

Backgrounds and Skills

Characters are defined by more than race and class. They’re individuals, with their own stories, interests, connections, and capabilities beyond what class and race define. Skills and backgrounds reflect this additional layer of depth that each character possesses.

Skills

Skills represent areas of expertise, advanced training, or natural talent for performing a specific task. They represent concrete ways that your character’s past continues to influence the present, giving an edge at some activities.

Skill Proficiency

A character’s class and background grant the character proficiency in one or more skills.

If your character would gain the same skill proficiency from two different sources, you can become proficient in any other skill of your choice instead.

Specialized Ability Checks

Each skill is related to one of the six abilities. For example, the Athletics skill applies to certain Strength checks that depend on athletic ability, and the Arcana skill applies to some Intelligence checks related to knowledge about magic.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) The “How to Play” document outlines the tasks commonly associated with each skill.

Strength

Athletics

Dexterity

Acrobatics

Sleight of Hand

Stealth

Intelligence

Arcana

History

Nature

Religion

Search

Wisdom

Animal Handling

Insight

Medicine

Perception

Survival

Charisma

Deception

Intimidation

Performance

Persuasion

Using Skills in Play

Sometimes, the DM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, you might ask the DM if your proficiency in a particular skill applies to a check you’re making. In either case, proficiency in a skill means that you can add your proficiency bonus to ability checks you make to perform tasks relevant to that skill.

For example, if you attempt to climb up a dangerous cliff, your Dungeon Master might ask you for a Strength (Athletics) check. If you are proficient in Athletics, you add your proficiency bonus to your Strength check.

Backgrounds

Every story has a beginning. Your character’s background reveals where he or she came from, how he or she became an adventurer, and his or her place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your mage could have been a sage or an artisan.

Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background is one of four key decisions you make about your character, providing you with important story cues about his or her identity. In addition, that background includes a special trait and suggestions for starting fields of lore, proficiencies, and equipment.

Traits

A background provides your character with a trait. A trait is a special ability that describes something your character can do, or can expect, related to his or her place in the world. Typically, traits are exceptional, and the description of each trait explains how it functions in the game.

Proficiencies and Languages

A background gives your character proficiency in three skills, reflecting the tasks that you grew up practicing and perfecting. In addition, it gives you proficiency with up to three types of equipment. Finally, some backgrounds give you the ability to speak, read, and write one or more additional languages, beyond what your race and Intelligence give you.

Equipment

Each background provides equipment suggestions appropriate to the background to speed up the creation of your character.

If you take the equipment package, you must also take the equipment package granted by your class. You can forgo taking the equipment packages and instead spend 175 gp to purchase your starting equipment.

Creating a Background

You or your DM might want to create a background that is specific to your character or the campaign setting. To create a background, choose a trait, three skills, and three tool proficiencies or languages from the sample backgrounds, and spend 175 gp on gear. (You can't also take the equipment package suggested for your class.) If you can't find a trait that matches your desired background, work with your DM to write one.

As a rule of thumb, a trait should tie your character to the world in some way. It should provide links to organizations and people that your character had contact with in the days before he or she became an adventurer. It can also reflect special advantages and opportunities that a member of that background enjoys. Traits never improve your character's class abilities or provide bonuses to rolls.

Sample Backgrounds

Most adventurers have one of the following backgrounds.

Artisan

You apprenticed under a master artisan until you learned enough to strike out on your own. You have the skills needed to create finished items from raw materials. Additionally, you are well connected to other artisans in your field, perhaps as a member of a guild, and have learned to deal with colleagues and customers alike in good faith.

When you choose this background, choose a profession, or roll a d12 and consult the following table to determine it.

d12	Result
1	Alchemist
2	Blacksmith
3	Bowyer or fletcher
4	Brewer
5	Carpenter
6	Cartographer
7	Cook
8	Goldsmith/Silversmith
9	Jeweler
10	Painter
11	Potter
12	Weaver

Your trait and trade lore depend on your particular profession.

Trait – Guild Membership

You are a member of a guild that is connected to your chosen craft. Fellow members of the guild will provide you with lodging and food. In some cities and towns, a guild hall offers a central place to meet other members of your profession.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Proficiencies

Skills: Insight, Persuasion, Search

Tools: Two different kinds of artisan's tools

Languages

One of your choice

Equipment

Artisan's tools, small steel mirror, autographed or otherwise marked masterwork of well-known artisan (appropriate to your craft), common clothes, 39 gp, and 5 sp

Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads. You might have worked on the frontier, where you hunted outlaws, or maybe you sniffed out thieves and other criminals in the city's underworld.

Trait – Bounty Board

When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might

rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiencies

Skills: Perception, Search, Stealth

Tools: Mounts (land)

Languages

Two of your choice

Equipment

Collection of "Wanted" broadsheets, two sets of manacles, silk rope (50 ft.), climber's kit, lock of hair from previous or current bounty, common clothes, 35 gp, and 5 sp

Charlatan

You can talk your way out of almost any situation and know the right things to say to get the information you seek. You're a swindler, and the use of deception to get your way comes to you as naturally as others tell the truth. You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

Trait – False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters in a specific person's handwriting, as long as you have seen an example of the kind of document you are trying to copy.

Proficiencies

Skills: Deception, Insight, Sleight of Hand

Tools: Disguise kit, gaming set

Languages

One of your choice

Equipment

Two sets of clothes (common and noble), disguise kit, ten stoppered vials filled with colored water, set of weighted dice, playing cards, signet ring of an imaginary duke, 29 gp, and 5 sp.

Commoner

You come from a humble social rank, perhaps working as a farmer, servant, or laborer. Although your background is not as glamorous as others, you find it easy to blend in wherever you go and have a sort of folksy wisdom that can sometimes help you out of a jam.

When you choose this background, choose a profession that is found among the common folk, or roll a d20 and consult the following table to determine your particular expertise.

d20	Result
1–2	Fisher
3	Forester
4–7	Laborer
8–11	Messenger
12	Sailor
13–16	Serf
17–18	Servant
19	Shepherd
20	Trapper

Trait – Salt of the Earth

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Proficiencies

Skills: Animal Handling, Athletics, Survival

Tools: Artisan's tools, gaming set, mounts (land)

Equipment

Common clothes, iron pot, spade, block and tackle, flask of rotgut, tool kit (appropriate to your profession), 14 gp, and 4 sp

Guide

You know the wilderness like the back of your hand. You have spent many days and nights in the wild, sometimes traveling on your own but more often leading others along rarely used tracks and paths.

Trait – Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Proficiencies

Skills: Athletics, Nature, Survival

Tools: Climber's kit, mounts (land), navigator's tools

Equipment

Backpack, bedroll, hempen rope (50 ft.), navigator's tools, tent, tinderbox, traveler's clothes, waterskin, winter blanket, 40 gp, and 8 sp

Guild Thief

You made a living by stealing as a member of a thieves' guild. The guild is similar to a modern organized crime syndicate. It exacts protection money from criminals and businesses alike, and it uses its influence to keep the city watch focused on apprehending criminals who operate without the guild's blessing.

Necessity might have driven you to this work, having no other means to provide for yourself, or you might have been an orphan taken in by a thieves' guild. Whatever your reasons, you learned how to slip into places where others would prefer you not go, neutralizing traps, locks, and sentries with uncanny skill.

Trait – Thieves' Cant

Among thieves, there is a secret language, which uses a combination of jargon words and secret signs that members of the criminal underworld know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

You have learned the secret language of thieves. You can correctly interpret thief signs and doublespeak, and you can communicate in this manner to others familiar with this language.

Proficiencies

Skills: Deception, Sleight of Hand, Stealth

Tools: Disguise kit, thieves' tools, poisoner's kit

Equipment

Thieves' tools, lampblack, oil can, breeches with secret pocket, small steel mirror, belt pouch, 18 gp, and 4 sp

Jester

You were employed as a jester by a noble. You performed acrobatic stunts, told jokes and stories, and provided entertainment for your employer and his or her guests. You also served a key role, lacing your entertainment with criticisms and observations too controversial for others to speak aloud.

