The target's Strength score raised to a 20. A target with a Strength of 20 or greater gains advantage on all Strength checks.

Material Component: The material component of this spell is a few hairs or pinch of dung from a particularly strong animal - ape, bear, ox, etc.

**Suggestion**

Enchantment

Components: V, M

Casting Time: 1 action

Range: 30' (Close)

Target: One creature

Duration: 1 hour/caster level or until completed

Saving Throw: Charisma negates

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you.

Creatures that can't be charmed are immune to this effect. 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 ends the spell.

The target must make a Charisma 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. If the suggested activity can be completed in a shorter time, the spell ends when the target finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

**Summon Insects**

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Target: 1 summoned swarm of insects

Duration: Concentration, up 1 minute/caster level

You call forth a swarm of insects (Monster Manual, page 338). You may summon the swarm so that it shares the area of other creatures, in which cast those creatures are attacked immediately. The swarm remains stationary, attacking any creatures in its areas, unless you command the swarms to move as a bonus action.

Unlike normal swarms, those summoned with this spell attack with advantage. An area filled with an insect swarm is lightly obscured and counts as difficult terrain.

Material Component: A square of red cloth.

**Summon Shadow**

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Area of Effect: 1 summoned shadow/2 caster levels

Duration: 1 round/caster level

When this spell is cast, you conjure one shadow for every 2 levels of experience you have attained.

The shadows obey any verbal commands that you issue to them (no action required by you), even facing destruction for you if necessary. If you don't issue any commands to the shadows, they defend themselves from hostile creatures but otherwise take no actions.

Material Component: A bit of smoky quartz.

**Sunburst**

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 80' radius sphere

Duration: Instantaneous

Saving Throw: Constitution partial; see text

Brilliant sunlight flashes in an 80-foot radius sphere centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 1d6 points of radiant damage per caster level (maximum of 20d6) and is blinded for 1 minute. On a successful save, it takes half as much damage and

isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

## Sunray

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 60'

Area of Effect: 60' long line

Duration: Concentration, up to 1 round/caster level; see text

Saving Throw: Dexterity partial; see text

For the duration of this spell, you can evoke a 60' long line of intense light from your hand each round as a bonus action. You can call forth 1 beam per 3 caster levels (to a maximum 6 beams at 18<sup>th</sup> level). The spell ends when your allotment of beams is exhausted.

Each creature in the line must make a Dexterity saving throw or take 4d6 points of radiant damage and is blinded for 1d6 minutes. A successful Dexterity saving throw negates the blindness and reduces the damage by half.

Undead creatures and fungi (including myconids) caught within the beam takes 1d6 points of radiant damage per caster level (maximum 20d6) and are blinded for 1d10 minutes. A successful Dexterity saving throw negates the blindness and reduces the damage by half.

## Symbol of Death

Necromantic

Components: V, S, M

Casting Time: 10 minutes

Range: Touch; see text

Area of Effect: 60' radius sphere; see text

Duration: Permanent until triggered; see text

Saving Throw: Constitution negates

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest).

If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is a magical trap, requiring a Wisdom (Perception) check against your spell save DC to find it. Characters without the Find Traps class ability make this check with disadvantage.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

When a Symbol of Death is triggered, each target must make a Constitution saving throw, taking 1d6 necrotic damage per caster level on a failed save, or half as much damage on a successful save.

Read Magic allows you to identify a Symbol of Death with a DC20 Intelligence (Arcana) skill check. Of course, if the Symbol of Death is set to be triggered by reading it, this will trigger the symbol.

A Symbol of Death can be removed by a successful Dispel Magic targeted solely on the rune. An Erase spell has no effect on a Symbol of

Death. Destruction of the surface where a Symbol of Death is inscribed destroys the symbol but also triggers it.

Symbol of Death can be made permanent with a Permanency spell. A permanent Symbol of Death that is disabled or that has been triggered becomes inactive for 10 minutes but, thereafter, can be triggered again as normal.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each. These are expended when the spell is cast.

## Symbol of Fear

Necromantic

Saving Throw: Charisma negates

This spell functions like Symbol of Death, except that each target must make a Charisma saving throw or become frightened for 1 minute. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

## Symbol of Insanity

Enchantment

Saving Throw: Wisdom negates

This spell functions like Symbol of Death, except that each target must make a Wisdom saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

## Symbol of Pain

Necromantic

This spell functions like Symbol of Death, except that each target must make a Constitution saving throw or become incapacitated with excruciating pain for 1 minute.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

## Symbol of Persuasion

Enchantment

Saving Throw: Charisma negates

This spell functions like Symbol of Death, except that each target must make a Charisma saving throw or fall victim to a Suggestion spell for 1 hour. Each will pursue a course of action, that you define when the spell is cast, to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the target finishes what it was asked to do.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

## Symbol of Sleep

Enchantment

Saving Throw: Wisdom negates

This spell functions like Symbol of Death, except that each target must make a Wisdom saving throw or fall unconscious for 10 minutes. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

## Symbol of Stunning

Enchantment

Saving Throw: Wisdom negates

This spell functions like Symbol of Death, except that each target must make a Wisdom saving throw or become stunned for 1 minute.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

## Symbol of Weakness

Necromantic

**Saving Throw:** Constitution negates

This spell functions like Symbol of Death, except that each target must make a Constitution saving throw or suffer crippling weakness for 10 minutes. Affected creatures make all attack rolls and Strength ability checks with disadvantage, and halve their carrying capacity. Furthermore, each affected target deals only half damage with weapon attacks.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

## Tasha's Hideous Laughter

Enchantment

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** 30' (Close)

**Target:** 1 creature

**Duration:** Concentration, up 1 round/caster level

**Saving Throw:** Wisdom negates

The target of this spell perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends.

**Material Component:** Tiny tarts that are thrown at the target and a feather that is waved in the air.

## Telekinesis

Transmutation

**Components:** V, S

**Casting Time:** 1 action

**Range:** 100' (Medium)

**Target or Targets:** See text

**Duration:** Concentration, up to 1 minute/level

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

- Creature:** You can try to move a Huge or smaller creature. Make an ability 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, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

- Object:** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

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.

## Telepathy

Divination

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Unlimited; see text

**Target:** Self and 1 willing creature

**Duration:** 1 day

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target are no longer on the same plane.

Until the spell ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The spell enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

**Material Component:** A pair of linked silver rings.

## Teleport

Conjuration

**Components:** V

**Casting Time:** 1 action

**Range:** Touch

**Target:** Self and up to 1 willing creature/3 caster levels

**Duration:** Instantaneous

This spell instantly transports you and up to 1 willing creature/3 caster levels that is touching you (or a single object) to a destination you select.

All creatures to be teleported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d 100 and consults the table.

Familiarity	Mishap	Similar	Off Target	On Target
Permanent circle	-	-	-	01-100
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

- "Permanent circle" means a permanent teleportation circle whose sigil sequence you know.
- "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, or a chunk of marble from a lich's secret tomb.
- "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell.
- "Seen casually" is someplace you have seen more than once but with which you aren't 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.
- **On Target:** You and your group (or the target object) appear where you want to.
- **Off Target:** You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is  $1d10 \times 1d10$  percent of the distance that was to be traveled.

Example: 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 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

- Similar Area: You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your 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: The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

## Teleport without Error

Conjunction

This spell functions like Teleport, except that you may teleport yourself and up to 8 willing creatures, there is no range limit, and there is no chance you arrive off target.

In addition, you need not have seen the destination but, in that case, you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Inter-planar travel is not possible.

## Temporal Stasis

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: Intelligence negates

You must succeed on a melee attack in an attempt to place the target into a state of suspended animation. If the touched creature fails its Intelligence saving throw, time ceases to flow for that creature and it is frozen in time.

The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed by a successful Dispel Magic spell or a Freedom spell.

**Material Component:** A powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp. It is consumed by the casting of this spell.

## Tenser's Floating Disk

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 3' diameter disk of force

Duration: Concentration, up to 1 hour/caster level

This spell creates a circular, slightly concave, horizontal plane of force, 3 feet in diameter and 1-inch-thick, that floats 3 feet above the ground in an unoccupied space within range.

The disk remains for the duration of the spell, and can hold up to 100 pounds/caster level. If used to transport a liquid, its capacity is 2 gallons. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 30 feet of it. If you move more than 30 feet away from it, the disk follows you so that it remains within 30 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

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.

**Material Component:** A drop of mercury.

## Tenser's Transformation

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 round/caster level

You become a virtual fighting machine – tougher, fearless, and more skilled in combat. You become immune to all fear effects and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

You temporarily gain proficiency with all weapons and armor, use your spellcasting ability when making weapon attack and damage rolls, and gain 4 temporary hit points per caster level.

## Time Stop

Transmutation

Components: V

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4+1 turns in a row, during which you can use actions and move as normal.

While the Time Stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. Spells that affect an area and have a duration longer than the remaining duration of the Time Stop have their normal effects on other creatures once the Time Stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while Time Stop lasts. You cannot enter an area protected by an Antimagic Shell while under the effect of Time Stop.

## Tongues (reversible)

Divination

Components: V, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 10 minutes/caster level

Saving Throw: Intelligence negates

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

The reverse of this spell, Babble, cancels the effects of a Tongues spell or confounds the target's ability to understand verbal communication of any sort.

In addition, the target's speech is rendered incomprehensible for the spell's duration.

**Material Component:** A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

## Transmute Metal to Wood

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 40' (Long)

Area of Effect: All metal objects within a 40' radius circle

Duration: Instantaneous

This spell enables you to change all nonmagical metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well.

Weapons converted from metal to wood deal  $\frac{1}{2}$  damage. The base armor class of any armor converted from metal to wood is reduced by 1. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of base armor class every time it is struck with a natural attack roll of 19 or 20.

Only Limited Wish, Miracle, Wish or similar magic can restore a transmuted object to its metallic state.

**Transmute Rock to Mud (reversible)**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: Up to two 10' cubes/caster level

Duration: Instantaneous

Saving Throw: See text

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10'. Creatures in the area sink into the mud as if it were quicksand (see chapter 8).

If Transmute Rock to Mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 9d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Dexterity saves.

Castles and large stone buildings are generally immune to the effect of the spell, since Transmute Rock to Mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. The mud remains until a Transmute Mud to Rock spell restores its substance - but not necessarily its form.

The reverse of this spell, Transmute Mud to Rock, transforms normal mud or quicksand (see chapter 8) of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Dexterity save to escape before the area is hardened to stone.

Transmute Mud to Rock counters and dispels Transmute Rock to Mud and vice versa.

Material Component: Sand, lime, and water.

**Transport via Plants**

Conjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Self and 1 willing creature/3 caster levels

Duration: 1 round

This spell is a more powerful version of the Plant Door spell. This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before.

You may also bring one additional, willing creature per three caster levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

**Trap the Soul**

Conjuration

Components: V, S, M, (F); see text

Casting Time: 1 action; see text

Range: 30' (Close)

Target: 1 creature

Duration: Permanent; see text

Saving Throw: Charisma negates; see text

Trap the Soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel.

If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. Depending on the version selected, the spell can be triggered in one of two ways.

- Spell Completion: First, the spell can be completed by speaking its final word as if you were casting a regular spell at the target. This allows a Charisma save to avoid the effect. If the save is made the gem shatters.

- Trigger Object: The second method is far more insidious, for it tricks the target into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspeled. A Sympathy spell can also be placed on the trigger object. As soon as the target picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a save.

**Material Component:** Before the actual casting of Trap the Soul, you must procure a gem of at least 1,000 gp value for every hit die or level possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. While creatures have no concept of level or hit dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more hit dice.

**Material Component (Trigger Object Only):** If the trigger object method is used, a special trigger object, prepared as described above, is needed.

**Tree**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 hour/caster level

By means of this spell you, and all equipment you carry, assume the form of a large living tree or shrub. The closest inspection does not reveal that the tree in question is actually a magically transformed creature, though a Detect Magic spell reveals a faint transmutation on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form. Your speed is reduced to 0 and you can't benefit from any bonus to its speed. While in tree form you have resistance to bludgeoning and piercing damage and vulnerability to fire damage.

**True Seeing (reversible)**

Divination

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Wisdom (Intelligence for arcane version) negates

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the target sees through magical darkness and illusions, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects, and sees the true form of polymorphed, changed, or transmuted creatures. Further, the target can focus its vision to see into the Ethereal Plane. The range of True Seeing conferred is 120'.

The reverse of this spell, False Seeing, causes the person to see things as they are not: rich being poor, rough smooth, beautiful ugly, etc. The target does not lose its natural visual abilities but cannot see creatures or objects as they really are. While terrain features (hills, stairs, cliffs, etc.) are still distinguishable, False Seeing grossly distorts the details of their appearance. False Seeing also dispels, and is dispelled by, the True Seeing spell.

**Material Component:** An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron (poppy dust for the False Seeing), and fat. This ointment is expended when the spell is cast.

**Turn Metal or Stone**

Abjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 30' radius sphere

Duration: 1 round/caster level

Saving Throw: Strength negates; see text

Like Turn Wood, this spell creates a sphere of invisible and intangible energy that emanates from you. All metal or stone objects within 30' are repelled from you, coming to rest at the sphere's outer border. Objects such as metal armor, swords and the like are pushed back, dragging their bearer with them unless the bearer succeeds at a Strength saving throw. A creature being dragged by an item it is carrying can let go. A creature who makes their saving throw must make a DC 20 Strength (Athletics) check to approach you and attacks you with disadvantage if wielding a metal weapon or wearing metal armor.

Fixed metal or stone objects larger than 2" in diameter and loose objects weighing more than 500 pounds are not affected. Fixed objects 2" in diameter or smaller bend or break, and the pieces move away from you.

## Turn Wood

Abjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 30' radius sphere

Duration: 1 round/caster level

Saving Throw: Strength negates; see text

This spell creates a sphere of invisible and intangible energy that emanates from you. All wooden objects within 30' are repelled from you, coming to rest at the sphere's outer border.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging their bearer with them unless the bearer succeeds at a Strength saving throw. A creature being dragged by an item it is carrying can let go. A creature who makes their saving throw must make a DC 20 Strength (Athletics) check to approach you and attacks you with disadvantage if wielding a weapon with wooden parts or carrying other wood items.