Trait – Licensed Fool

You enjoy the rare privilege of speaking your mind with little concern for repercussions. As a jester, it is your duty to use comedy to point out the absurdities of the world. You can criticize through the lens of humor without giving offense.

In addition, you can gain access to nobles so that you may perform. When traveling, you can usually find a meal and a place to stay in the local castle or manor house in return for a performance.

Proficiencies

Skills: Acrobatics, Performance, Sleight of Hand

Tools: Gaming set, musical instrument

Languages

One of your choice

Equipment

Jester's motley, tin scepter, disguise kit, book of bawdy poems and jokes, traveler's clothes, and 38 gp

Minstrel

You wander the land performing music, telling tales, and entertaining audiences with your talents. Rarely does a community not welcome you in, as you bring news of distant lands to the common folk.

Trait – Noted Performer

You can always find a place to perform, usually in an inn or tavern. At such a place, you receive free lodging and food (within reason) as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Proficiencies

Skills: History, Performance, Persuasion

Tools: Disguise kit, musical instrument

Languages

One of your choice

Equipment

Fine clothes, ink, musical instrument (your choice), paper (five sheets), traveler's clothes, and 27 gp

Noble

You carry a noble title appropriate to the realm you come from. Your family either currently has or at one time had wealth, power, and influence. Work with your DM to come up with an appropriate title and determine how much authority that title carries within the realm and beyond it.

Trait – Retainers

You are a member of a noble family and have the service of three retainers loyal to your family. These retainers can be squires, attendants, messengers, or even a major-domo. Your retainers can perform mundane tasks for you, but they do not fight for you and will leave if they are frequently endangered or abused.

Proficiencies

Skills: History, Insight, Persuasion

Tools: Gaming set, mounts (land)

Languages

One of your choice

Equipment

Fine clothes, signet ring, sealing wax, scroll of pedigree, riding horse with saddle and bridle, grooming kit for horses, feed (seven days), 29 gp, and 5 sp

Priest

You have pledged your life to serve a god, pantheon of gods, or philosophy. You act as an intermediary between your chosen power and the mortal world, conducting sacred rites, offering sacrifices, and expounding the teachings of your faith to those you meet.

When you choose this background, select a deity or power. Your knowledge and experience is drawn from your time as a priest in the service of that faith.

Trait – Temple Services

You belong to a specific temple dedicated to your chosen power. You have a residence there, and you can perform religious ceremonies and offer sermons drawn from the sacred teachings of your faith. While near your temple, you can call upon acolytes and fellow priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Additionally, when you are in a location that has a temple, shrine, or other presence of your faith, you can expect to receive free healing, care, and religious services for yourself and your adventuring companions from others aligned with your faith.

Proficiencies

Skills: History, Insight, Religion

Tools: Healer's kit

Languages

Two of your choice

Equipment

Holy symbol, flask of holy water, abacus, ink, ink pen, paper (ten sheets), vestments, 3 gp, 9 sp, and 8 cp

Sage

You have spent many years learning the lore of the world. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a true master in the fields you have studied.

Trait – Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the universe can require an adventure or even a whole campaign.

Proficiencies

Skills: Arcana, History, Search

Languages

Three additional languages

Equipment

Robe, ten candles, abacus, consecration kit, tome of spiritual teachings, ink, ink pen, paper (ten sheets), 12 gp, 8 sp, and 8 cp

Soldier

You trained in military skills and possibly fought in a war. You studied the use of weapons and armor, basic survival techniques, and how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career.

Trait – Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they will defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment, horses, and vehicles for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Proficiencies

Skills: Athletics, Intimidation, Survival

Tools: Gaming set, mounts (land), vehicles (land)

Equipment

Lucky charm, souvenir of a previous military campaign (a weapon taken from an enemy, a scar, a medal, or some similar item), rank insignia, traveler's clothes, bone dice or cards, and 40 gp

Spy

You can learn information that others attempt to keep secret. You collect rumors, whispers, stories, and hard-won evidence. Then you use that knowledge to aid your own endeavors and, when appropriate, to sell to those willing to pay a premium.

Trait – Contact

You have a contact who acts as your liaison to a network of other spies. You know how to communicate with your contact over great distances (including through the use of magic for quicker communication if you have access to the appropriate spells or items) and typically can exchange information you have gathered for information you seek from your contact.

Proficiencies

Skills: Deception, Search, Stealth

Tools: Disguise kit, thieves' tools

Languages

One of your choice

Equipment

Disguise kit, traveler's clothes, small steel mirror, satchel with secret compartment, ink, ink pen, paper (ten sheets), 6 gp, 9 sp, and 8 cp

Thug

Years of being a street tough have given you an aura of menace. Your look communicates a basic message to those who annoy you: You'd as soon break their knees as receive an apology. Threats and bullying tactics come easily to you. Your demeanor has landed you jobs with less-than-reputable organizations in the past, where you've provided both protection and muscle.

Trait – Bad Reputation

No matter where you go, people are afraid of you due to your connections to the dangerous criminal underworld or your history of violence. When you are in a place of civilization, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

Proficiencies

Skills: Athletics, Deception, Intimidation

Tools: Gaming set, mounts (land)

Languages

One of your choice

Equipment

Sap (equivalent to club), tattoo, basic poison, half of a set of manacles, common clothes, 28 gp, and 4 sp

This document contains the following classes: barbarian, bard, cleric, druid, fighter, mage, monk, paladin, ranger, and rogue.

Barbarian

A barbarian relies on fury and unmatched durability to overwhelm foes. Many barbarians are chaotic, but the feral rage that this class channels can burn in almost any heart.

Creating a Barbarian

You can make a barbarian quickly by following these suggestions.

Background: Guide

Equipment: Maul, two hand axes, 4 javelins, and 140 gp

The Barbarian

Proficiency			Rages	Rage Damage
Level	Bonus	Class Features		
1	+1	Rage, Thick Hide	2	+2
2	+1	Feral Instinct, Reckless Attack	2	+2
3	+2	Barbarian Path	3	+2
4	+2	Ability Score Improvement	3	+2
5	+2	Extra Attack, Fast Movement	3	+2
6	+2	Path feature	4	+2
7	+3	Feral Reflexes	4	+2
8	+3	Brutal Critical	4	+2
9	+3	Ability Score Improvement	4	+3
10	+3	Path feature	4	+3
11	+4	Relentless Rage	4	+3
12	+4	Furious Resilience	5	+3
13	+4	Ability Score Improvement	5	+3
14	+4	Path feature	5	+3
15	+5	Simmering Rage	5	+3
16	+5	Ability Score Improvement	5	+4
17	+5	Will to Live	6	+4
18	+5	Ability Score Improvement	6	+4
19	+6	Primal Might	6	+4
20	+6	Death-Defying Rage	Unlimited	+4

Class Features

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

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

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Strength, Constitution

Skills: Choose one from Athletics, Intimidation, and Survival

Rage

In battle, you can fight with unmatched ferocity. On your turn, you can enter a rage as part of your action or move.

While raging, you gain the following benefits:

- You have advantage on Strength checks and saving throws.

- You gain a bonus to melee damage rolls, according to your barbarian level, as noted in the Rage Damage column in the Barbarian table.
- You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks. And if you are able to cast spells, you can't cast them while raging.

Your rage lasts for 1 minute. It ends early at the end of your turn if you have taken no damage since your last turn or if you haven't attacked a creature since then.

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

Thick Hide

When you are defenseless, a glimmer of your primal fury gives you an extraordinary knack for avoiding harm.

While you are not wearing any armor or using a shield, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$.

Some barbarians glory in this toughness and hurl themselves into battle unclad.

Feral Instinct

By 2nd level, you have advantage when you roll initiative.

Reckless Attack

Starting at 2nd level, you can grant yourself advantage on melee attack rolls during your turn. If you do so and you aren't raging, attack rolls against you have advantage until your next turn.

Barbarian Path

At 3rd level, you gain one barbarian path of your choice: the path of the Berserker or the Totem Warrior.

Each path is detailed at the end of the barbarian section. Your choice grants you features at certain barbarian levels.

Ability Score Improvement

When you reach certain levels noted in the Barbarian table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you are wearing light armor, medium armor, or no armor.

Feral Reflexes

By 7th level, your instincts are so honed that if you are surprised while you are conscious, you can take a turn during the surprise round if you enter your rage at the start of that turn.

Brutal Critical

Beginning at 8th level, whenever you score a critical hit with a melee attack, roll one additional weapon damage die when determining the critical hit's extra damage.

Relentless Rage

Starting at 11th level, if you are raging and you drop to 0 hit points and don't die, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you attempt this saving throw after the first, before completing a short rest or long rest, the DC increases by 5.

Furious Resilience

Starting at 12th level, you make all saving throws with advantage while you are raging.

Simmering Rage

Beginning at 15th level, your rage is such that you have to end two consecutive turns without being attacked or making an attack for your rage to end early.

Will to Live

Beginning at 17th level, you have advantage on death rolls.

Primal Might

Beginning at 19th level, the minimum total for any Strength check or Strength saving throw you make equals your Strength score.

Death-Defying Rage

At 20th level, while raging, you do not fall unconscious due to dropping to 0 hit points, but you still have to make death rolls while at 0 hit points. In addition, it takes six failures on death rolls for you to die.

If your rage ends while you have 0 hit points, you fall unconscious. It then takes only three failures on death rolls for you to die. If you already have three failures, you die immediately.

Barbarian Paths

Path of the Berserker

You follow the berserker's way, and thrill in the chaos of battle, your wrath uncontrollable. Concern for your own safety is lost in a red frenzy. You can work yourself into a rage so intense that it becomes a state in which you are without fear.

Berserker Features

Level	Feature
3	Fearless Rage
6	Mindless Rage
10	Unchecked Fury
14	Brutal Rage

Fearless Rage

While raging, you cannot be frightened.

Mindless Rage

Beginning at 6th level, you cannot be charmed while raging.

Unchecked Fury

Beginning at 10th level, if you miss with a melee attack on your turn, you can make one, and only one, additional melee attack on that turn.

Brutal Rage

Starting at 14th level, you can take 5 damage at the start of your turn while you are raging. This damage cannot be prevented. If you take it, you roll an additional weapon damage die for your melee attacks until the end of the turn.

Path of the Totem Warrior

You revere a spirit animal, or a group of such spirits, as a symbol of your prowess. Through ancient rites, you have bound that symbol to your heart with more than just words and belief, but actual magic. In battle, the totem fills you with supernatural might.

Your totem can also influence you outside combat. You might catch fish with your bare hands if your totem spirit is a bear or howl if your totem is a wolf. As you achieve greater harmony with your totem, your appearance might change in subtle ways to match, especially when you rage.

Totem Warrior Features

Level	Feature
3	Totem Spirit
6	Spirit Rage
10	Spirit Vitality
14	Guiding Totem

Totem Spirit

Your totem spirit is an animal that resonates with your ancestry and mythic past. Pick a totem spirit and gain its feature. At your option, you also gain minor physical attributes that identify your totem animal to an observer.

Bear. Whenever you expend a Hit Die to regain hit points, you add your Constitution modifier to the roll twice, rather than once.

Cougar. Your speed increases by 5 feet. You gain proficiency in the Acrobatics skill.

Hawk. You can jump double your normal jump distance. While raging, you also gain advantage on all Dexterity-based attack rolls.

Wolf. You gain proficiency in the Perception skill.

Spirit Rage

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

Bear. When you enter your rage, you can expend up to two Hit Dice to regain hit points.

Cougar. While you rage, opportunity attacks have disadvantage against you.

Hawk. While you rage, you have resistance against falling damage, and you can jump up to triple your base jump distance.

Wolf. While you rage, you sense the location of any creature within 15 feet of you, even if it is invisible.

Spirit Vitality

Beginning at 10th level, your totem spirit heals you when you are enraged and injured. While raging, you regain 5 hit points whenever you start your turn and your number of hit points equals half your hit point maximum or less.

Guiding Totem

Starting at 14th level, you gain a totem spirit guide, who occasionally appears to you in visions and dreams.

Your spirit gives you proficiency in Wisdom saving throws. In addition, hidden creatures, traps, and other threats you are unaware of do not gain advantage on their attack rolls against you.

Bard

Bards master a form of magic that uses music and oration to alter the listener's emotions and mood. Their performances can inspire fear and dismay or uplift, awakening courage, valor, and bold action in those who hear. Many bards wander the world, gathering a vast wealth of information from their travels.

The Bard

Lvl.	Proficiency Bonus	Spells Known	Features	— Spells per Day —				
				1	2	3	4	5
1	+1	—	Bardic Knowledge, Bardic Performance	—	—	—	—	—
2	+1	2	Spellcasting	2	—	—	—	—
3	+2	3	Bard College, Expertise	3	—	—	—	—
4	+2	3	Ability Score Improvement	3	—	—	—	—
5	+2	4	Jack of All Trades	4	2	—	—	—
6	+2	4	Bard College Benefit	4	2	—	—	—
7	+3	5	Countercharm	4	3	—	—	—
8	+3	5	Extra Attack	4	3	—	—	—
9	+3	6	—	4	3	2	—	—
10	+3	6	Ability Score Improvement	4	3	2	—	—
11	+4	7	Battle Magic	4	3	3	—	—
12	+4	7	Bard College Benefit	4	3	3	—	—
13	+4	8	—	4	3	3	1	—
14	+4	8	Ability Score Improvement	4	3	3	1	—
15	+5	9	Bard College Benefit	4	3	3	2	—
16	+5	9	Improved Dispel	4	3	3	2	—
17	+5	10	—	4	3	3	3	1
18	+5	10	Bard College Benefit	4	3	3	3	1
19	+6	11	Ability Score Improvement	4	3	3	3	2
20	+6	11	Magical Secrets	4	3	3	3	2

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per bard level

Hit points at 1st level: 6 + your Constitution modifier

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, light crossbows, long swords, rapiers, short swords

Tools: Three musical instruments of your choice

Creating a Bard

You can make a bard quickly by following these suggestions.

Background: Minstrel

Equipment: Leather armor, rapier, dagger, musical instrument (lute), adventurer's kit, and 99 gp

Saving Throws: Intelligence, Charisma

Skills: Choose any three

Bardic Knowledge

You learn a little bit about everything. Your knowledge ranges from the obscure but useful to the likely false, but the bits and pieces of tales you have acquired serve you well.

When you make an Intelligence check, treat a d20 roll of 9 or lower as a 10 if the check involves any of the following skills: Arcana, History, Nature, or Religion.

Bardic Performance

You are a master at magically manipulating others through oration, music, and other special performances. You start out knowing two such performances: Call to Battle and Inspire Competence.

To use one of these magical performances, you must speak or play an instrument as an action. Maintaining the performance requires concentration, as some spells do (see the rules for magic). You can switch to a different performance by taking another action. The whole effect, whether it is composed of one performance or several, can last no longer than 10 minutes, and it ends early if you are silenced. You can't use this feature again until you rest for at least 10 minutes.

A creature can be affected by only one of these performances at a time. If two or more bards try to affect the same creature with such performances, the creature is affected by neither.

Call to Battle

While you perform Call to Battle, friendly creatures, including you, are inspired to fight with greater zeal while within 25 feet of you. An affected creature can roll an extra d4 when rolling damage for melee and ranged attacks.

This extra damage die increases in size when your bard level reaches 6 (1d6), 9 (1d8), 13 (1d10), and 17 (1d12).

Inspire Competence

Your performance of Inspire Competence fills friendly creatures with confidence while they are within 25 feet of you. When you start this performance, choose one of the six abilities. An affected creature can add your proficiency bonus to any check it makes with the chosen ability.

You can use your action to change the chosen ability.

Spellcasting

As a gatherer of esoteric knowledge, you learn a few tricks and surprises from your research and travels. Bards dabble in a variety of different kinds of magic, picking up a few things here and there. You learn spells that you can cast a certain

number of times per day, and know cantrips, which you can cast at will.