Wooden objects larger than 2" in diameter that are fixed firmly are not affected, but loose objects are. Objects 2" in diameter or smaller that are fixed in place splinter and break, and the pieces are repelled from you.

## Unseen Servant

Conjunction

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: 1 invisible, mindless, shapeless servant

Duration: 1 hour/caster level

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns, as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Material Component: A piece of string and a bit of wood that are not consumed when the spell is cast.

## Veil

Illusion

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Targets: 1 or more creatures within 30' radius circle

Duration: Concentration, up to 1/caster level

Saving Throw: Intelligence negates; see text

You instantly change the appearance of the targets and then maintain that appearance for the spell's duration. You can make the targets appear to be anything you wish. The targets look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Charisma

(Disguise) skill check, with advantage, to duplicate the appearance of a specific individual.

Unwilling targets can negate the spell's effect on them by making an Intelligence saving throw. Those who interact with the targets can attempt an Intelligence saving throw to see through the glamor.

## Ventriloquism

Illusion

Components: V, M

Casting Time: 1 action

Range: 30' (Close)

Effect: Intelligible sound, usually speech

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Intelligence negates (if interacted with)

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Material Component: A parchment rolled up into a small cone. This parchment may be reused.

## Vision

Divination

Components: V, S, M

Casting Time: 1 action

This spell functions like Legend Lore, except that it works more quickly but produces some strain on you. After this spell is cast, you suffer 1 level of exhaustion.

Material Component: Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

## Wall of Fire

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Opaque sheet or ring of flame; see text

Duration: Concentration, up to 1 round/caster level

Saving Throw: Dexterity half; see text

An immobile, blazing curtain of shimmering violet fire springs into existence. The wall is an opaque sheet of flame up to 20 feet long per caster level or a ring of fire with a 5' radius per 2 caster levels. Either form is 20 feet high.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d6 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d6 fire damage to each creature that ends its turn within 10 feet of that side of the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

If any 5' length of wall takes 20 or more points of cold damage in 1 round, that length goes out.

Wall of Fire can be made permanent with a Permanency spell. A permanent Wall of Fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Material Component: A small piece of phosphorus.

## Wall of Force

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: Plane, sphere or hemisphere of force; see text

Duration: Concentration, up to 1 round/caster level

An invisible Wall of Force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a 5' radius per 5 caster levels, or you can shape a flat surface made up of one 10-foot-by-10-foot panel per caster level. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick.

It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. The wall is immune to damage of all kinds and is unaffected by most spells, including Dispel Magic. Disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a Mordenkainen's Disjunction spell. Breath weapons and spells cannot pass through the wall in either direction, although Dimension Door, Teleport and similar effects can bypass the barrier. It blocks corporeal and ethereal creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a Wall of Force.

Wall of Force can be made permanent with a Permanency spell.  
Material Component: A pinch of powder made from a clear gem.

## Wall of Ice

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Anchored plane or hemisphere of ice; see text

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity or Constitution negates; see text

You create a Wall of Ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a 5' radius per 5 caster levels, or you can shape a flat surface made up of one 10-foot-by-10-foot panel per caster level. Each panel must be contiguous with another panel. In any form, the wall is 1-foot-thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 5d6 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 12 and 60 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

Material Component: A small piece of quartz or similar rock crystal.

## Wall of Iron

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Iron wall; see text

Duration: Instantaneous

Saving Throw: Dexterity negates; see text

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding non-living material if its area is sufficient to do so. A Wall of Iron is 3 inches thick and is made up one 10-foot-by-10-foot panel per caster level. Each panel must be contiguous with another panel. Each 10' panel has an AC of 17, 50 hit points per inch of thickness (150 hit points per panel), and resistance to piercing damage from nonmagical weapons. A section of wall reduced to 0 hit points is breached.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice).

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left alone. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 18 Strength (Athletic) check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Dexterity saves. Any creature that fails takes 9d6 points of bludgeoning damage. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron, which is not expended upon the casting of this spell, plus gold dust worth 50 gp (1

pound of gold dust). The gold dust is expended upon the casting of this spell.

## Wall of Stone

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Stone wall; see text

Duration: Instantaneous

Saving Throw: Dexterity negates; see text

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 one 10-foot-by-10-foot panel per caster level. 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. Each panel has an AC of 15 and 25 hit points per inch of thickness (either 150 or 75 hit points per panel, depending on the wall's thickness). Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on 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.

Material Component: A small block of granite that is not expended upon the casting of this spell.

## Wall of Thorns

Conjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: Wall of thorny brush; see text

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates; see text

A Wall of Thorns spell creates a barrier of very tough, pliable, tangled brush that bears needle-sharp thorns as long as a human's finger. A Wall of Thorns is 5 feet thick and is made up one 10-foot-by-10-foot panel per caster level. Each panel need to join with another, allowing you to shape the wall as desired. Each 10' panel has an AC of 12 and has 20 hit points per foot of thickness (100 hit points per panel). A section of wall reduced to 0 hit points is breached.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 2d6 piercing damage, or half as much damage on a successful save.

Creatures can force their way slowly through the wall by making a DC 17 Strength (Athletics) ability check. Success means that the creature moves through the wall that round. Any creature moving through the wall must spend 4 feet of movement for every 1 foot it moves.

Any creature attempting to move through a Wall of Thorns takes 2d6 points of piercing damage per attempt, whether it is successful or not. Creatures with the ability to pass through overgrown areas unhindered can pass through a Wall of Thorns at normal speed without taking damage.

Despite its appearance, a Wall of Thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

## Wall of Wind

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Wall of gusting wind; see text

Duration: Concentration, up to 1 round/caster level

Saving Throw: Strength half; see text

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 10 feet long/caster level, with a height of 15 feet high, and a width of 1 foot. 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. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay, and creatures in gaseous form can't pass through it. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.

**Material Component:** A tiny fan and a feather of exotic origin. It is not consumed when this spell is cast.



### **Warp Wood (reversible)**

Transmutation

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 or more wooden objects; see text

Duration: Instantaneous

You cause a nonmagical wooden object to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck, requiring a Strength (Athletics) check to open. A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon attacks with disadvantage.

You may warp one Small object (such as a spear or club) or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, and a Huge object as eight.

Alternatively, you can Unwarp Wood, effectively warping it back to normal, with this spell, straightening wood that has been warped by this spell or by other means. Mending does no good in repairing a warped item, though Shape Wood restores warped wood.

You can combine multiple consecutive Warp Wood spells to warp (or un warp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

### **Water Breathing (reversible)**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 or more willing creatures

Duration: Concentration, up to 1 hour/caster level

This spell instantly grants 1 willing creature/caster level the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

All creatures granted Water Breathing must be in contact with one another, and at least one of those creatures must be in contact with you, when the spell is cast.

The spell can be reversed to allow water-breathing creatures to breathe air.

**Material Component:** A short reed or piece of straw that is not expended upon this spell's casting.

### **Water Walk**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 willing creature/caster level

Duration: Concentration, up to 10 minutes/caster level

This spell instantly grants 1 willing creature/caster level the ability to tread on any liquid surface as if it were firm ground until the spell ends. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the targets' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The targets can walk, run, charge, or otherwise move across the surface as if it were normal ground.

All creatures granted Water Walk must be in contact with one another, and at least one of those creatures must be in contact with you, when the spell is cast.

If the spell is cast underwater, or while the targets are partially or wholly submerged, the targets are borne toward the surface at 60' per round until they can stand on it.

### **Web**

Conjuration

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Effect: Webs in a 20' radius sphere

Duration: Concentration, up to 10 minutes/caster level

Saving Throw: Dexterity negates; see text

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot radius sphere from that point for the duration. The area filled with webs is considered to be difficult terrain and is lightly obscured.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the 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 during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained (see Appendix A) for 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 (Athletics) check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Web can be made permanent with a Permanency spell. A permanent web that is destroyed regrows in 10 minutes.

**Material Component:** A bit of spider web.

### **Weird**

Illusion (Phantasm)

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Targets: Creatures in a 30' circle

Duration: Concentration, up to 1 round/caster level

Saving Throw: Charisma negates; see text

This spell functions like Phantasmal Killer, except it can affect more than one creature with a 30' circle. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a target's Charisma save succeeds, the spell ends for that target.

### **Whirlwind**

Evocation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Cylinder of wind, 30' wide and 30' tall

Duration: Concentration, up to 1 round/caster level

Saving Throw: Strength half; see text

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 30'. You can direct the cyclone's movement by using a bonus action. Otherwise, it continues to move in whatever direction it was traveling in.

Each creature within its area, or that comes into contact with the whirlwind, must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay, and creatures in gaseous form can't pass through the area of effect. Small or smaller flying creatures or objects are expelled from the area of effect in a random direction, in addition to taking damage. Loose, lightweight materials in the whirlwind are caught up in it. Arrows, bolts, and other ordinary projectiles launched within or through the whirlwind are deflected and automatically miss. Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.

## Wind Walk

Transmutation

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Targets: Self and 8 willing creatures

Duration: Concentration, up to 1 hour/caster level

You and up to 8 willing creatures that are within range assume a gaseous form for the duration, appearing as wisps of cloud. All creatures granted Wind Walk must be in contact with one another, and at least one of those creatures must be in contact with you, when the spell is cast. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons.

The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

## Wish

Conjunction

Components: V; see text

Casting Time: 1 action

Range: Personal

Target: See text

Duration: Instantaneous; see text

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 8<sup>th</sup> level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them, as described in the Improved Restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's Life Drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a Wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a

result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or 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. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 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. Finally, there is a 33 percent chance that you are unable to cast Wish ever again if you suffer this stress.

## Wizard Eye

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: Concentration, up to 1 minute/caster level

You create an invisible magical sensor that sends you visual information. You can create the Wizard Eye at any point you can see, but it can then travel outside your line of sight without hindrance. A Wizard Eye travels at a speed of 30' and sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye is dispelled if it enters another plane of existence, even through a Gate or similar magical portal.

Material Component: A bit of bat fur.

## Wizard Lock

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 door, chest, or portal

Duration: Permanent

A Wizard Lock spell cast upon a door, chest, or portal magically locks it. While you can freely pass your own Wizard Lock, a door or object secured with this spell can be opened only by breaking in or with a successful Dispel Magic or Knock spell.

A Knock spell does not remove a Wizard Lock; it only suppresses the effect for 10 minutes.

Material Component: Gold dust worth 25 gp.

## Wizard Mark

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: 1 personal rune or mark

Duration: Permanent

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. A Wizard Mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a Detect Magic spell causes it to glow and be visible, though not necessarily understandable.

Detect Invisibility, True Seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible Wizard Mark. A Read Magic spell reveals the words, if any. The mark cannot be dispelled, but can be removed by you or by an Erase spell.

If a Wizard Mark is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Wizard Mark must be cast on an object prior to casting Drawmij's Instant Summons on the same object (see that spell description for details).

## Word of Recall

Conjuration

Components: V

Casting Time: 1 action

Range: Touch

Target: Self and 1 willing creature/3 caster levels

Duration: Instantaneous

You and up to 1 willing creature/3 caster levels are instantly teleport to a previously designated sanctuary. All creatures teleported must be in contact with one another, and at least one of those creatures must be in contact with you, when the spell is cast.

You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

## Write

Evocation

Components: V, S, M

Casting Time: Special (see text)

Range: Personal

Duration: Instantaneous

Effect: 1 inscribed spell

By means of this spell you might be able to inscribe a spell that you cannot understand at the time into your spellbook. Normally, you may

only add an arcane spell to your spellbook if it is of a level for which you have spell slots.

You must make a DC 15 Intelligence (Arcana) skill check when attempting to write the spell. If this check fails, you take 1d6 points of psychic damage per spell level of the attempted spell.

If this check succeeds, you may copy the spell into your spellbook. For each level of the spell, the process takes 2 hours and costs 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 gain spell slots for spells of that level, you can prepare the spell just like your other spells.

## Zone of Truth

Enchantment

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

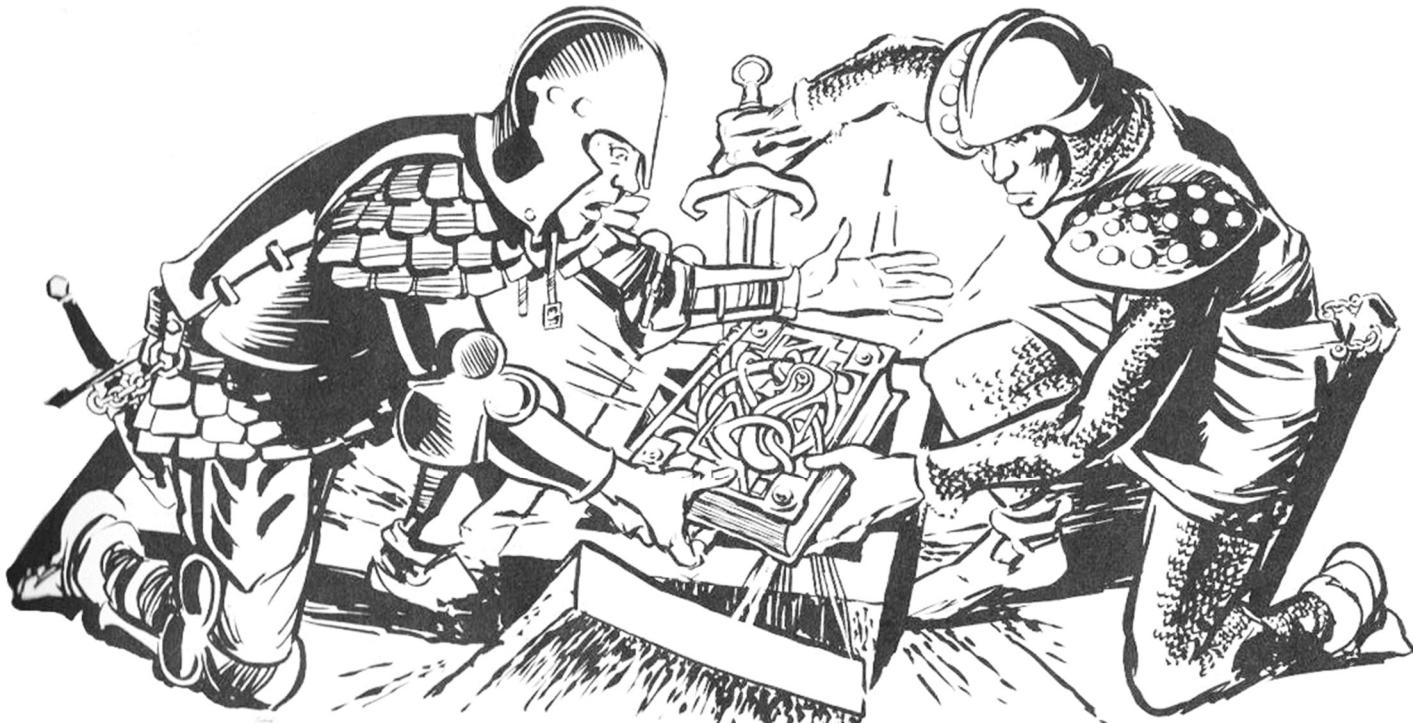
Area of Effect: 15' radius sphere

Duration: 1 minute/caster level

Saving Throw: Charisma negates

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time or that starts its turn there must make a Charisma saving throw. On a failed save, the creature can't 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 can 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.



# APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as 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 multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

## Blinded

- A blinded creature can't see and 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 can't hear and 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 closer to the source of its fear.

## 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 removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the Telekinesis spell.

## Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature 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

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels.

Example: A creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending 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.

## Incapacitated

- An incapacitated creature can't take actions or reactions.

## 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), and 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.

## Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

## Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

## 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), can't move, and can speak only falteringly.
- 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), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- 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.

## APPENDIX B: GODS OF THE MULTIVERSE

Religion is an important part of life on the worlds of the D&D multiverse. When gods walk the world, clerics channel divine power, evil cults perform dark sacrifices in subterranean lairs, and shining paladins stand like beacons against the darkness, it's hard to be ambivalent about the deities and deny their existence.

Many people in the worlds of D&D worship different gods at different times and circumstances. People in the Forgotten Realms, for example, might pray to Sune for luck in love, make an offering to Waukeen before heading to the market, and pray to appease Talos when a severe storm blows in - all in the same day. Many people have a favorite among the gods, one whose ideals and teachings they make their own. And a few people dedicate themselves entirely to a single god, usually serving as a priest or champion of that god's ideals.

Your DM determines which gods, if any, are worshiped in his or her campaign. From among the gods available, you can choose a single deity for your character to serve, worship, or pay lip service to. Or you can pick a few that your character prays to most often. Or just make a mental note of the gods who are revered in your DM's campaign so you can invoke their names when appropriate. If you're playing a cleric or paladin, decide which god your character serves, and consider the deity's suggested domains when selecting your cleric's domain.

Each world in the D&D multiverse has its own pantheons of deities, ranging in size from the teeming pantheons of the Forgotten Realms and Greyhawk to the more focused religions of Dragonlance.

Many of the nonhuman races worship the same gods on different worlds - Moradin, for example, is revered by dwarves of the Forgotten Realms, Greyhawk, and many other worlds.

### The Forgotten Realms

Dozens of deities are revered, worshiped, and feared throughout the world of the Forgotten Realms. At least thirty deities are widely known across the Realms, and many more are worshiped locally, by individual tribes, small cults, or certain sects of larger religious temples.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Akadi, goddess of the air	N	Air, weather	White cloud on a blue background	Flail
Auril, goddess of winter	NE	Cold, weather	Six-pointed snowflake	Battleaxe
Azuth, god of wizards	LN	Knowledge, magic	Fire-rimmed left hand pointing upward	Quarterstaff
Bane, god of tyranny	LE	Law, war	Green rays spreading from a black fist	Morningstar
Beshaba, goddess of misfortune	CE	Chaos, luck, mischief	Black antlers	Whip
Bhaal, god of murder	NE	Darkness, death, deceit	Skull ringed with blood droplets	Dagger
Chauntaea, goddess of agriculture	NG	Agriculture, life	Sheaf of grain or a blooming rose	Scythe
Cyric, god of lies	CE	Death, deceit, magic	White jawless skull over a sunburst	Longsword
Deneir, god of writing	NG	The arts, knowledge, magic	Lit candle above an open eye	Dagger
Eldath, goddess of peace	NG	Life, peace, water	Waterfall plunging into still pool	Net
Gond, god of craft	N	Crafting, knowledge	Toothed cog with four spokes	Warhammer
Grumbar, god of oaths and earth	N	Earth, strength	A mountain set with a sardonyx	Longsword
Helm, god of protection	LN	Law, life, light, protection	Staring eye on upright left gauntlet	Longsword
Ilmater, god of endurance	LG	Life, strength	Hands bound at the wrist with red cord	Unarmed strike
Kelemvor, god of the dead	LN	Death, law	Upright skeletal arm holding scales	Scythe
Kossoth, god of the fire and purity	N(L)	Destruction, fire	Spiral of red flame	Flail
Lathander, god of birth and renewal	NG	Life, Light	Road traveling into a sunrise	Mace
Leira, goddess of illusion	CN	Deceit, mischief	Inverted triangle holding a swirl of mist	Dagger
Lliira, goddess of joy	CG	Life, revelry	Triangle of three six-pointed stars	Dart (shuriken)
Loviatar, goddess of pain	LE	Death, strength	Nine-tailed barbed scourge	Whip
Malar, god of the hunt	CE	Forests, strength	Clawed paw	Unarmed strike
Mask, god of thieves	CN	Darkness, mischief	Black mask	Longsword
Mielikki, goddess of forests	NG	Animals, plants, wilderness	Unicorn's head	Scimitar
Milil, god of poetry and song	NG	The arts, revelry	Five-stringed harp made of leaves	Rapier
Myrkul, god of death	NE	Death, plague	White human skull	Scythe
Mystra, goddess of magic	NG	Knowledge, magic	Circle of seven stars, or a single star	Dart (shuriken)
Oghma, god of knowledge	N	The arts, knowledge	Blank scroll	Longsword
Savras, god of divination and fate	LN	Knowledge, law	Crystal ball with many kinds of eyes	Dagger
Selune, goddess of the moon	CG	Knowledge, moon, life	Pair of eyes surrounded by seven stars	Mace
Shar, goddess of darkness and loss	NE	Darkness, death, deceit	Black disk encircled with a border	Dart (shuriken)
Sharella, goddess of cat and hedonism	CG	Animal, revelry	A pair of lips	Unarmed strike
Shaundakul, god of winds and travels	CN	Air, travel	Pointing hand amongst swirling winds	Greataxe
Silvanus, god of wild nature	N	Animals, plants, wilderness	Leaf	Warhammer
Sune, goddess of love and beauty	CG	Love, revelry	Face of a beautiful red-haired woman	Whip
Talona, goddess of disease and poison	CE	Death, plague	Three teardrops on a triangle	Unarmed strike
Talos, god of storms	CE	Destruction, weather	Three lightning bolts fanning out	Spear
Tempus, god of war	N	Strength, war	Upright flaming sword	Greataxe
Torm, god of courage and duty	LG	Law, protection, war	White right gauntlet	Greataxe
Tymora, goddess of good fortune	CG	Luck, mischief	Face-up coin	Dart (shuriken)
Tyr, god of justice	LG	Law, protection, war	Balanced scales on a warhammer	Longsword
Ubtao, god of the jungle	N	Animals, plants, wilderness	Circular maze	Pick
Umberlee, goddess of the sea	CE	Travel, water, weather	Wave curling left and right	Trident
Uthgar, father of the Uthgardt	CN	Animal, strength, war	Totem animals	Battleaxe
Waukeen, goddess of trade	N	Knowledge, luck, travel	Upright coin with Waukeen's profile	Flail

## Greyhawk

The gods of Greyhawk come from at least four different pantheons, representing the faiths of the various ethnic groups that populated the continent of Oerik over the ages. As a result, there's a great deal of overlap in their portfolios: Pelor is the Flan god of the sun and Pholtus is the Oeridian sun god, for example.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Al'Akbar, demigod of duty and dignity	LG	Law, protection	Chalice and 8-pointed star	Scimitar
Allitur, god of ethics	LG	Knowledge, law	Pair of clasped hands	Spear
Altroa, goddess of the east wind	NG	Air, life, plant, weather	Heart with air glyph	Sling
Beltar, god of malice and caves	CE	Darkness, earth, war	Monstrous fangs	Unarmed strike
Beory, goddess of earth and rain	NG	Earth, plant, weather	Green disk	Club
Berei, goddess of the home and family	NG	Home, life, protection	Sheaf of wheat stalks	Sickle
Bleredd, god of metal and mines	N	Crafts, earth, strength	Hammer and anvil	Warhammer
Boccob, god of magic	N	Knowledge, magic	Eye within a pentagram	Quarterstaff
Bralm, goddess of insects and industry	N	Animal, crafts	Wasp	Quarterstaff
Celestian, god of stars and wanderers	N	Protection, travel	Arc of seen stars in a circle	Spear
Cyndor, god of time and infinity	LN	Protection, time, travel	Infinity symbol	Sling
Daern, hero-god of fortifications	N	Protection, war	Shield	Spear
Dalt, god of portals and enclosures	CG	Crafting, home, protection	Locked door with skeleton key	Dagger
Daoud, hero-god of humility & clarity	N	Knowledge, travel	Patch of multi-color yarn	Quarterstaff
Delleb, god of reason	LG	Knowledge, magic	Large white book	Dart
Ehlonna, goddess of woodlands	NG	Life, plant, wilderness	Unicorn horn	Longbow
Eryhnul, god of slaughter and envy	CE	Destruction, war	Blood drop	Mace
Fharlanghn, god of horizons and travel	NG	Protection, travel, weather	Circle crossed by curved horizon line	Quarterstaff
Fortubo, god of mountains and mines	LG	Crafting, earth, knowledge	Warhammer	Warhammer
Geshtai, goddess of fresh water	N	Travel, water, weather	Waterspout	Spear
Heironeous, god of chivalry and valor	LG	Law, protection, war	Lightning bolt	Battleaxe
Heward, hero-god of music	NG	The arts, knowledge, revelry	Any musical instrument	Shortsword
Hextor, god of war and discord	LE	Destruction, strength, war	Six arrows fanned out downward	Flail
Incabulos, god of plague and famine	NE	Death, plague	Reptilian eye with a horizontal diamond	Quarterstaff
Istus, goddess of fate and destiny	N	Knowledge, luck	Weaver's spindle with three strands	Net
Iuz, god of pain and oppression	CE	Chaos, death, deceit	Grinning skull	Greatsword
Jascar, god of hills and mountains	LG	Crafts, earth, protection	Snow-capped mountain peak	Warhammer
Johydee, hero-goddess of espionage	NG	Deceit, protection	Stylized onyx mask	Shortsword
Joram, goddess of wrath	N	Destruction, fire, war	Volcano	Quarterstaff
Kelanan, hero-god of swordplay	N	Travel, war	Nine swords forming a star	Longsword
Keoghtom, hero-god of exploration	NG	Knowledge, travel	Round disk bisected by an arrow	Shortbow
Kord, god of strength	CG	Luck, strength, revelry	Four spears & a mace forming a star	Greatsword
Kurell, god of thievery and jealousy	CN	Darkness, deceit	Grasping hand holding a broken coin	Shortsword
Kyuss, demigod of undeath	NE	Death, deceit, plague	Skull erupting with green worms	Club
Lendor, god of time and tedium	LN	Knowledge, time	Crescent moon over a full moon	Greatsword
Lirr, goddess of the arts	CG	The arts, crafting, knowledge	Illustrated book	Spear
Llerg, god of beasts and strength	CN	Animal, strength, war	Bear, snake, or alligator	Battleaxe
Lydia, goddess of music and daylight	NG	Artistic, knowledge, light	Open hand radiating colors	Spear
Merikka, demigoddess of farming	CG	Agriculture, home, plant	Basket of grain and long scroll	Sickle
Mouql, god of trade and ventures	N	Knowledge, travel	Set of scale and weights	Dagger
Murlynd, hero-god of technology	LG	Knowledge, magic, war	Six-pointed star with rounded points	Longsword
Myhriss, goddess of love and beauty	NG	The arts, love, life, revelry	Lovebird	Shortbow
Nerull, god of death and murder	NE	Darkness, death, deceit	Skull with a scythe or sickle	Scythe or sickle
Norebo, god of luck and risks	NE	Luck	Pair of eight-sided dice	Dagger
Obad-Hai, god of nature	N	Animal, plant, wilderness	Oak leaf and acorn	Quarterstaff
Olidammara, god of revelry	CN	Artistry, luck, mischief, revelry	Laughing mask	Rapier
Osprem, goddess of water voyages	LN	Protection, travel, water	Whale	Trident
Pelor, god of the sun and healing	NG	Life, light, strength	Sun	Mace
Phaulkon, god of wind and clouds	CG	Air, animal, weather	Winged human silhouette	Longbow
Pholtus, god of light and law	LG	Law, light, moon	Sun partially eclipsed by a moon	Quarterstaff
Phytyn, god of beauty and nature	CG	Agriculture, plant, weather	Scimitar and oak tree	Scimitar
Procan, god of ocean and sailing	CN	Travel, water, weather	Trident above a cresting wave	Trident
Pyremius, god of fire and poison	NE	Death, deceit, fire	Demon head with bat wings	Longsword
Ralishaz, god of ill luck and insanity	CN	Deceit, luck, plague	Three bone fate-casting sticks	Quarterstaff
Rao, god of peace and reason	LG	Knowledge, law, peace	White heart	Mace
Raxivort, god of rats, bats, and xvarts	CE	Animal, deceit, moon	Fiery blue hand	Dagger
Rudd, goddess of luck & competition	CN	Knowledge, luck, strength	Bulls-eye target	Shortbow
Saint Cuthbert, god of common sense	LN	Knowledge, law, protection	Circle at the center of a starburst	Club
Sotillion, goddess of summer and ease	CG	Life, light, plant	Orange tiger	Net
Syrl, goddess of lies	NE	Deceit, knowledge	Forked tongue	Dagger
Telchur, god of winter and cold	CN	Air, cold, weather	Field of snow	Spear
Tharizdun, god of malign knowledge	CE	Chaos, darkness, deceit	Dark spiral or inverted ziggurat	Dagger
Tlazoteotl, Oerth Mother	N	Agriculture, life, plant	Ear of corn	Sickle
Trithereon, god of liberty & retribution	CG	Protection, strength, war	Triskelion	Longsword
Ulaa, goddess of hills and mountains	LG	Crafts, earth, life, war	Mountain with a circle at its heart	Warhammer
Vecna, god of evil secrets	NE	Death, deceit, magic	Hand with an eye in the palm	Dagger
Velnius, god of sky and weather	N	Air, water, weather	Bird perching upon a cloud	Spear
Vinar "Green Man," god of nature	CN	Agriculture, plant, revelry	Green-leaf mask	Sickle
Wastri, god of bigotry and amphibians	LN	Animal, deceit, law, war	Gray toad	Glaive