Cantrips

You know two cantrips, chosen from the bard spell list.

Spells Known

You know two 1st-level spells, which you choose from the bard spell list. You learn more spells as you gain levels, as detailed on the Bard table. The spells you learn must be of a level that you can cast or a cantrip.

Spells per Day

Your bard level determines the number of bard spells that you can cast of 1st level or higher, as noted in the Bard table. You must complete a long rest to regain any castings—also called spell slots—that you use.

Casting a Known Spell. When you cast one of the bard spells that you know, you expend a casting of the spell's level or higher. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* at either level.

Magic Ability

Charisma is your magic ability for your mage spells.

Saving Throw DC. The DC to resist one of your spells equals $8 + \text{your Charisma modifier}$.

Spellcasting Bonus. If you are holding a musical instrument when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC.

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a ceremony that includes your musical instrument.

Bard College

The way of a bard is inherently gregarious. Bards seek each other out to swap songs and stories,

boast of their accomplishments, and share their knowledge. In fact, bards tend to form loose associations, which they call colleges, to facilitate their gatherings and preserve their particular traditions. At 3rd level, you begin to learn the advanced techniques of a particular college: the College of Valor or the College of Wit.

Expertise

At 3rd level, choose any mix of four of your skill and tool proficiencies. You gain a +5 bonus to any ability check you make that involves the chosen proficiencies.

Ability Score Improvement

When you reach certain levels noted in the Bard table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Jack of All Trades

Starting at 5th level, when you make an ability check using a skill you don't have proficiency in, you can add half your proficiency bonus (rounded down) to the check.

Countercharm

At 7th level, you learn Countercharm, a new use for your Bardic Performance. While you perform it, you and friendly creatures within 25 feet of you are protected from being maliciously influenced. An affected creature has advantage on saving throws against being charmed or frightened.

Extra Attack

Beginning at 8th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Battle Magic

Beginning at 11th level, you've mastered the art of weaving together spellcasting and weapon use into a single harmonious act. You can cast any bard spell that has a casting time of 1 action as a swift spell.

Improved Dispel

At 16th level, you learn the *dispel magic* spell, if you do not already know it, and this spell does not count toward your number of spells known. Additionally, you add double your proficiency bonus to the Charisma check you make as a part of the *dispel magic* spell.

Magical Secrets

By 20th level, you have gathered secret magical knowledge from across a wide spectrum of learning. You learn five spells of your choice from any class's spell list. Each spell must be a cantrip or of level 1–5. The chosen spells count as bard spells for you.

Bard Colleges

College of Valor

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

College of Valor Features

Level	Feature
3	Bonus Proficiencies, War College Training
6	Song of Rest
12	Coordinate Allies
15	Words of Warning
18	Rally

Bonus Proficiencies

You gain proficiency with medium armor and martial weapons.

War College Training

Once on each of your turns, you can use the help action as part of the attack action, aiding in an attack against the target of yours.

Song of Rest

Once you reach 6th level, you can use a musical instrument or bolstering words to revitalize your wounded allies during a short rest. If you or any friendly creature who can hear your performance regains any hit points during the short rest, that creature regains 1d6 extra hit points at the end of the rest.

The extra hit points increase when you reach level 9 (1d8), 13 (1d10), and 17 (1d12) in this class.

Coordinate Allies

Starting at 12th level, when a target within 25 feet of you that you can see is hit by an attack, you can use your reaction to choose a friendly creature who can see or hear you. The chosen friend has advantage on his or her next attack roll against the target before the end of the friend's next turn.

Words of Warning

Beginning at 15th level, when a creature within 25 feet of you that you can see makes a Strength, Dexterity, or Wisdom saving throw, you can use your reaction to give that creature advantage on the roll. The creature must be able to hear you to benefit from this feature.

Rally

At 18th level, you know *mass cure wounds*, and it does not count against the number of bard spells you know. You can also cast *mass cure wounds* once per day without expending a spell slot.

When you cast this spell, it ends the charmed, frightened, paralyzed, and stunned conditions on its targets. Each target can also use its reaction to stand up or move up to its speed.

College of Wit

Bards of the College of Wit are satirical tricksters with sharp tongues and nimble fingers, but they are not mere jesters. Their mission is to discover and reveal the truth, regardless of consequences, and so their humor has a biting edge. Performing in tavern rooms, on street corners, or in royal courts, they use their gifts to send audiences into gales of laughter and raucous applause, but the audience members might later find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

These bards' own loyalty lies in the pursuit of truth, knowledge, and beauty, not in fealty to a monarch or following the tenets of a single deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. Bards of the College of Wit tend to gather at local festivals or affairs of state where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

College of Wit Features

Level	Feature
3	Fascinating Performance
6	Eviscerating Wit
12	Seeds of Doubt
15	Inspire Dread
18	Seeds of Confusion

Fascinating Performance

You learn Fascinating Performance, a new use for your Bardic Performance. While you perform it, each creature within 50 feet of you that isn't hostile to you must make a Wisdom saving throw against your bard spell save DC at the start of its turn. On a failed save, the target is charmed by you until the performance ends or the target leaves its radius. A charmed target cannot move or take actions and makes Wisdom (Perception) checks with disadvantage.

If you or another creature draws or brandishes a weapon or casts a spell, each charmed creature can make a new Wisdom saving throw to end the effect. If any of the targets take damage or is otherwise harmed, this effect ends for all of them.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. You cannot

use this Bardic Performance if you or any creature that would be affected by it is currently engaged in combat.

Eviscerating Wit

At 6th level, you learn Eviscerating Wit, a new use for your Bardic Performance. You can perform it to plant the seeds of doubt in your foes' minds, using barbed insults and scathing satire to undermine their confidence.

While you perform it, each hostile creature within 50 feet of you that can understand you must make a Charisma saving throw against your bard spell save DC at the start of its turn. On a failed save, the creature has disadvantage on all ability checks while it remains in the performance's radius.

On a successful save, the creature becomes immune to this performance for 10 minutes.

Level 12: Seeds of Doubt

Beginning at 12th level, you can sow the seeds of doubt in your enemies, making them reluctant to attack you. As an action, choose a creature within 25 feet of you that can hear you. For 1 minute, the next time that creature attempts to target you with an attack or harmful spell, it must first make a Wisdom saving throw against your bard spell save DC. On a failed save, it must choose a new target or lose its action. This effect doesn't protect you from spell effects that don't target you directly, such as the explosion of a *fireball*.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. Creatures that cannot be charmed are immune to this effect.

Inspire Dread

At 15th level, you learn Inspire Dread, a new use for your Bardic Performance. You can perform it to cause a feeling of dread to creep over your foes.

While you perform it, each hostile creature within 50 feet of you must make a Wisdom saving throw against your bard spell save DC at the start of its turn. On a failed save, the creature becomes frightened until the start of its next turn.

On a successful save, the creature becomes immune to this performance for 10 minutes.

Seeds of Confusion

At 18th level, you know the *confusion* spell, and it doesn't count against the number of bard spells you know. You can also cast *confusion* once per day without expending a spell slot.

When you cast *confusion*, you can affect creatures that you choose within a 25-foot radius centered on you. Additionally, as long as any creature is affected by a *confusion* spell that you cast, you can use your action to choose one of the behaviors that the *confusion* spell creates. Until the start of your next turn, all creatures affected by your *confusion* spell use the behavior you chose, instead of rolling a d10 at the start of its turn.

Cleric

A cleric is the devoted servant of a deity, a pantheon, a philosophy, or a universal principle. No ordinary priest or temple servant, a cleric is imbued with the power to wield divine magic to defend and heal companions and to smite foes. Armed with a weapon and a holy symbol, a cleric combines martial prowess in melee with divine spellcasting.

Divine magic, as the name suggests, is the power of the gods themselves, flowing from them into the world. As a cleric, you are a conduit for that power. You combine your will with your deity's and manifest it as miraculous effects. The gods do not grant this power lightly or to everyone who seeks it, but only to those they choose to fulfill a high calling of service to their aims.