Deity	Alignment	Suggested Domains	Symbol	Weapon
Wee Jas, goddess of magic and death	LN	Death, law, magic	Red skull in front of a fireball	Dagger
Wenta, goddess of the autumn harvest	CG	Agriculture, air, weather	Mug of beer	Club
Xan Yae, goddess of shadows	N	Darkness, deceit, war	Black lotus blossom	Scimitar
Xerbo, god of the sea and business	N	Animal, travel, water	Dragon turtle	Trident
Ye'Cind, demigod of magical song	CG	The arts, magic, protection	Recorder	Quarterstaff
Zagyg, god of eccentricity and magic	CN	Knowledge, magic, mischief	Two, parallel ziggurat shapes	Club
Zilchus, god of money and influence	LN	Knowledge, law	Hand clutching a bag of gold	Dagger
Zodal, god of mercy and hope	NG	Life, protection	Hand partially wrapped in cloth	Unarmed strike
Zuoken, god of self-mastery	N	Knowledge, strength	Striking fist	Unarmed strike

## Dragonlance

The gods of the world of Krynn are three families: seven gods of good headed by Paladine and Mishakal, seven of neutrality headed by Gilean, and seven of evil headed by Takhisis and Sargonnas. These deities have been called by many different names and held in varying levels of esteem by different peoples and cultures through the world's history, but they are the only gods of this world - their place fixed in the stars as constellations.

### The Gods of Good

Deity	Alignment	Suggested Domains	Symbol	Weapon
Paladine, god of rulers and guardians	LG	Law, protection, war	Silver triangle	None
Branchala, god of music	NG	The arts, light	Bard's harp	Rapier
Habbakuk, god of sea and sea life	NG	Animal, water, weather	Bluebird	Scimitar
Kiri-Jolith, god of honor and war	LG	Law, strength, war	Bison's horns	Longsword
Majere, god of meditation and order	LG	Knowledge, law, protection	Copper spider	Unarmed strike
Mishakal, goddess of healing	LG	Knowledge, life	Blue infinity sign	Quarterstaff
Solinari, god of good magic	LG	None (no clerics)	White circle or sphere	None

### The Gods of Neutrality

Deity	Alignment	Suggested Domains	Symbol	Weapon
Gilean, god of knowledge	N	Knowledge	Open book	Quarterstaff
Chislev, goddess of nature	N	Air, animal, wilderness	Feather	Spear
Lunitari, goddess of neutral magic	N	None (no clerics)	Red circle or sphere	None
Reorx, god of craft	N	Crafts, knowledge	Forging hammer	Warhammer
Shinare, goddess of wealth and trade	N	Deceit, knowledge	Griffon's wing	Mace
Sirion, god of fire and change	N	Fire, moon	Multi-colored fire	Flail
Zivilyn, god of wisdom	N	Knowledge	Great green or gold tree	Quarterstaff

### The Gods of Evil

Deity	Alignment	Suggested Domains	Symbol	Weapon
Takhisis, goddess of night and hatred	LE	Darkness, death, deceit	Black crescent	None
Chemosh, god of the undead	LE	Death, plague	Yellow skull	Sickle
Hiddukel, god of lies and greed	CE	Deceit, knowledge	Broken merchant's scales	Dagger
Morgion, god of disease and secrecy	NE	Death, knowledge, plague	Hood with two red eyes	Flail
Nuitari, god of evil magic	LE	None (no clerics)	Black circle or sphere	None
Sargonnas, god of vengeance & fire	LE	Destruction, fire, war	Stylized red condor	Greataxe
Zeboim, goddess of the sea & storms	CE	Animal, water, weather	Turtle shell	Trident

## Nonhuman Deities

Certain gods closely associated with nonhuman races are revered on many different worlds, though not always in the same way. The nonhuman races of the Forgotten Realms and Greyhawk share these deities.

Nonhuman races often have whole pantheons of their own. Besides Moradin, for example, the dwarf gods include Moradin's wife, Berronar TrueSilver, and a number of other gods thought to be their children and grandchildren: Abbathor, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Marthammor Duin, Sharindlar, Thard Harr, and Vergadain. Individual clans and kingdoms of dwarves might revere some, all, or none of these deities, and some have other gods who are unknown (or known by other names) to outsiders.

### Dwarven Gods

Deity	Alignment	Suggested Domains	Symbol	Weapon
Moradin, father of dwarves	LG	Crafts, law, protection, war	Warhammer and anvil	Warhammer
Abbathor, god of greed	NE	Darkness, deceit	Jeweled dagger	Dagger
Berronar TrueSilver, goddess of shelter	LG	Home, life, light	Intertwined silver rings	Mace
Clangeddin Silverbeard, god of war	LG	Law, strength, war	Crossed silver battle axes	Battleaxe
Dugmaren Brightmantle, god of learning	CG	Crafts, knowledge, travel	Open book	Shortsword
Dumathoin, god of buried secrets	N	Earth, knowledge, protection	Faceted gem inside a mountain	Maul
Muanman Duathal, god of wanderers	NG	Protection, travel	Mace over a leather boot	Mace
Vergadain, god of wealth and luck	N	Luck, mischief	Gold coin	Longsword

### Elven Gods

Deity	Alignment	Suggested Domains	Symbol	Weapon
Corellon Larethian, god of magic & art	CG	The arts, light, magic, war	Crescent moon	Longsword
Aerdrie Faenya, goddess of air	CG	Air, animal, travel, weather	Eagle	Quarterstaff
Deep Sashelas, god of the sea	CG	Animal, knowledge, water	Dolphin	Trident
Erevan Ilesere, god of mischief	CN	Mischief, wilderness	Nova star with asymmetrical rays	Shortsword
Fenmarel Mesgarine, god of outcasts	CN	Animal, plant, travel	Pair of elven eyes in the dark	Dagger
Hanali Celanil, goddess of love	CG	The arts, life, love, magic	Golden heart	Dagger
Labelas Enoreth, god of longevity	CG	Knowledge, magic, time	Setting sun	Quarterstaff
Lolth, demon queen of spiders	CE	Darkness, deceit, magic	Spider	Dagger
Rillifane Rallathil, god of forests	CG	Plant, protection, wilderness	Oak	Quarterstaff
Sehanine Moonbow, moon goddess	CG	Deceit, knowledge, moon	Crescent moon over a full moon	Quarterstaff
Solonor Thelandira, god of hunting	CG	Plant, war, wilderness	Silver arrow with green fletching	Longbow

<b>Gnomish Gods</b>	<b>Alignment</b>	<b>Suggested Domains</b>	<b>Symbol</b>	<b>Weapon</b>
Garl Glittergold, god of the gnomes	LG	Crafts, magic, mischief, war	Gold nugget	Battleaxe
Baervan Wildwanderer, god of forests	NG	Animal, plant, wilderness	Raccoon	Spear
Baravar Cloakshadow, god of illusions	NG	Deceit, magic, protection	Cloak and dagger	Dagger
Flandal Steelskin, god of mining	NG	Crafts, knowledge, strength	Flaming hammer	Warhammer
Gaerdal Ironhand, god of vigilance	LG	Law, protection, war	Iron bracer	Warhammer
Segojan Earthcaller, god of earth	NG	Earth, protection	Glowing gemstone	Mace
Urdlen, god of greed and bloodlust	CE	Destruction, earth, war	Mole	Unarmed strike
<b>Halfling Gods</b>	<b>Alignment</b>	<b>Suggested Domains</b>	<b>Symbol</b>	<b>Weapons</b>
Yondalla, mother goddess & provider	LG	Agriculture, law, protection	Shield with a cornucopia	Shortsword
Arvoreen, god of defense	LG	Law, protection, war	Crossed shortswords	Shortsword
Brandobaris, god of thieves	N	Luck, mischief, revelry	Footprint	Dagger
Cyrraallaelee, goddess of the hearth	LG	Home, life, protection	Open door	Club
Sheela Peryroyl, goddess of nature	N	Love, plant, wilderness	Daisy	Sickle
Urogalan, god of earth and death	LN	Earth, law, protection	Silhouette of a dog's head	Flail
<b>Orcish Gods</b>	<b>Alignment</b>	<b>Suggested Domains</b>	<b>Symbol</b>	<b>Weapons</b>
Grumsh, god of storms and war	CE	Strength, war, weather	Unblinking Eye	Spear
Bahgtru, god of strength and combat	CE	Destruction, strength	Broken femur	Unarmed strike
Ilneval, god of war and leadership	LE	Law, protection, war	Bloodied longsword	Longsword
Luthic, goddess of fertility and healing	NE	Life	Orcish rune meaning "home"	Unarmed strike
Shargaas, god of stealth & darkness	NE	Darkness, deceit	Red crescent moon	Shortsword
Yurtrus, god of disease and death	NE	Death, plague	Rotting white hand	Unarmed strike
<b>Other Nonhuman Deities</b>	<b>Alignment</b>	<b>Suggested Domains</b>	<b>Symbol</b>	<b>Weapons</b>
Bahamut, dragon god of good	LG	Life, protection, weather	Dragon's head in profile	Pick
Blibdoolpoolp, kuo-toa goddess	NE	Destruction, death, water	Lobster head or black pearl	Military fork
Eadro, merfolk deity of the sea	N	Animal, protection, water	Spiral design	Spear
Grolantor, hill giant god of war	CE	Earth, strength, war	Wooden club	Club
Hruggek, bugbear god of violence	CE	Deceit, war	Morningstar	Morningstar
Kurtulmak, kobold god of war & mining	LE	Deceit, earth, war	Gnome skull	Spear
Laogzed, troglodyte god of hunger	CE	Death, destruction	Image of the lizard/toad god	Javelin
Maglubiyet, goblinoid god of war	LE	Deceit, destruction, war	Bloody axe	Battleaxe
Sekolah, sahuagin god of the hunt	LE	Animal, law, water, war	Shark	Trident
Semuanya, lizardfolk deity of survival	N	Life, protection, wilderness	Egg	Club
Skerrit, centaur & satyr god of nature	N	Plant, revelry, wilderness	Oak growing from acorn	Spear
Skoraeus Stonebones, stone giant god	N	Earth, knowledge, protection	Stalactite	Warhammer
Surtur, god of fire giants and craft	LE	Deceit, fire, strength, war	Flaming sword	Greataxe
Thrym, god of frost giants and strength	CE	Cold, destruction, war	White double-bladed axe	Battleaxe
Tiamat, dragon goddess of evil	LE	Deceit, law	Dragon head with five claw marks	Pick

## Fantasy-Historical Pantheons

The Celtic, Egyptian, Greek, and Norse pantheons are fantasy interpretations of historical religions from our world's ancient times. They include deities that are most appropriate for use in a D&D game, divorced from their historical context in the real world and united into pantheons that serve the needs of the game.

### The Celtic Pantheon

It's said that something wild lurks in the heart of every soul, a space that thrills to the sound of geese calling at night, to the whispering wind through the pines, to the unexpected red of mistletoe on an oak - and it is in this space that the Celtic gods dwell. They sprang from the brook and stream, their might heightened by the strength of the oak and the beauty of the woodlands and open moor. When the first forester dared put a name to the face seen in the bole of a tree or the voice babbling in a brook, these gods forced themselves into being.

The Celtic gods are as often served by druids as by clerics, for they are closely aligned with the forces of nature that druids revere.