Harnessing and channeling divine magic doesn't rely on study or training. You might learn formulaic prayers and ancient rites, but ultimately your ability to cast cleric spells relies

on your intuitive understanding of your deity's wishes, your ability to attune yourself to the god's presence, and your zeal to impose your combined wills on the world.

Your Cleric's Deity

As a cleric, your dedicated service to your deity is what makes you a cleric. This service influences not just your capabilities, but the core of your being. The deity you serve grants you access to divine magic and is the source of the magical energy you need to cast spells. Because of these facts, your choice of deity influences your entire adventuring career.

Alternatively, you can choose a philosophical system or a pantheon of gods to serve. Your meditations are then focused on it, and it is the source of your magic.

Typically, a cleric is the same alignment as his or her deity, though some clerics are one step away from their respective deities in alignment.

The Cleric

Proficiency

Lvl.	Bonus	Features
1	+1	Divine Domain, Spellcasting
2	+1	Channel Divinity (1/rest)
3	+2	—
4	+2	Ability Score Improvement
5	+2	—
6	+2	Channel Divinity (2/rest)
7	+3	—
8	+3	Ability Score Improvement, Divine Strike (1d8)
9	+3	—
10	+3	Divine Intervention
11	+4	—
12	+4	Ability Score Improvement
13	+4	—
14	+4	Divine Strike (2d8)
15	+5	—
16	+5	Ability Score Improvement
17	+5	—
18	+5	Channel Divinity (3/rest)
19	+6	Ability Score Improvement
20	+6	Domain Benefit

—Spells per Day—									
1	2	3	4	5	6	7	8	9	
2	—	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
4	3	3	—	—	—	—	—	—	—
4	3	3	1	—	—	—	—	—	—
4	3	3	2	—	—	—	—	—	—
4	3	3	3	1	—	—	—	—	—
4	3	3	3	2	—	—	—	—	—
4	3	3	3	2	1	—	—	—	—
4	3	3	3	2	1	1	—	—	—
4	3	3	3	2	1	1	1	—	—
4	3	3	3	2	1	1	1	1	—
4	3	3	3	2	1	1	1	1	1
4	3	3	3	2	1	1	1	1	1

Class Features

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: All simple weapons

Tools: Healer's kit

Saving Throws: Wisdom, Charisma

Skills: Choose one from Insight, Medicine, Persuasion, and Religion

Creating a Cleric

You can make a cleric quickly by following these suggestions.

Background: Priest

Equipment – Life Domain: Chain mail, shield, mace, 4 javelins, adventurer's kit, flask of holy water, holy symbol, and 19 gp

Equipment – Light Domain: Scale mail, mace, light crossbow, 20 bolts, adventurer's kit, flask of holy water, holy symbol, and 30 gp

Equipment – War Domain: Chain mail, shield, warhammer, 4 javelins, adventurer's kit, flask of holy water, holy symbol, and 9 gp

Spellcasting

As a conduit of divine magic, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day. See the "Magic" section in the "How to Play" document for the general rules of spellcasting.

Cantrips

You gain three cantrips, chosen from the cleric spell list.

Spells per Day

Your cleric level determines the number of cleric spells that you can cast of 1st level or higher, as noted in the Cleric table. You must complete a long

rest to regain any castings—also called spell slots—that you use.

Spell Preparation. You decide which cleric spells are available to you to cast. Whenever you complete a long rest, you prepare the list of cleric spells that you can cast of 1st level or higher, choosing from the list of spells available to all clerics (see the "Spells" document).

Your list includes a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you, as shown in the Cleric table.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast a prepared spell, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability

Wisdom is your magic ability for your cleric spells.

Saving Throw DC. The DC to resist one of your spells equals 8 + your Wisdom modifier.

Spellcasting Bonus. If you present your holy symbol when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell.

To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Ritual Casting

You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

Divine Domain

Each deity has certain concepts and metaphysical aspects of existence, known as domains, that they

control. You are granted powers from your god related to one of that deity's domains.

Choose a Domain

Choose one domain: Knowledge, Life, Light, Nature, or War.

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

Your choice grants you features at certain cleric levels, as well as domain spells.

Domain Spells

Each domain has a list of spells that are known as its domain spells. You gain the spells at certain cleric levels.

Once you gain a domain spell, you always have it prepared, and it does not count against the number of spells you can prepare each day.

If you have a domain spell that does not appear on the cleric spell list, the spell is, nonetheless, a cleric spell for you.

One God, Many Domains

A typical deity has influence over many different aspects of existence, so any given deity might encompass multiple domains.

Your domain choice might reflect a focus on only one aspect of a deity. Thus, two clerics serving the same sun god might make different choices for the purpose of this class feature. One character might choose the Light domain and another could choose the Life domain, assuming both options relate to the same god.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your Channel Divinity again.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you take a short rest or a long rest, you regain your expended uses.

Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Wisdom modifier + your spellcasting bonus), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your cleric level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Ability Score Improvement

When you reach certain levels noted in the Cleric table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Divine Strike

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

If your deity is good, the damage is radiant. If your deity is evil, the damage is necrotic. If your deity is neither good nor evil, choose one of those damage types when you gain this feature.

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

Divine Intervention

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

When you take this action, describe the assistance you want your deity to provide, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

After you take this action, you cannot do so again for 1 week.

Divine Domains

[Playtest note: This document includes three domains. More are forthcoming.]

Life

The gods of this domain are those that promote life, health, and abundance as one of their primary goals. They represent the overflowing vitality of positive energy, one of the fundamental forces of the universe, expressed through healing the sick and wounded and driving away the forces of death, including the undead. Some are agricultural deities of grain and harvest, while sun gods, gods of healing or endurance, or gods of home and community also often include life within their sphere of influence.

The gods of this domain are neutral or one of the good alignments.

Gods and Tenets

Examples of the gods of this domain include Apollo, Demeter, and Hestia of the Olympian pantheon; Isis and Osiris of the Pharaonic pantheon; Frey, Freya, and Frigga of the Asgardian pantheon; Chauntea, Ilmater, and Lathander of the FORGOTTEN REALMS; and Ehlonna, Pelor, and Zodal of GREYHAWK.

The gods of life have charged you with spreading health and vitality throughout the world. You have heard and answered the divine command to oppose evil and death, and to mend the wounds of those harmed by the forces of darkness. Your god answers your prayers by bestowing upon you the gift of holy blessings, healing, and the ability to act as a front-line combatant on the war against evil.

Those of your faith who achieve the true blessings of your god do so by putting themselves directly in the path of anyone who would hurt the cause of good. The most powerful clerics of this domain are truly blessed, and their subtle air of devotion and willingness to help those who

suffer inspires those around them to piety. Their touch heals the injured, and where they walk miracles surely follow.

Domain Spells

Cleric

Level	Spells
1	bless, cure wounds
3	lesser restoration, spiritual weapon
5	beacon of hope, prayer
7	death ward, guardian of faith
9	mass cure wounds, raise dead

Bonus Proficiencies

You gain proficiency with heavy armor and shields.

Disciple of Life

Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to $2 + \text{the spell's level}$. The spell must be at least 1st level.

Channel Divinity: Restore Health

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

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 times your cleric level. Choose any creatures within 25 feet of you, and divide those hit points among them. To be affected, a creature must be at half its full hit points or lower, and it can't be an undead creature or a construct.

Supreme Healing

Starting at 20th level, maximize any die rolls you make to determine the number of hit points you restore with a spell.

Light

The god of light is often a sun deity, whose followers are infused with radiant light and the power of the sun's searing heat. This deity is sometimes the ruler of a pantheon and is often portrayed as the sun itself or as a charioteer who guides the sun across the sky. The sun's daily course means that the gods of the sun can embody principles of growth, rebirth or renewal, but some

sun deities are the sun at high noon, looking down upon the mortal world to pronounce judgment and burn away evil.

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

Gods and Tenets

Examples of the gods of this domain include Apollo of the Olympian pantheon; Re-Horakhty of the Pharaonic pantheon; Balder, Frey, and Odur of the Asgardian pantheon; Helm and Lathander of the FORGOTTEN REALMS; and Atroa, Pelor, and Pholtus of GREYHAWK.

The gods of light entrust you with the sun's power so you can become a beacon of light in a darkened world. You bring light wherever you go, chasing away shadows and burning away darkness. Your prayers can bring forth sunlight, which you might focus into burning rays or let loose to shine its wholesome light.

The most devoted and enlightened followers of the gods of light shine with their own inner light. Creatures of darkness and death cower in the presence of the mightiest of your faith, unable to bear the brightness of their countenance.

Domain Spells

Cleric

Level	Spells
1	burning hands, faerie fire
3	flaming sphere, scorching ray
5	daylight, fireball
7	guardian of faith, wall of fire
9	flame strike, true seeing
11	sunbeam
15	sunburst

Bonus Spells

You gain the *light* and *sacred flame* cantrips if you don't already have them. You also gain extra domain spells at levels 11 and 15, as shown in your Domain Spells table.

Flare

When a creature that you can see attacks you, you can use your reaction to cause light to flare before the attacker. This light imposes disadvantage on the attack roll.

An attacker that cannot be blinded is immune to this feature.

Channel Divinity: Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight.

As an action, you present your holy symbol, and any magical darkness within 25 feet of you is dispelled. Additionally, each enemy creature within 25 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to $2d10 +$ your cleric level on a failed saving throw and half as much damage on a successful one.

Channel Divinity: Revelation of Truth

At 6th level, you gain the ability to dispel illusions with your Channel Divinity.

As an action, you present your holy symbol, and any illusion spell within 25 feet of you is dispelled if its level is equal to or lower than half your cleric level.

Corona of Light

Starting at 20th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 50-foot radius and dim light 25 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

War

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances of excellence and courage. In either case, the god of war watches over warriors and rewards them for their great deeds.

Gods and Tenets

Examples of the gods of this domain include Ares, Athena, and Nike of the Olympian pantheon; Odin, Sif, Surtr, Thor, Thrym, and Tyr of the Asgardian pantheon; Bane, Tempus, and Torm of the FORGOTTEN REALMS; and Heironeous and Hextor of GREYHAWK.

The gods of the War domain attract a wide range of individuals. You might be a courageous hero, a bold champion who inspires others to fight the good fight. Or you might see the battlefield as your temple and offer violence as prayers to your deity. Whatever your connection to warfare, you excel in battle and improve those who fight at your side.

Paragons of your faith grow more and more like the deity they serve or the ideal of warfare they uphold. Most tales of the legendary followers of the gods of war portray them as powerful generals or war chiefs, leading hordes in conquest or mustering armies to drive off invaders. They are often said to inspire courage or berserk fury in those who fight beside them. The shout of such a cleric can strike terror in enemies, and tales are told of battles won without a single blow struck, as armies quailed and fled before the wrath of a mighty champion of the god of war.

Domain Spells

Cleric

Level Spells

1	divine favor, shield of faith
3	magic weapon, spiritual weapon
5	holy vigor, prayer
7	divine power, freedom of movement
9	flame strike, hold monster

Bonus Proficiencies

You gain proficiency with martial weapons and with heavy armor and shields.

War Priest

Your god delivers bolts of inspiration to you while you are engaged in battle. Once on your turn, you can attack one extra time when you take the attack action. If you haven't used your whole move for the turn, you can move between your attacks.

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

Channel Divinity: Guided Strike

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

Avatar of Battle

At 20th level, you gain resistance to bludgeoning, piercing, and slashing damage.

Druid

Members of an ancient priesthood, druids commune with the spirits of nature and protect the common folk who live in harmony with the land. After being initiated in mysterious rites, a druid calls on the gods to wield the magic of the moon, the sun, the storm, the forest, and the beast.

The Druid

Proficiency

Level	Bonus	Features
1	+1	Druidic, Spellcasting
2	+1	Druid Circle, Wild Shape
3	+2	—
4	+2	Ability Score Improvement
5	+2	—
6	+2	Circle feature
7	+3	Beast Speech
8	+3	Wild Shape improvement
9	+3	—
10	+3	Circle feature
11	+4	—
12	+4	Ability Score Improvement
13	+4	—
14	+4	Thousand Faces
15	+5	—
16	+5	Ability Score Improvement
17	+5	—
18	+5	Evergreen
19	+6	Ability Score Improvement
20	+6	Beast Spells

—Spells per Day—								
1	2	3	4	5	6	7	8	9
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—
4	3	3	—	—	—	—	—	—
4	3	3	1	—	—	—	—	—
4	3	3	2	—	—	—	—	—
4	3	3	3	1	—	—	—	—
4	3	3	3	2	—	—	—	—
4	3	3	3	2	1	—	—	—
4	3	3	3	2	1	1	—	—
4	3	3	3	2	1	1	1	—
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1

Class Features

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

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

Creating a Druid

You can make a druid quickly by following these suggestions.

Background: Priest

Equipment: Leather armor, shield, spear, rod, adventurer's kit, sprig of mistletoe, and 55 gp

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

Tools: Herbalism kit

Saving Throws: Wisdom

Skills: Choose one from Animal Handling, Nature, Religion, and Survival.

Druidic

You know Druidic, the secret language of druids.

You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such messages.

Others spot the messages' presence with a

successful DC 15 Wisdom (Perception) check but cannot decipher it without magic.

Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

Cantrips

You gain two cantrips, chosen from the druid spell list.

Spells per Day

Your druid level determines the number of druid spells that you can cast of 1st level or higher, as noted in the Druid table. You must complete a long rest to regain any castings—also called spell slots—that you use.

Spell Preparation. You decide which druid spells are available to you to cast each day. After completing a long rest, you prepare the list of druid spells that you can cast of 1st level or higher, choosing from the list of spells available to all druids (see the “Spells” document). Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list for the day includes a number of druid spells equal to $1 + \text{your druid level}$, and the spells can be of any spell level that is available to you, as shown in the Druid table.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability

Wisdom is your magic ability for your druid spells.

Saving Throw DC. The DC to resist one of your spells equals $8 + \text{your Wisdom modifier}$.

Spellcasting Bonus. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast a spell, you can add your proficiency bonus to the spell’s saving throw DC.

Ritual Casting

You can cast any druid spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell’s casting time, during which you undertake a prescribed ceremony that includes your magic focus, a rod, staff, or wand made of wood.

Sacred Plants and Wood

Druids hold certain plants to be sacred, particularly alder, ash, birch, elder, hazel, juniper, mistletoe, oak, rowan, willow, and yew. A druid uses a wooden implement to focus magic, such as a rod of yew, a staff of oak, or (especially) a wand of mistletoe. Some druids use *druidcraft* keep the wood of such implements alive, along with leaves or needles and berries or nuts.

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

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

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast. Once you use this feature, you cannot use it again until you have completed a short rest or a long rest. At 8th level, you can use Wild Shape twice between rests.

When you transform, choose one of the shapes available to you. You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, a toad, or a weasel.

You can stay in a particular shape for a number of hours equal to half your druid level, after which

time you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious, are reduced to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.
- When you transform, you assume the creature's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert to your normal form and take 9 damage.
- You cannot speak, cast spells, or take any other action that requires hands or speech. Transforming does not break your concentration on a spell you have already cast, however.
- Your gear is subsumed in the new shape, so you cannot access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.)

Druid Circle

At 2nd level, you choose one druid circle: Circle of the Land or Circle of the Moon.

Your circle grants you features at certain druid levels, as shown in the Druid table. Each circle is detailed at the end of the druid section.

Ability Score Improvement

When you reach certain levels noted in the Druid table, you can increase one ability score of your

choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Beast Speech

Starting at 7th level, you can speak in beast form, and you can take actions that require speech, other than spellcasting.