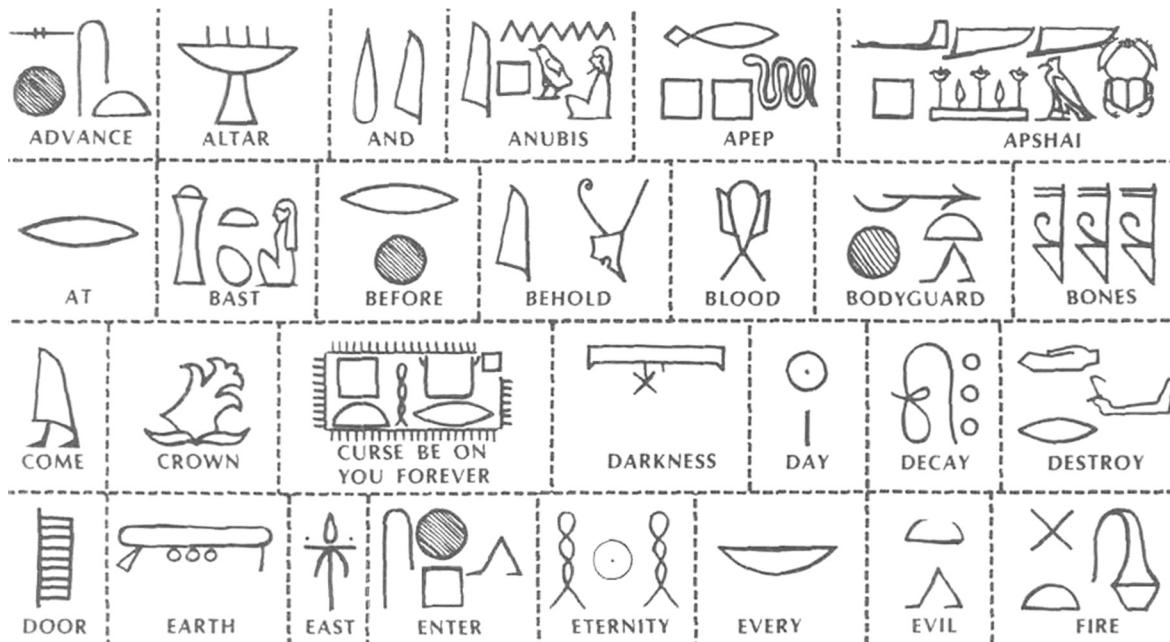
<b>Deity</b>	<b>Alignment</b>	<b>Suggested Domains</b>	<b>Symbol</b>	<b>Weapon</b>
The Daghdha, god of weather & crops	CG	Agriculture, death, weather	Bubbling cauldron or shield	Quarterstaff
Arawn, god of life, death, & the hunt	NE	Death, life, wilderness	Black star on gray background	Club
Belenus, god of sun, light, and warmth	NG	Life, light, travel	Solar disk and standing stones	Longbow
Brigantia, goddess of rivers & livestock	NG	Agriculture, life, water, travel	Footbridge	Spear
Diancecht, god of medicine	LG	Knowledge, life	Crossed oak and mistletoe branches	Spear
Dunatis, god of mountains and peaks	N	Earth, protection	Red sun-capped mountain peak	Pick
Goibhniu, god of smiths and healing	NG	Crafts, knowledge, life	Giant mallet over sword	Spear
Lugh, god of arts, travel, & commerce	CN	The arts, knowledge, travel	Pair of long hands	Spear
Manannan mac Lir, god of oceans	LN	Protection, water, weather	Wave of white water on green	Longsword
Math Mathonwy, hero-god of magic	NE	Knowledge, magic	Staff	Quarterstaff
Morrigan, goddess of battle	CE	Luck, war	Two crossed spears or crow	Spear
Nuada, hero-god of war and warriors	N	Strength, war	Silver hand on black background	Longsword
Oghma, god of speech and writing	NG	The arts, knowledge	Unfurled scroll	Longsword
Silvanus, god of nature and forests	N	Animal, plant, wilderness	Summer oak tree	Warhammer

## The Egyptian Pantheon

These gods are a young dynasty of an ancient divine family, heirs to the rulership of the cosmos and the maintenance of the divine principle of Ma'at – the fundamental order of truth, justice, law, and order that puts gods, mortal pharaohs, and ordinary men and women in their logical and rightful place in the universe.

The Egyptian pantheon is unusual in having three gods with the Death domain of different alignments. Anubis is the lawful neutral god of the afterlife, who judges the souls of the dead. Set is a chaotic evil god of murder, perhaps best known for killing his brother Osiris. And Nephthys is a chaotic good goddess of mourning. Thus, although most clerics of the Death domain are villainous characters, clerics who serve Anubis or Nephthys need not be.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Ra, god of the sun, ruler of the gods	LG	Law, life, light	Solar disk encircled by serpent	Quarterstaff
Anubis, god of judgment and death	LN	Death, law, protection	Black jackal	Mace
Apep, god of evil, fire, and serpents	CE	Chaos, deceit, fire	Flaming snake	Pick
Bast, goddess of cats & vengeance	CG	Animal, love, revelry	Cat	Unarmed strike
Bes, god of luck and music	CN	The arts, luck, protection	Image of the misshapen deity	Shortsword
Hathor, goddess of love, and music	NG	The arts, home, love	Horned cow's head with lunar disk	Longsword
Imhotep, god of crafts and medicine	NG	Crafts, knowledge, life	Step pyramid	Quarterstaff
Isis, goddess of fertility and magic	NG	Home, life, magic, wilderness	Ankh and star	Quarterstaff
Nephthys, goddess of death & grief	CG	Death, protection	Horns around a lunar disk	Mace
Osiris, god of nature & the underworld	LG	Life, plant, protection	Crook and flail	Flail
Ptah, god of crafts, knowledge, & secrets	CN	Crafts, knowledge, plant	Bull	Mace
Set, god of darkness and desert storms	CE	Chaos, deceit, weather	Coiled cobra	Spear
Sobek, god of water and crocodiles	LN	Animal, life, protection, water	Crocodile head with horns	Spear
Thoth, god of knowledge and wisdom	N	Knowledge, time	Ibis	Quarterstaff



## The Greek Pantheon

The gods of Olympus make themselves known with the gentle lap of waves against the shores and the crash of the thunder among the cloud-enshrouded peaks. The thick boar-infested woods and the sere, olive-grove covered hillsides hold evidence of their passing. Every aspect of nature echoes with their presence, and they've made a place for themselves inside the human heart, too.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Zeus, god of the sky, ruler of the gods	N	Knowledge, weather	Fist full of lightning bolts	Spear
Aphrodite, goddess of love & beauty	CG	The arts, love, revelry	Sea shell	Dagger
Apollo, god of light, music, & healing	CG	The arts, knowledge, life, light	Lyre	Longbow
Ares, god of war and strife	CE	Strength, war	Spear	Spear
Artemis, goddess of hunting	NG	Life, moon, wilderness	Bow and arrow on lunar disk	Longbow
Athena, goddess of wisdom	LG	Knowledge, protection, war	Owl	Spear
Demeter, goddess of agriculture	NG	Agriculture, life,	Mare's head	Spear
Dionysus, god of mirth and wine	CN	Agriculture, chaos, life, revelry	Thyrsus (staff tipped with pine cone)	Quarterstaff
Hades, god of the underworld	LE	Death, earth	Black ram	Longsword
Hecate, goddess of magic & the moon	CE	Moon, magic, plague	Setting moon	Dagger
Hephaestus, god of smithing and craft	NG	Crafts, knowledge, strength	Hammer and anvil	Warhammer
Hera, goddess of marriage & intrigue	CN	Home, knowledge, life	Fan of peacock feathers	Mace
Heracles, hero-god of strength	CG	Life, strength, travel	Lion's head	Club
Hermes, god of travel and commerce	CG	Deceit, travel	Caduceus (winged staff and serpents)	Quarterstaff
Hestia, goddess of home and family	NG	Home, life, protection	Hearth	Dagger
Nike, goddess of victory	LN	Strength, war	Winged woman	Mace
Pan, god of nature	CN	Animal, revelry, wilderness	Syrinx (pan pipes)	Unarmed strike
Poseidon, god of the sea	CN	Earth, water, travel	Trident	Trident
Tyche, goddess of good fortune	N	Luck, protection	Red pentagram	Shortsword

## The Norse Pantheon

Where the land plummets from the snowy hills into the icy fjords below, where the longboats draw up on to the beach, where the glaciers flow forward and retreat with every fall and spring - this is the land of the Vikings, the home of the Norse pantheon. It's a brutal clime, and one that calls for brutal living. The warriors of the land have had to adapt to the harsh conditions in order to survive, but they haven't been too twisted by the needs of their environment. Given the necessity of raiding for food and wealth, it's surprising the mortals turned out as well as they did. Their powers reflect the need these warriors had for strong leadership and decisive action. Thus, they see their deities in every bend of a river, hear them in the crash of the thunder and the booming of the glaciers, and smell them in the smoke of a burning longhouse.

The Norse pantheon includes two main families, the Aesir (deities of war and destiny) and the Vanir (gods of fertility and prosperity). Once enemies, these two families are now closely allied against their common enemies, the giants (including the gods Surtur and Thrym). Like the gods of Greyhawk, gods in different families sometimes have overlap in their spheres of influence: Frey (of the Vanir) and Odr (of the Aesir) are both associated with the sun, for example.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Odin, god of knowledge and war	NG	Knowledge, magic, travel, war	Watching blue eye	Spear
Aegir, god of the sea and storms	NE	Revelry, water, weather	Rough ocean waves	Club
Balder, god of beauty and poetry	NG	The arts, life, light, peace	Gem-encrusted silver chalice	Unarmed strike
Bragi, god of poetry and eloquence	NG	The arts, knowledge	Harp	Shortsword
Forseti, god of justice and law	LN	Law, protection	Head of a bearded man	Longsword
Frey, god of fertility and the sun	NG	Life, light, revelry, weather	Ice-blue greatsword	Greatsword
Freya, goddess of fertility and love	NG	Life, love, war	Falcon	Longsword
Frigga, goddess of birth and fertility	N	Home, knowledge, life	Cat	Unarmed strike
Heimdall, god of watchfulness	LG	Knowledge, law, protection	Curling musical horn	Longsword
Hel, goddess of the underworld	NE	Death	Woman's face, rotting on one side	Shortsword
Hermod, god of luck	CN	Luck, travel	Winged scroll	Longsword
Idun, goddess of eternal youth	NG	Life, plant	Apple	Quarterstaff
Loki, god of thieves and trickery	CE	Deceit, fire, magic	Flame	Dagger
Magni, god of strength	CG	Strength, war	Mountain	Unarmed strike
Modi, god of bravery	CG	Knowledge, war	Sword and hammer crossed	Shortsword
Njord, god of sea and wind	NG	Travel, water, weather	Gold coin	Spear
Odr, god of poetry and rage	CG	The arts, chaos, light	Solar disk	Shortsword
Sif, goddess of war and the harvest	CG	Agriculture, life, war	Rowan tree	Longsword
Skadi, god of hunting and mountains	N	Cold, wilderness	Mountain peak	Longbow
Surtur, god of fire giants and craft	LE	Deceit, fire, strength, war	Flaming sword	Greatsword
Thor, god of storms and thunder	CG	Strength, weather	Warhammer	Warhammer
Thrud, goddess of strength	CG	Protection, strength	Winged maiden	Longsword
Thrym, god of frost giants and strength	CE	Cold, destruction, war	White double-bladed axe	Battleaxe
Tyr, god of justice and strategy	LN	Law, protection, war	Sword	Longsword
Ullr, god of hunting and winter	CN	Cold, wilderness	Ring	Longbow
Vali, god of vengeance	N	Strength, war	Red cloth	Longsword
Vidarr, god of silence and strength	N	Protection, strength, travel	Shoe	Longsword



## APPENDIX C: THE PLANES OF EXISTENCE



Incredibly vast is the cosmos of the Dungeons & Dragons game, which teems with a multitude of worlds as well as myriad alternate dimensions of reality, called the planes of existence. It encompasses every world where Dungeon Masters run their adventures, all within the relatively mundane realm of the Material Plane. Beyond that plane are domains of raw elemental matter and energy, realms of pure thought and ethos, the homes of demons and angels, and the dominions of the gods. Many spells and magic items can draw energy from these planes, summon the creatures that dwell there, communicate with their denizens, and allow adventurers to travel there. As your character achieves greater power and higher levels, you might undertake a quest to rescue a friend from the horrific depths of the Abyss, or find yourself hoisting a tankard with the giants of Ysgard. You might walk on streets made of solid fire or test your mettle on a battlefield where the fallen are resurrected with each dawn.

### The Material Plane

The Material Plane is the nexus where the philosophical and elemental forces that define the other planes collide in the jumbled existence of mortal life and mundane matter. All the worlds of D&D exist within the Material Plane, making it the starting point for most campaigns and adventures. The rest of the multiverse is defined in relation to the Material Plane.

The worlds of the Material Plane are infinitely diverse, for they reflect the creative imagination of the DMs who set their games there, as well as the players whose heroes adventure there. They include magic-wasted desert planets and island-dotted water worlds, worlds where magic combines with advanced technology and others trapped in an endless Stone Age, worlds where the gods walk and places they have abandoned.

The best-known worlds in the multiverse are the ones that have been published as official campaign settings for the D&D game over the years: Greyhawk, Blackmoor, Dragonlance, the Forgotten Realms, Mystara, Birthright, Dark Sun, and Planescape, among others. Each of these worlds boasts its own cast of heroic adventurers and scheming villains, its own ancient ruins and forgotten artifacts, its own dungeons and its own dragons. But if your campaign takes place on one of these worlds, it belongs to your DM - you might imagine it as one of thousands of parallel versions of the world, which might diverge wildly from the published version.

### Material Echoes

The Material Plane is a richly magical place, and its magical nature is reflected in the two planes that share its central place in the multiverse. The Feywild and the Shadowfell are parallel dimensions occupying the same cosmological space, so they are often called echo planes or mirror planes to the Material Plane. The worlds and landscapes of these planes mirror the natural world of the Material Plane but reflect those features into different forms - more marvelous and magical in the Feywild, distorted and colorless in the Shadowfell. Where a volcano stands in the Material Plane, a mountain topped with skyscraper-sized crystals that glow with internal fire towers in the Feywild, and a jagged rock outcropping resembling a skull marks the spot on the Shadowfell.

The **Feywild**, also called the Plane of Faerie, is a land of soft lights and wonder, a country of little people with great desires, a place of music and death. It is a realm of eternal twilight, with slow lanterns bobbing in the gentle breeze and huge fireflies buzzing through groves and fields. The sky is alight with the faded colors of the setting, or perhaps rising, sun. But, in fact, the sun never truly sets or rises; it remains stationary, dusky and low in the sky. Away from the settled areas ruled by the Seelie Court, the land is a tangle of sharp-toothed brambles and syrupy fens - perfect territory for the Unseelie to hunt their prey. Fey creatures, such as those brought to the world by Call Woodland Beings and similar spells, dwell in the Feywild.

The **Shadowfell**, also called the Plane of Shadow, is a darkly lighted dimension, a world of black and white where color has been leached from everything. It is a place of toxic darkness that hates the light, where the sky is a black vault with neither sun nor stars.

### Positive and Negative Planes

Like a dome above the other planes, the Positive Plane is the source of radiant energy and the raw life force that suffuses all living beings, from the puny to the sublime. Its dark reflection is the Negative Plane, the source of necrotic energy that destroys the living and animates the undead.