Thousand Faces

By 14th level, you have learned to use Wild Shape to take on the physical appearance of another creature of the same size and type as you. This can be a nonspecific member of another race or gender, or you can alter your appearance to look like a person you have seen. You can also create minor changes in your physical appearance, including altering hair and eye color, height and build, and skin color and texture. Your game statistics do not change, nor do your clothes or the equipment you are wearing.

The transformation stands up to scrutiny, including physical contact, though other creatures might be able to discern that you are not who (or what) you appear to be by your actions and speech.

Evergreen

By 18th level, the secret of longevity that some plants possess is now yours. For every 10 years that pass, your body ages only 1 year.

Beast Spells

At 20th level, you can cast spells in any shape you assume using Wild Shape. If you were carrying a magic focus when you transformed, you can apply your proficiency bonus to your spellcasting as though you were still wielding that focus.

Druid Circles

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

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

Circle of the Land

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

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

Circle of the Land Features

Level	Feature
2	Circle Spells
6	Land's Stride
10	Nature's Ward

Circle Spells

Your mystical connection to the land infuses you with additional spells that you can cast and prepare.

Bonus Cantrip. You learn one additional druid cantrip of your choice.

Natural Recovery. Once per day during a short rest, you can regain some of your magical energy by sitting in meditation and communing with nature. You choose expended spell slots to recover. The spell slots can have a combined level that is less than or equal to half your druid level (round

up), and none of the slots can be 6th level or higher.

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

Spells of the Land. Choose the land where you became a druid: coast, desert, forest, grassland, mountain, swamp or tundra. Your native land forever influences your connection to primal magic, determining spells that you always have prepared once you reach certain druid levels.

These spells don't count against the number of spells you can prepare each day. If a spell your land grants you doesn't appear on the druid spell list, the spell is, nonetheless, a druid spell for you.

Coast

Level	Spells
3	augury, mirror image
5	water breathing, water walk
7	freedom of movement, solid fog
9	scrying, true seeing

Desert

Level	Spells
3	blur, silence
5	create food and water, protection from energy
7	blight, hallucinatory terrain
9	control winds, wall of stone

Forest

Level	Spells
3	augury, barkskin
5	call lightning, plant growth
7	divination, freedom of movement
9	commune with nature, plant door

Grassland

Level	Spells
3	augury, pass without trace
5	daylight, haste
7	air walk, divination
9	dream, insect plague

Mountain

Level	Spells
3	spider climb, spike growth
5	elemental mantle, meld into stone
7	confusion, stoneskin
9	passwall, wall of stone

Swamp

Level Spells

- | | |
|---|--------------------------------------|
| 3 | augury, locate object |
| 5 | water walk, stinking cloud |
| 7 | freedom of movement, locate creature |
| 9 | insect plague, scrying |

Tundra

Level Spells

- | | |
|---|-----------------------------------|
| 3 | augury, spike growth |
| 5 | sleet storm, slow |
| 7 | freedom of movement, ice storm |
| 9 | commune with nature, cone of cold |

Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

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

Nature's Ward

By 10th level, you cannot be charmed or frightened by elemental or fey creatures, and you are immune to poison and disease.

Circle of the Moon

Druuids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the face of the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Circle of the Moon Features

Level Feature

- | | |
|---|-------------------|
| 2 | Battle Wild Shape |
|---|-------------------|

6 Mauler Shapes

10 Monstrous Shapes

Battle Wild Shape

You can use Wild Shape as part of any action that doesn't involve casting a spell or activating a magic item.

When you use your Wild Shape, you can choose to transform into an animal form that is dangerous in battle. The first battle forms you can assume are a dire wolf or a panther.

Mauler Shapes

Starting at 6th level, you can assume two new battle forms: a brown bear or a tiger.

Monstrous Shapes

At 10th level, you can assume two new battle forms: a cave bear or a triceratops.

Animals

Bat

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 3)

Speed 5 ft., fly 40 ft.

Str 1 (–5)	Dex 14 (+2)	Con 5 (–3)
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Int 2 (–4)	Wis 12 (+1)	Cha 4 (–3)
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Skills Perception +2

Special Senses blindsight 20 ft.

Languages —

Echolocation. If deafened, the bat loses its blindsight.

Keen Hearing. When using its sense of hearing, the bat has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Bear, Brown

Large beast, unaligned

Armor Class 12

Hit Points 52 (5d10 + 20)

Speed 40 ft.

Str 17 (+3)	Dex 13 (+1)	Con 18 (+4)
Int 2 (-3)	Wis 12 (+1)	Cha 6 (-2)

Skills Perception +2

Special Senses low-light vision

Languages —

Keen Smell. When using its sense of smell, the bear has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Multiaction. The bear makes one bite and one claw attack, or two claw attacks.

Bite—Melee Attack. +5 to hit (reach 5 ft.; one creature).
Hit: 8 (2d4 + 3) piercing damage.

Claw—Melee Attack. +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d8 + 3) slashing damage.

Bear, Cave

Large beast, unaligned

Armor Class 13

Hit Points 88 (8d10 + 40)

Speed 40 ft.

Str 19 (+4)	Dex 13 (+1)	Con 20 (+5)
Int 2 (-3)	Wis 14 (+2)	Cha 6 (-2)

Skills Perception +4

Special Senses low-light vision

Languages —

Keen Smell. When using its sense of smell, the bear has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Multiaction. The bear makes one bite and one claw attack, or two claw attacks.

Bite—Melee Attack. +6 to hit (reach 5 ft.; one creature).
Hit: 11 (2d6 + 4) piercing damage.

Claw—Melee Attack. +6 to hit (reach 5 ft.; one creature).
Hit: 9 (1d10 + 4) slashing damage.

Cat

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4 – 1)

Speed 40 ft.

Str 3 (-4)	Dex 14 (+2)	Con 8 (-1)
Int 2 (-4)	Wis 14 (+2)	Cha 7 (-2)

Skills Acrobatics +3, Stealth +8, Perception +3

Special Senses low-light vision

Languages —

Dexterous Climber. The cat uses Dexterity (Acrobatics) for ability checks to climb.

Feline Grace. When the cat falls, it takes damage as if it fell 20 feet fewer than it did.

Actions

Claws—Melee Attack. –3 to hit, reach 5 ft., one creature.
Hit: 1 slashing damage.

Deer

Medium beast, unaligned

Armor Class 11

Hit Points 7 (1d8 – 1)

Speed 50 ft.

Str 11 (+0)	Dex 13 (+1)	Con 9 (-1)
Int 2 (-4)	Wis 14 (+2)	Cha 4 (-3)

Skills Perception +3

Special Senses low-light vision

Languages —

Running Jump. When it moves at least 10 feet before a jump, the deer can long jump up to 25 feet.

Actions

Antlers—Melee Attack. +1 to hit (reach 5 ft.; one creature). Hit: 2 (1d4) piercing damage.

Dog

Small beast, unaligned

Armor Class 10

Hit Points 5 (1d6 – 1)

Speed 50 ft.

Str 6 (–2)	Dex 10 (+0)	Con 9 (–1)
Int 2 (–4)	Wis 12 (+1)	Cha 7 (–2)

Skills Perception +2

Special Senses low-light vision

Languages —

Keen Hearing and Smell. When using its sense of hearing or smell, the dog has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Bite—Melee Attack. –1 to hit (reach 5 ft.; one creature).

Hit: 1 (1d4 – 2) piercing damage.

Fish

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 3)

Speed swim 50 ft.

Str 1 (–5)	Dex 15 (+2)	Con 4 (–3)
Int 1 (–5)	Wis 12 (+1)	Cha 2 (–4)

Special Senses low-light vision

Languages —

Aquatic. Being in water imposes no penalties on the fish's ability checks, attack rolls, and saving throws.

Water Bound. While out of water, the fish has disadvantage on ability checks and saving throws.

Water Breathing. The fish can breathe underwater, but it must hold its breath while out of water.

Hawk

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 60 ft.

Str 5 (–3)	Dex 16 (+3)	Con 8 (–1)
Int 2 (–4)	Wis 14 (+2)	Cha 6 (–2)

Skills Perception +3

Languages —

Keen Sight. When using its sense of sight, the hawk has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Talons—Melee Attack. –2 to hit, reach 5 ft., one creature.