### Beyond the Material

Beyond the Material Plane, the various planes of existence are realms of myth and mystery. They're not simply other worlds, but different qualities of being, formed and governed by spiritual and elemental principles abstracted from the ordinary world.

### Planar Travel

When adventurers travel into other planes of existence, they are undertaking a legendary journey across the thresholds of existence to a mythic destination where they strive to complete their quest. Such a journey is the stuff of legend. Braving the realms of the dead, seeking out the celestial servants of a deity, or bargaining with an efreeti in its home city will be the subject of song and story for years to come.

Travel to the planes beyond the Material Plane can be accomplished in two ways: by casting a spell or by using a planar portal.

**Spells:** A number of spells allow direct or indirect access to other planes of existence. Plane Shift and Gate can transport adventurers directly to any other plane of existence, with different degrees of precision. Ethereallness allows adventurers to enter the Ethereal Plane and travel from there to any of the planes it touches: the Shadowfell, the Feywild, or the Elemental Planes. Astral Projection lets adventurers project themselves into the Astral Plane and travel to the Outer Planes.

**Portals:** A portal is a general term for a stationary interplanar connection that links a specific location on one plane to a specific location on another. Some portals are like doorways, a clear window, or a fog-shrouded passage, and simply stepping through it effects the interplanar travel. Others are locations - circles of standing stones, soaring towers, sailing ships, or even whole towns - that exist in multiple planes at once or flicker from one plane to another in turn. Some are vortices, typically joining an Elemental Plane with a very similar

location on the Material Plane, such as the heart of a volcano (leading to the Plane of Fire) or the depths of the ocean (to the Plane of Water).

## Transitive Planes

The Ethereal Plane and the Astral Plane are called the Transitive Planes. They are mostly featureless realms that serve primarily as ways to travel from one plane to another. Spells such as Ethereallness and Astral Projection allow characters to enter these planes and traverse them to reach the planes beyond.

The Ethereal Plane is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, called the Border Ethereal, overlap the Material Plane and the Inner Planes, so that every location on those planes has a corresponding location on the Ethereal Plane. Certain creatures can see into the Border Ethereal, and the Detect Invisibility and True Seeing spells grant that ability. Some magical effects also extend from the Material Plane into the Border Ethereal, particularly effects that use force energy such as Forcecage and Wall of Force. The depths of the plane, the Deep Ethereal, are a region of swirling mists and colorful fogs.

The Astral Plane is the realm of thought and dream, where visitors travel as disembodied souls to reach the planes of the divine and demonic. It is a great, silvery sea, the same above and below, with swirling wisps of white and gray streaking among motes of light resembling distant stars. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

## Inner Planes

The Inner Planes surround and enfold the Material Plane and its echoes, providing the raw elemental substance from which all the worlds were made. The four Elemental Planes - Air, Earth, Fire, and Water - form a ring around the Material Plane, suspended within the churning Elemental Chaos.

At their innermost edges, where they are closest to the Material Plane (in a conceptual if not a literal geographical sense), the four Elemental Planes resemble a world in the Material Plane. The four elements mingle together as they do in the Material Plane, forming land, sea, and sky. Farther from the Material Plane, though, the Elemental Planes are both alien and hostile. Here, the elements exist in their purest form: great expanses of solid earth, blazing fire, crystal-clear water, and unsullied air. These regions are little-known, so when discussing the Plane of Fire, for example, a speaker usually means just the border region. At the farthest extents of the Inner Planes, the pure elements dissolve and bleed together into an unending tumult of clashing energies and colliding substance, the Elemental Chaos.

## Outer Planes

If the Inner Planes are the raw matter and energy that makes up the multiverse, the Outer Planes are the direction, thought, and purpose for such construction. Accordingly, many sages refer to the Outer Planes as divine planes, spiritual planes, or godly planes, for the Outer Planes are best known as the homes of deities.

When discussing anything to do with deities, the language used must be highly metaphorical. Their actual homes are not literally "places" at all, but exemplify the idea that the Outer Planes are realms of thought and spirit. As with the Elemental Planes, one can imagine the perceptible part of the Outer Planes as a sort of border region, while extensive spiritual regions lie beyond ordinary sensory experience.

Even in those perceptible regions, appearances can be deceptive. Initially, many of the Outer Planes appear hospitable and familiar to natives of the Material Plane. But the landscape can change at the whims of the powerful forces that live on the Outer Planes. The desires of the mighty forces that dwell on these planes can remake them completely, effectively erasing and rebuilding existence itself to better fulfill their own needs.

Distance is a virtually meaningless concept on the Outer Planes. The perceptible regions of the planes often seem quite small, but they can also stretch on to what seems like infinity. It might be possible to take a guided tour of the Nine Hells, from the first layer to the ninth, in a single day - if the powers of the Hells desire it. Or it could take weeks for travelers to make a grueling trek across a single layer.

The most well-known Outer Planes are a group of sixteen planes that correspond to the eight alignments (excluding neutrality) and the shades of distinction between them.

### Outer Plane Alignment

Outer Plane	Alignment
Mount Celestia, the Seven Heavens of	LG
Bytopia, the Twin Paradises of	NG, LG
Elysium, the Blessed Fields of	NG
The Beastlands, the Wilderness of	NG, CG
Arborea, the Olympian Glades of	CG
Ysgard, the Heroic Domains of	CN, CG
Limbo, the Ever-Changing Chaos of	CN
Pandemonium, the Windswept Depths of	CN, CE
The Abyss, the Infinite Layers of	CE
Carceri, the Tartarian Depths of	NE, CE
Hades, the Gray Waste of	NE
Gehenna, the Bleak Eternity of	NE, LE
The Nine Hells (of Baator)	LE
Acheron, the Infinite Battlefield of	LN, LE
Mechanus, the Clockwork Nirvana of	LN
Arcadia, the Peaceable Kingdoms of	LN, LG

The planes with some element of good in their nature are called the Upper Planes. Celestial creatures such as angels and pegasi dwell in the Upper Planes. Planes with some element of evil are the Lower Planes. Fiends such as demons, devils, and yugoloths dwell in the Lower Planes. A plane's alignment is its essence, and a character whose alignment doesn't match the plane's experiences a profound sense of dissonance there. When a good creature visits Elysium, for example, it feels in tune with the plane, but an evil creature feels out of tune and more than a little uncomfortable.

## Other Planes

Existing somehow between or beyond the known planes of existence are a variety of other realms.

**Sigil and the Outlands:** The Outlands is the plane between the Outer Planes, a plane of neutrality, but not the neutrality of nothingness. Instead it incorporates a little of everything, keeping it all in a paradoxical balance - simultaneously concordant and in opposition. It is a broad region of varied terrain, with open prairies, towering mountains, and twisting, shallow rivers, strongly resembling an ordinary world of the Material Plane.

The Outlands is circular, like a great wheel - in fact, those who envision the Outer Planes as a wheel point to the Outlands as proof, calling it a microcosm of the planes. That argument might be circular, however, for it is possible that the arrangement of the Outlands inspired the idea of the Great Wheel in the first place.

Around the outside edge of the circle, evenly spaced, are the gate-towns: sixteen settlements, each built around a portal leading to one of the Outer Planes. Each town shares many of the characteristics of the plane where its gate leads.

At the center of the Outlands, like the axle of the planar wheel, the Spire shoots impossibly high into the sky. Above this thin peak floats the ring-shaped city of Sigil, the City of Doors. This bustling planar metropolis holds countless portals to other planes and worlds.

Sigil is a trader's city. Goods, merchandise, and information come to it from across the planes. There is a brisk trade in information about the planes, in particular in the command words or items required for the operation of particular portals. These portal keys are highly sought after, and many travelers within the city are looking for a particular portal or a portal key to allow them to continue on their way.

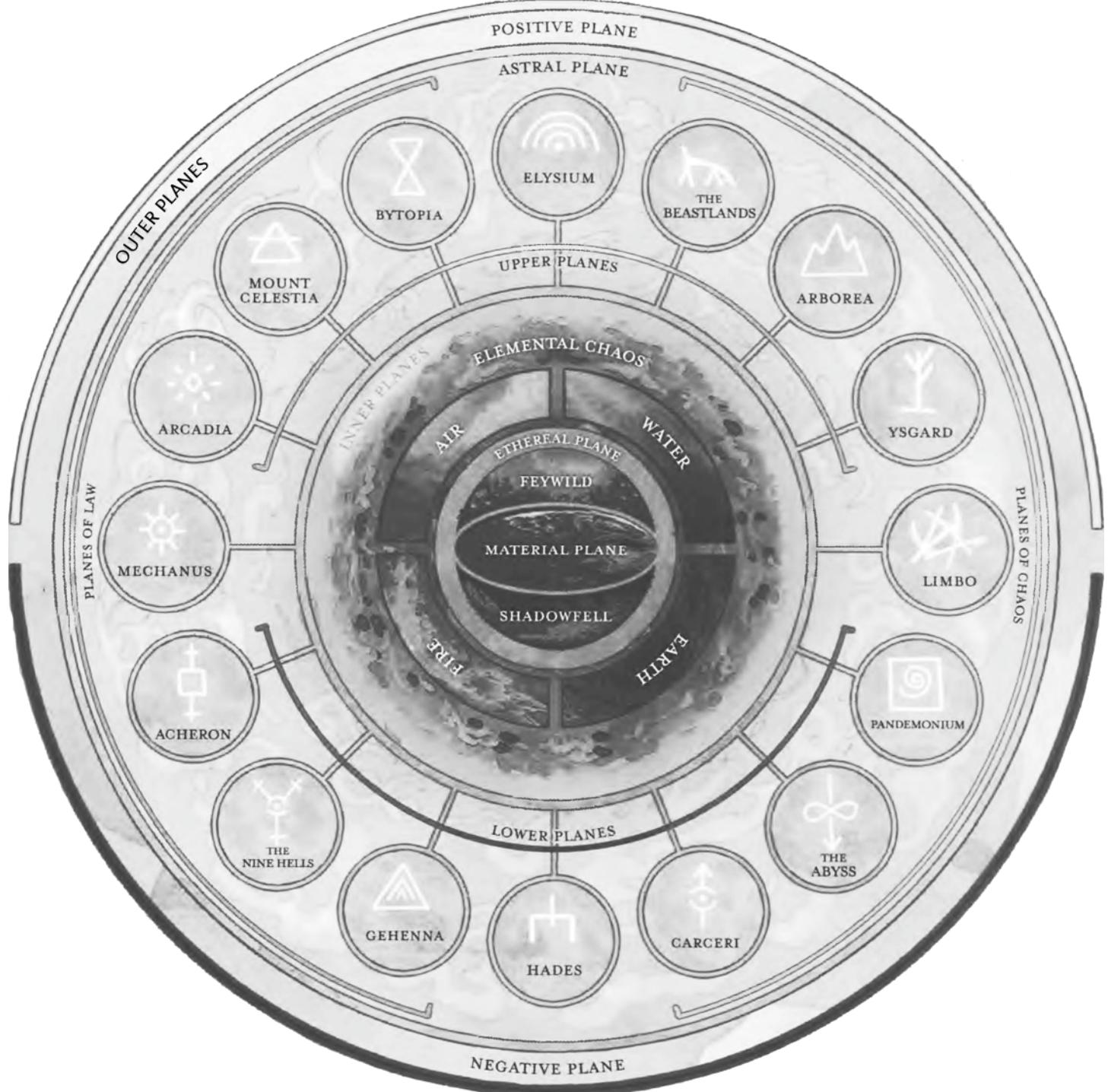
**Demiplanes:** Demiplanes are small extradimensional spaces with their own unique rules. They are pieces of reality that don't seem to fit anywhere else. Demiplanes come into being by a variety of means. Some are created by spells, such as demiplane, or generated at the desire of a powerful deity or other force. They may exist naturally, as a fold of existing reality that has been pinched off from the rest of the multiverse, or as a baby universe growing in power. A given demiplane can be entered through a single point where it touches another plane. Theoretically, a Plane Shift spell can also carry travelers to a demiplane, but the proper frequency required for the tuning fork is extremely hard to acquire. The Gate spell is more reliable, assuming the caster knows of the demiplane.

**The Far Realm:** The Far Realm is beyond the known multiverse. In fact, it might be an entirely separate multiverse with its own physical and magical laws. Where stray energies from the Far Realm leak onto another plane, life and matter are warped and twisted into alien shapes that defy ordinary geometry and biology.

The entities that abide in the Far Realm are too alien for a normal mind to accept without damage. Titanic creatures swim through nothingness, preoccupied with madness. Unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far

Realm is a triumph of mind over the rude boundaries of matter, space, and eventually sanity.

There are no known portals to the Far Realm, or at least none that are still viable. Ancient elves once pierced the boundary of eons with a vast portal to the Far Realm within a mountain called Firestorm Peak, but their civilization imploded in bloody terror and the portal's location, even its home world, is long forgotten. Other portals might still exist, marked by the alien forces leaking through to corrupt the Material Plane around them.



## APPENDIX D: CREATURES STATISTICS

Spells and class features allow characters to transform into animals, summon creatures to serve as familiars, and create undead. Statistics for such creatures are grouped in this appendix for your convenience. For information on how to read a stat block, see the Monster Manual.

### Bat

Tiny beast, unaligned

**Armor Class:** 12

**Hit Points:** 1 (1d4-1)

**Speed:** 5 ft., fly 30 ft.

**Languages:** -

**Skills:** Perception +1

**Senses:** Blindsight 60 feet.

Echolocation. While it can't hear, the bat has no blindsight.

The bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Challenge:** 0 (10 XP)

Str	Dex	Con	Int	Wis	Cha
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)



### Black Bear

Medium beast, unaligned

**Armor Class:** 11 (natural armor)

**Hit Points:** 19 (3d8+6)

**Speed:** 40 ft., climb 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +3

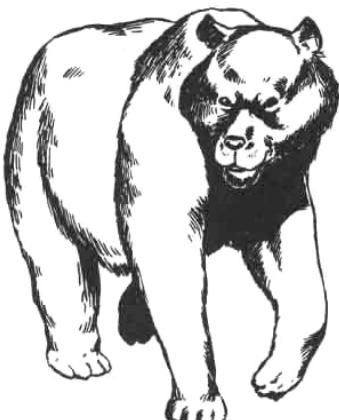
**Senses:** Keen smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Claws:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

**Multiaction:** The bear makes two attacks, one with its bite and one with its claws.

**Challenge:** ½ (100 XP)



### Boar

Medium beast, unaligned

**Armor Class:** 11 (natural armor)

**Hit Points:** 11 (2d8+2)

**Speed:** 40 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

**Skills:** Perception +1

**Charge:** If the boar moves at least 20 feet straight toward a creature right before hitting it with a tusk attack, the target takes an extra 3 (1d6) slashing damage and must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless:** If the boar takes damage that reduces it to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit or kills the boar through massive damage (see Instant Death on page 88). This ability recharges after the boar finishes a short or long rest.

**Tusk:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.

**Challenge:** ¼ (50 XP)



### Brown Bear

Large beast, unaligned

**Armor Class:** 11 (natural armor)

**Hit Points:** 34 (4d10+12)

**Speed:** 40 ft., climb 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills:** Perception +3

**Senses:** Keen smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

**Claws:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

**Multiaction:** The bear makes two attacks, one with its bite and one with its claws.

**Challenge:** 1 (200 XP)

### Cat

Tiny beast, unaligned

**Armor Class:** 12

**Hit Points:** 2 (1d4)

**Speed:** 40 ft., climb 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +3, Stealth +4

**Senses:** Keen smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

**Claws:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

**Challenge:** 0 (10 XP)

### Constrictor Snake

Large beast, unaligned

**Armor Class:** 12

**Hit Points:** 13 (2d10+2)

**Speed:** 30 ft., swim 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

**Skills:** Perception +0

**Senses:** Blindsight 10 ft.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Constrict:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage, and the target is grappled. Until this grapple ends, the target is restrained, and the snake can't constrict another target.

**Challenge:** ¼ (50 XP)

### Crocodile

Large beast, unaligned

**Armor Class:** 12 (natural armor)

**Hit Points:** 19 (3d10+3)

**Speed:** 20 ft., swim 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills:** Stealth +2

**Hold Breath:** The crocodile can hold its breath for 15 minutes.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) piercing damage, and the target is grappled. Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Challenge:** ½ (100 XP)

**Challenge:** ½ (100 XP)

### Dire Wolf

Large beast, unaligned  
**Armor Class:** 14 (natural armor)

**Hit Points:** 37 (5d10+10)

**Speed:** 50 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +3, Stealth +4

**Senses:** Keen hearing and smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics:** The wolf has advantage on attack rolls against a target if at least one of the wolf's allies is within 5 feet of the target and isn't incapacitated.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

**Challenge:** 1 (200 XP)

### Frog

Tiny beast, unaligned

**Armor Class:** 11

**Hit Points:** 1 (1d4-1)

**Speed:** 20 ft., swim 20 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

**Skills:** Perception +1, Stealth +3

**Senses:** Darkvision 30 feet

**Amphibious:** The frog can breathe air and water.

**Standing Leap:** As part of its movement and without a running start, the frog can long jump up to 10 feet and high jump up to 5 feet.

**Challenge:** 0 (0 XP)

### Giant Eagle

Large beast, neutral good

**Armor Class:** 13

**Hit Points:** 26 (4d10+4)

**Speed:** 10 ft., fly 80 ft.

**Languages:** Giant Eagle, understands Common but doesn't speak it.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

**Skills:** Perception +4

**Senses:** Keen sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

**Beak:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

**Talons:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

**Multiattack:** The eagle makes two attacks, one with its beak and one with its talons.

**Challenge:** 1 (200 XP)

### Giant Spider

Large beast, unaligned

**Armor Class:** 14 (natural armor)

**Hit Points:** 26 (4d10+4)

**Speed:** 30 ft., climb 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills:** Stealth +7

**Senses:** Blindsight 10 feet, darkvision 60 feet. Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

**Web:** Ranged Weapon Attack: +5 to hit, range 30 ft./60 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a

success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). (Recharge 5-6).

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

**Challenge:** 1 (200 XP)



### Hawk (Falcon)

Tiny fiend (devil, shapechanger), lawful evil

**Armor Class:** 13

**Hit Points:** 1 (1d4-1)

**Speed:** 10 ft., fly 60 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
5 (-2)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

**Skills:** Perception +4

**Senses:** Keen sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

**Talons:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

**Challenge:** 0 (10 XP)

### Imp

Tiny fiend (devil, shapechanger), lawful evil

**Armor Class:** 13

**Hit Points:** 10 (3d4+3)

**Speed:** 20 ft., fly 40 ft. (20 ft. in rat form; 20 ft., fly 60 ft. in raven form; 20 ft., climb 20 ft. in spider form)

**Languages:** Infernal, Common

Str	Dex	Con	Int	Wis	Cha
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills:** Deception +4, Insight +3, Perception +1, Persuasion +4, Stealth +5

**Senses:** Darkvision 120 ft. Devil's sight. Magical darkness doesn't impede the imp's darkvision.

**Damage Resistances:** Cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

**Damage Immunities:** Fire, poison

**Condition Immunities:** Poisoned

**Magic Resistance:** The imp has advantage on saving throws against spells and other magical effects.

**Invisibility:** The imp turns invisible until it attacks or until its concentration ends. Anything the invisible imp is carrying or wearing is invisible as long as it remains in contact with the imp.

**Shapechanger:** The imp can use its action to Polymorph into the beast form of a rat, a raven, or a spider, or into its devil form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the imp reverts to its devil form.

**Sting or Bite in Beast Form:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Challenge:** 1 (200 XP)

## Lion

Large beast, unaligned

**Armor Class:** 12

**Hit Points:** 26 (4d10+4)

**Speed:** 50 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	13 (+1)	3 (-3)	12 (+1)	8 (-1)

**Skills:** Perception +3, Stealth +6

**Senses:** Keen smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics:** The lion has advantage on attack rolls against a target if at least one of the lion's allies is within 5 feet of the target and isn't incapacitated.

**Running Leap:** As part of its movement and after a 10-foot running start, the lion can long jump up to 25 feet.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

**Claw:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

**Pounce:** If the lion moves at least 20 feet straight toward a target right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can take a bonus action to make one bite attack against it.

**Challenge:** 1 (200 XP)

## Mastiff

Medium beast, unaligned

**Armor Class:** 12

**Hit Points:** 5 (1d8+1)

**Speed:** 40 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +3

**Senses:** Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage. The target must succeed on a DC 11 Strength saving throw or be knocked prone.

**Challenge:** 1/8 (25 XP)

## Mule

Medium beast, unaligned

**Armor Class:** 10

**Hit Points:** 11 (2d8+2)

**Speed:** 40 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Beast of Burden:** The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

**Sure-Footed:** Whenever the mule would be knocked prone, it stays on its feet if it succeeds on a DC 10 Dexterity saving throw.

**Hooves:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

**Challenge:** 1/8 (25 XP)

## Owl

Tiny beast, unaligned

**Armor Class:** 11

**Hit Points:** 1 (1d4-1)

**Speed:** 5 ft., fly 60 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +3, Stealth +3

**Senses:** Darkvision 120 feet. Keen sight. The owl has advantage on Wisdom (Perception) checks that rely on sight.

**Flyby:** The owl provokes no opportunity attacks when it flies out of an enemy's reach.

**Talons:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

**Challenge:** 0 (10 XP)

## Panther

Medium beast, unaligned

**Armor Class:** 12

**Hit Points:** 13 (3d8)

**Speed:** 50 ft., climb 40 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

**Skills:** Perception +4, Stealth +6

**Sense:** Keen smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Claw:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

**Pounce:** If the panther moves at least 20 feet straight toward a target right before hitting it with a claw attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can take a bonus action to make one bite attack against it.

**Challenge:** 1/4 (50 XP)

## Poisonous Snake

Tiny beast, unaligned

**Armor Class:** 13

**Hit Points:** 2 (1d4)

**Speed:** 30 ft., swim 30 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
2 (4)	15 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

**Skills:** Perception +0

**Senses:** Blindsight 10 feet

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

**Challenge:** 1/8 (25 XP)

## Pseudodragon

Tiny dragon, neutral good

**Armor Class:** 13 (natural armor)

**Hit Points:** 7 (2d4+2)

**Speed:** 15 ft., fly 60 ft.

**Languages:** Understands Common and Draconic but doesn't speak

Str	Dex	Con	Int	Wis	Cha
6 (-2)	15(+2)	13(+1)	10(+0)	12(+1)	10(+0)

**Skills:** Perception +3, Stealth +4

**Senses:** Blindsight 10 feet, darkvision 60 feet. Keen senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Magic Resistance:** The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

**Sting:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 6 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

**Challenge:** 1/4 (50 XP)



### Quasit

Tiny fiend (demon, shapeshifter), chaotic evil

**Armor Class:** 13

**Hit Points:** 7 (3d4)

**Speed:** 40 ft. (10 ft., fly 40 ft. in bat form; 40 ft., climb 40 ft. in centipede form; 40 ft., swim 40 ft. in toad form)

**Languages:** Abyssal, Common

Str	Dex	Con	Int	Wis	Cha
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

**Skills:** Stealth +5

Senses: Darkvision 120 feet

**Damage Resistances:** Cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons.

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Magic Resistance:** The quasit has advantage on saving throws against spells and other magical effects.

**Shapeshifter:** The quasit can use its action to Polymorph into the beast form of a bat, centipede, or toad, or into its demon form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the quasit reverts to its demon form.

**Scare (1/Day):** One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect early on a success.

**Invisibility:** The quasit turns invisible until it attacks or uses Scare, or until its concentration ends. Anything the invisible quasit is carrying or wearing is invisible as long as it remains in contact with the quasit.

**Claws (Bite in Beast Form):** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage. The target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

**Challenge:** 1 (200 XP)

### Rat

Tiny beast, unaligned

**Armor Class:** 10

**Hit Points:** 1 (1d4-1)

**Speed:** 20 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

**Skills:** Perception +0

**Senses:** Darkvision 30 feet. Keen smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Challenge:** 0 (10 XP)

### Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
2 (-4)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

**Skills:** Perception +3

**Mimicry:** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) Check.

**Beak:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Challenge:** 0 (10 XP)

### Reef Shark

Medium beast, unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (4d8+4)

Speed: 0 ft., swim 40 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

**Skills:** Perception +2

**Senses:** Blindsight 30 feet

**Pack Tactics:** The shark has advantage on attack rolls against a target if at least one of the shark's allies is within 5 feet of the target and isn't incapacitated.

**Water Breathing:** The shark can breathe only while underwater.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

**Challenge:** 1/2 (100 XP)

### Riding Horse

Large beast, unaligned

**Armor Class:** 10

**Hit Points:** 13 (2d10+2)

**Speed:** 60 ft.

**Languages:** -

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

**Skills:** Perception +0

**Hooves:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

**Challenge:** 1/4 (50 XP)

### Skeleton

Medium undead, lawful evil

**Armor Class:** 13 (armor scraps)

**Hit Points:** 13 (2d8+4)

**Speed:** 30 ft.

**Languages:** Understands languages it knew in life but can't speak

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Senses:** Darkvision 60 feet

**Damage Vulnerabilities:** Bludgeoning

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Shortsword:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Shortbow:** Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Challenge:** 1/4 (50 XP)

**Sprite**

Tiny fey, neutral good

**Armor Class:** 15 (leather armor)**Hit Points:** 2 (1d4)**Speed:** 10 ft., fly 40 ft.**Languages:** Common, Elvish, Sylvan

Str	Dex	Con	Int	Wis	Cha
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills:** Perception +3, Stealth +8 (the check is made with disadvantage if the sprite is flying)**Heart Sight:** The sprite touches a creature and knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.**Invisibility:** The sprite turns invisible until it attacks or casts a spell, or until its concentration ends. Anything the invisible sprite is carrying or wearing is invisible as long as it remains in contact with the sprite.**Longsword:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.**Shortbow:** Ranged Weapon Attack: +6 to hit, range 40 ft./160 ft., one target. Hit: 1 piercing damage. The target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.**Challenge:** 1/4 (50 XP)**Tiger**

Large beast, unaligned

**Armor Class:** 12**Hit Points:** 37 (5d10+10)**Speed:** 40 ft.**Languages:** -

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills:** Perception +3, Stealth +6**Senses:** Keen smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.**Claw:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.**Pounce:** If the tiger moves at least 20 feet straight toward a target right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can take a bonus action to make one bite attack against it.**Challenge:** 1 (200 XP)**Warhorse**

Large beast, unaligned

**Armor Class:** 11 (see below)**Hit Points:** 19 (3d10+3)**Speed:** 60 ft.**Languages:** -

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

**Skills:** Perception +1**Armor:** An armored warhorse has an Armor Class based on the type of bardings worn (see chapter 5 for more information on bardings). Its Armor Class includes the horse's Dexterity modifier, where applicable.

Leather	Studded	Ringmail	Scalemail	Chainmail
12	13	14	15	16

**Hooves:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) bludgeoning damage.**Trampling Charge:** If the horse moves at least 20 feet straight toward a target right before hitting it with a hooves attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can take a bonus action to make another attack with its hooves against the target.**Challenge:** 1/2 (100 XP)**Wolf**

Medium beast, unaligned

**Armor Class:** 13 (natural armor)**Hit Points:** 11 (2d8+2)**Speed:** 40 ft.**Languages:** -

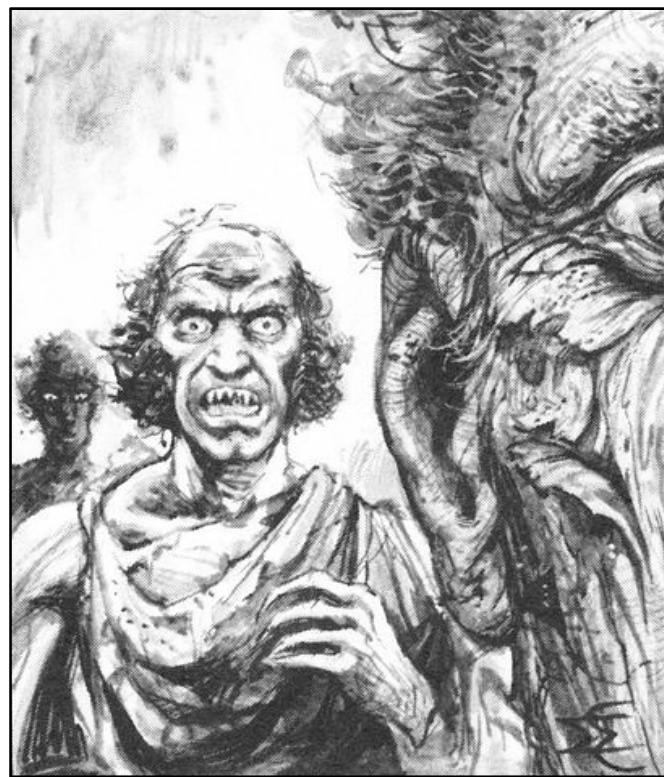
Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills:** Perception +3, Stealth +4**Senses:** Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.**Pack Tactics:** The wolf has advantage on attack rolls against a target if at least one of the wolf's allies is within 5 feet of the target and isn't incapacitated.**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. The target must succeed on a DC 11 Strength saving throw or be knocked prone.**Challenge:** 1/4 (50 XP)**Zombie**

Medium undead, neutral evil

**Armor Class:** 8**Hit Points:** 22 (3d8+9)**Speed:** 20 ft.**Languages:** Understands the languages it knew in life but can't speak.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Skills:** Perception +0**Senses:** Darkvision 60 feet**Damage Immunities:** Poison**Condition Immunities:** Poisoned**Undead Fortitude:** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.**Slam:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.**Challenge:** 1/4 (50 XP)

## APPENDIX E: INSPIRATIONAL READING

"Inspiration for all the fantasy work I have done stems directly from the love my father showed when I was a tad, for he spent many hours telling me stories he made up as he went along, tales of cloaked old men who could grant wishes, of magic rings and enchanted swords, or wicked sorcerers and dauntless swordsmen."

Then too, countless hundreds of comic books went down, and the long-gone EC ones certainly had their effect. Science fiction, fantasy, and horror movies were a big influence. In fact, all of us tend to get ample helpings of fantasy when we are very young from fairy tales such as those written by the Brothers Grimm and Andrew Lang. This often leads to reading books of mythology, paging through bestiaries, and consultation of compilations of the myths of various lands and peoples.

Upon such a base I built my interest in fantasy, being an avid reader of all science fiction and fantasy literature since 1950. The following authors were of particular inspiration to me."

- E. Gary Gygax, 1979

A great deal of fantasy literature has been published since the co-creator of Dungeons & Dragons wrote those words, including breakthrough works set in the shared worlds of D&D. The following list includes Gary's original list and some additional works that have inspired the game's designers in the years since.

- Ahmed, Saladin. *Throne of the Crescent Moon*.
- Alexander, Lloyd. *The Book of Three* and the rest of the *Chronicles of Prydain* series.
- Ambercrombie, Joseph. *The First Law* series and the *Shattered Sea* series.
- Anderson, Poul. *The Broken Sword*, *The High Crusade*, and *Three Hearts and Three Lions*.
- Anthony, Piers. *Split Infinity* and the rest of the *Apprentice Adept* series.
- Asprin, Robert (editor), Lynn Abbey (editor), et al. *Thieves' World* and the rest of the *Thieves' World* series.
- Augusta, Lady Gregory. *Gods and Fighting Men*.
- Bear, Elizabeth. *Range of Ghosts* and the rest of the *Eternal Sky* trilogy.
- Bellairs, John. *The Face in the Frost*.
- Brackett, Leigh. *The Best of Leigh Brackett*, *The Long Tomorrow*, and *The Sword of Rhiannon*.
- Brooks, Terry. *The Sword of Shannara* and the rest of the *Shannara* novels.
- Brown, Fredric. *Hall of Mirrors* and *What Mad Universe*.
- Bulfinch, Thomas. *Bulfinch's Mythology*.
- Burroughs, Edgar Rice. *At the Earth's Core* and the rest of the *Pellucidar* series, *Pirates of Venus* and the rest of the *Venus* series, and *A Princess of Mars* and the rest of the *Mars* series.
- Carter, Lin. *Warrior of World's End* and the rest of the *World's End* series.
- Cook, Glen. *The Black Company* and the rest of the *Black Company* series.
- de Camp, L. Sprague. *The Fallible Fiend* and *Lest Darkness Fall*.
- de Camp, L. Sprague & Fletcher Pratt. *The Compleat Enchanter* and the rest of the *Harold Shea* series, and *Carnelian Cube*.
- Derleth, August and H.P. Lovecraft. *Watchers out of Time*.
- Dunsany, Lord. *The Book of Wonder*, *The Essential Lord Dunsany Collection*, *The Gods of Pegana*, *The King of Elfland's Daughter*, *Lord Dunsany Compendium*, and *The Sword of Welleran* and other Tales.
- Farmer, Philip Jose. *Maker of Universes* and the rest of the *World of Tiers* series.
- Fox, Gardner. *Kothar and the Conjurer's Curse* and the rest of the *Kothar* series, and *Kyrik and the Lost Queen* and the rest of the *Kyrik* series.
- Froud, Brian & Alan Lee. *Faeries*.
- Hickman, Tracy & Margaret Weis. *Dragons of Autumn Twilight* and the rest of the *Chronicles* Trilogy.
- Hodgson, William Hope. *The Night Land*.
- Howard, Robert E. *The Coming of Conan the Cimmerian* and the rest of the *Conan* series.
- Jemisin, N.K. *The Hundred Thousand Kingdoms* and the rest of the *Inheritance* series, *The Killing Moon*, and *The Shadowed Sun*.
- Jordan, Robert. *The Eye of the World* and the rest of the *Wheel of Time* series.
- Kay, Guy Gavriel. *Tigana*.
- King, Stephen. *The Eyes of the Dragon*.
- Lanier, Sterling. *Hiero's Journey* and *The Unforsaken Hiero*.
- LeGuin, Ursula. *A Wizard of Earthsea* and the rest of the *Earthsea* series.
- Leiber, Fritz. *Swords and Deviltry* and the rest of the *Fafhrd & Gray Mouser* series.
- Lovecraft, H.P. *The Complete Works*.
- Lynch, Scott. *The Lies of Locke Lamora* and the rest of the *Gentlemen Bastard* series.
- Martin, George R.R. *A Game of Thrones* and the rest of the *Song of Ice and Fire* series.
- McKillip, Patricia. *The Forgotten Beasts of Eld*.
- Merritt, A. *Creep*, *Shadow, Creep*; *Dwellers in the Mirage*; and *The Moon Pool*.
- Mieville, China. *Perdido Street Station* and the other Bas-Lag novels.
- Moorcock, Michael. *Elric of Melnibone* and the rest of the *Elric* series, and *The Jewel in the Skull* and the rest of the *Hawkmoon* series.
- Norton, Andre. *Quag Keep* and *Witch World*.
- Offutt, Andrew J., ed. *Swords against Darkness III*.
- Peake, Mervyn. *Titus Groan* and the rest of the *Gormenghast* series.
- Pratchett, Terry. *The Colour of Magic* and the rest of the *Discworld* series.
- Pratt, Fletcher. *Blue Star*.
- Rothfuss, Patrick. *The Name of the Wind* and the rest of the *Kingkiller* series.
- Saberhagen, Fred. *The Broken Lands* and *Changeling Earth*.
- Salvatore, R.A. *The Crystal Shard* and the rest of *The Legend of Drizzt*.
- Sanderson, Brandon. *Mistborn* and the rest of the *Mistborn* trilogy.
- Smith, Clark Ashton. *The Return of the Sorcerer*.
- St. Clair, Margaret. *Change the Sky* and *Other Stories*, *The Shadow People*, and *Sign of the Labrys*.
- Tolkien, J.R.R. *The Hobbit*, *The Lord of the Rings*, and *The Silmarillion*.
- Tolstoy, Nikolai. *The Coming of the King*.
- Vance, Jack. *The Dying Earth* and *The Eyes of the Overworld*.
- Weinbaum, Stanley. *Valley of Dreams* and *The Worlds of If*.
- Wellman, Manly Wade. *The Golgotha Dancers*.
- Williamson, Jack. *The Cosmic Express* and *The Pygmy Planet*.
- Wolfe, Gene. *The Shadow of the Torturer* and the rest of *The Book of the New Sun*.
- Zelazny, Roger. *Jack of Shadows* and *Nine Princes in Amber* and the rest of the *Amber* series.

PLAYER NAME \_\_\_\_\_

# DUNGEONS & DRAGONS®

DUNGEON MASTER \_\_\_\_\_

DATE CHARACTER CREATED \_\_\_\_\_



## CHARACTER NAME

Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Religion: \_\_\_\_\_  
 Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ Patron Deity: \_\_\_\_\_  
 Ethnicity: \_\_\_\_\_ Skin: \_\_\_\_\_ Background: \_\_\_\_\_  
 Subrace: \_\_\_\_\_ Size: \_\_\_\_\_ Social Class: \_\_\_\_\_

Handedness: Right  Left  Other 

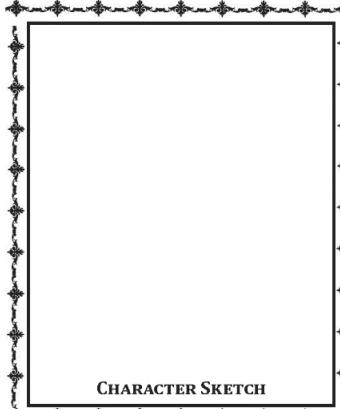
Level: \_\_\_\_\_ Exp Points: \_\_\_\_\_

Class: \_\_\_\_\_

Class: \_\_\_\_\_

Race: \_\_\_\_\_ Alignment: \_\_\_\_\_

CAMPAIGN



## CHARACTER SKETCH

## ABILITY SCORES      ABILITY MODIFIERS

STR	
DEX	
CON	
INT	
WIS	
CHA	

## PROFICIENCY BONUS



## SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

## HIT POINTS

Hit Point Maximum: \_\_\_\_\_

Massive Dmg Threshold: \_\_\_\_\_



## HIT DICE



TOTAL

CURRENT

HEALING SURGE  DEATH SAVESHit Dice regained: \_\_\_\_\_ Successes   Failures   

## LINGERING INJURIES

## ARMOR CLASS

Armor Worn: \_\_\_\_\_

Notes: \_\_\_\_\_

Stealth: \_\_\_\_\_ Weight: \_\_\_\_\_

Time to don/doff: \_\_\_\_\_

Encumbrance: \_\_\_\_\_

## CLASS POOLS



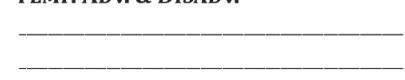
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## MOVEMENT



( \_\_\_\_\_ )

## TEMP. ADV. &amp; DISADV.



( \_\_\_\_\_ )



## \*COMBAT\*

## WEAPONS CARRIED # of Attacks: \_\_\_\_\_

Weapon: \_\_\_\_\_ To Hit: \_\_\_\_\_ Dmg: \_\_\_\_\_

Range: \_\_\_\_\_ Ammo:             

Properties: \_\_\_\_\_

Weapon: \_\_\_\_\_ To Hit: \_\_\_\_\_ Dmg: \_\_\_\_\_

Range: \_\_\_\_\_ Ammo:             

Properties: \_\_\_\_\_

Weapon: \_\_\_\_\_ To Hit: \_\_\_\_\_ Dmg: \_\_\_\_\_

Range: \_\_\_\_\_ Ammo:             

Properties: \_\_\_\_\_



## WEAPON IN HAND

## PERSONALITY TRAITS


## SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Craft: \_\_\_\_\_ (Int)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Profession: \_\_\_\_\_ (Wis)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

Passive Perception: \_\_\_\_\_

Passive Insight: \_\_\_\_\_

## LANGUAGES


## MUNDANE POSSESSIONS

ITEM	LOCATION	WGT

ITEM	LOCATION	WGT

## COINS, GEMS, & OTHER TREASURES

PLATINUM:	
GOLD:	
ELECTRUM:	
SILVER:	
COPPER:	

## CARRYING CAPACITY

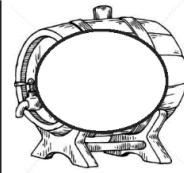
STR X 5 \_\_\_\_\_ (enc.)

STR X 10 \_\_\_\_\_ (hv. enc.)

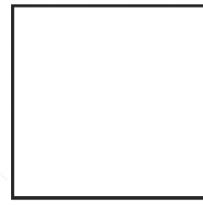
STR X 15 \_\_\_\_\_ (max.)

## PUSH, DRAG, LIFT

STR X 30 \_\_\_\_\_



LIFESTYLE  
EXPENSES



TRINKET

## RACIAL TRAITS

## CLASS FEATURES

## FEATS



**CANTRIPS** Slots: **OOOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**FIRST LEVEL SPELLS** Slots: **OOOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**SECOND LEVEL SPELLS** Slots: **OOOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**SPELLCASTING CLASS**

**SPELLCASTING  
SAVE DC:**

**THIRD LEVEL SPELLS** Slots: **OOOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**FOURTH LEVEL SPELLS** Slots: **OOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**FIFTH LEVEL SPELLS** Slots: **OOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**SIXTH LEVEL SPELLS** Slots: **OOO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**SEVENTH LEVEL SPELLS** Slots: **OO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**EIGHTH LEVEL SPELLS** Slots: **OO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

**NINTH LEVEL SPELLS** Slots: **OO**

- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_
- pg. \_\_\_\_\_  
Cast Time: \_\_\_\_\_ Duration: \_\_\_\_\_  
Range: \_\_\_\_\_