Hit: 1 slashing damage.

Horse

Large beast, unaligned

Armor Class 10

Hit Points 10 (1d10)

Speed 60 ft.

Str 15 (+2)	Dex 10 (+0)	Con 10 (+0)
Int 2 (–4)	Wis 12 (+1)	Cha 6 (–2)

Languages —

Actions

Hooves—Melee Attack. +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

Owl

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 40 ft.

Str 4 (–3)	Dex 16 (+3)	Con 8 (–1)
Int 2 (–4)	Wis 14 (+2)	Cha 6 (–2)

Skills Stealth +4, Perception +3

Special Senses low-light vision

Languages —

Keen Sight. When using its sense of sight, the owl has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Talons—Melee Attack. –2 to hit (reach 5 ft.; one creature).

Hit: 1 slashing damage.

Panther

Medium beast, unaligned

Armor Class 13

Hit Points 25 (4d8 + 4)

Speed 50 ft.

Str 14 (+2)	Dex 16 (+3)	Con 13 (+1)
Int 2 (-4)	Wis 14 (+2)	Cha 6 (-2)

Skills Acrobatics +4, Stealth +9, Perception +3

Special Senses low-light vision

Languages —

Dexterous Climber. The panther uses Dexterity (Acrobatics) for ability checks to climb.

Stalker. The panther deals an additional 1d6 damage when it hits with a bite or claw attack made against a surprised creature.

Actions

Bite—Melee Attack. +4 to hit (reach 5 ft.; one creature).

Hit: 5 (1d6 + 2) piercing damage.

Claw—Melee Attack. +4 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) slashing damage. If the panther made this attack as a part of a charge, it also knocks a Medium or smaller target prone and can make a bite attack against the same creature.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 50 ft.

Str 4 (-3)	Dex 15 (+2)	Con 8 (-1)
Int 2 (-4)	Wis 14 (+2)	Cha 6 (-2)

Skills Perception +3

Languages —

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or a small animal chittering.

Actions

Beak—Melee Attack. –2 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

Snake

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4 – 2)

Speed 20 ft., swim 20 ft.

Str 4 (-3)	Dex 13 (+1)	Con 6 (-2)
Int 1 (-5)	Wis 12 (+1)	Cha 2 (-4)

Skills Stealth +7, Perception +2

Special Senses blindsight 5 ft.

Languages —

Keen Smell. When using its sense of smell, the snake has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Quick Strike. The snake has a +5 bonus to initiative rolls.

Actions

Bite—Melee Attack. –2 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage, and the target must succeed on a DC 8 Constitution saving throw or take 4 (1d8) poison damage.

Tiger

Large beast, unaligned

Armor Class 13

Hit Points 42 (5d10 + 10)

Speed 40 ft.

Str 17 (+3)	Dex 15 (+2)	Con 15 (+2)
Int 2 (-3)	Wis 14 (+2)	Cha 6 (-2)

Skills Stealth +8, Perception +3

Special Senses low-light vision

Languages —

Actions

Multattack. The tiger makes one bite and one claw attack, or two claw attacks.

Bite—Melee Attack. +5 to hit (reach 5 ft.; one creature).

Hit: 8 (2d4 + 3) piercing damage.

Claw—Melee Attack. +5 to hit (reach 5 ft.; one creature).

Hit: 6 (1d6 + 3) slashing damage. If the tiger made this attack as a part of a charge, it also knocks a Large or smaller target prone and can make a bite attack against the same creature.

Toad

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 – 3)

Speed 10 ft., swim 20 ft.

Str 1 (-5)	Dex 10 (+0)	Con 4 (-3)
Int 1 (-5)	Wis 10 (+0)	Cha 4 (-3)

Special Senses low-light vision

Languages —

Amphibious. The toad can breathe air and water.

Aquatic. Being in water imposes no penalties on the toad's ability checks, attack rolls, and saving throws.

Jump. The toad can high jump 2 feet and long jump 5 feet.

Triceratops

Huge beast, unaligned

Armor Class 11

Hit Points 97 (8d12 + 40)

Speed 30 ft.

Str 22 (+6)	Dex 8 (-1)	Con 20 (+5)
Int 2 (-4)	Wis 12 (+1)	Cha 6 (-2)

Skills Perception +4

Special Senses low-light vision

Languages —

Actions

Horns—Melee Attack. +8 to hit (reach 5 ft.; one creature).

Hit: 19 (2d12 + 6) piercing damage. If the triceratops made this attack as a part of a charge, it deals an additional 1d12 + 3 damage to the target.

Weasel

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4 – 2)

Speed 20 ft.

Str 3 (-4)	Dex 14 (+2)	Con 6 (-2)
Int 2 (-4)	Wis 12 (+1)	Cha 5 (-3)

Skills Stealth +3, Perception +2

Special Senses low-light vision

Languages —

Keen Smell. When using its sense of smell, the weasel has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Wolf, Dire

Medium beast, unaligned

Armor Class 12

Hit Points 29 (4d8 + 8)

Speed 50 ft.

Str 16 (+3)	Dex 15 (+2)	Con 15 (+2)
Int 2 (-4)	Wis 12 (+1)	Cha 6 (-2)

Skills Perception +2

Special Senses low-light vision

Languages —

Keen Hearing and Smell. When using its sense of hearing or smell, the wolf has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Pack Tactics. The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target and able to take actions.

Actions

Bite—Melee Attack. +3 to hit (reach 5 ft.; one creature).

Hit: 1d6 + 3 piercing damage, and if the attack deals 6 damage, the wolf knocks the target prone.

Fighter

With durability and unequaled weapon mastery, the fighter dominates a battlefield.

The Fighter

Proficiency

Level	Bonus	Features
1	+1	Fighting Style, Second Wind
2	+1	Action Surge
3	+2	Martial Path
4	+2	Ability Score Improvement
5	+2	Extra Attack
6	+2	Ability Score Improvement
7	+3	Martial Path benefit
8	+3	Ability Score Improvement
9	+3	Defy Death
10	+3	Martial Path benefit
11	+4	Extra Attack
12	+4	Ability Score Improvement
13	+4	Indomitable
14	+4	Ability Score Improvement
15	+5	Martial Path benefit
16	+5	Ability Score Improvement
17	+5	Improved Action Surge
18	+5	Ability Score Improvement
19	+6	Martial Path benefit
20	+6	Extra Attack

Class Features

As a fighter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per fighter level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Strength, Constitution

Skills: Choose one skill from Acrobatics, Athletics, or Intimidation.

Creating a Fighter

You can make a fighter quickly by taking the suggested background and picking one of the three equipment packages.

Background: Soldier

Equipment – Defense: Chain mail, shield, long sword, 4 javelins, adventurer's kit, and 39 gp

Equipment – Offense: Chain mail, great sword, 3 handaxes, adventurer's kit, and 1 gp

Equipment – Archery: Scale mail, longbow, long sword, quiver with 20 arrows, adventurer's kit, and 25 gp

Fighting Style

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

Archery

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

Defense

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

Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Two-Weapon Fighting

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

Second Wind

You have a limited well of stamina that you can draw upon to protect yourself from harm.

As an action, you can gain temporary hit points equal to $1d6 + \text{your fighter level}$. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points are lost first, and they go away after 5 minutes.

Once you use this feature, you must complete a short rest or a long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal physical limits for a moment.

On your turn, you can take an additional action. If you do so, you must complete a short rest or a long rest before you can use this feature again.

Starting at 17th level, you can use this feature twice before a rest, but you cannot use it twice on the same turn.

Martial Path

At 3rd level, choose the path that you follow in your martial training: the path of the Weapon Master or the Warrior.

Each path is detailed at the end of the fighter section. Your choice grants you features at certain fighter levels.

Ability Score Improvement

When you reach certain levels noted in the Fighter table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

When you reach 11th level, this feature gives you two extra attacks, instead of one.

When you reach 20th level, this feature gives you three extra attacks, instead of two.

Defy Death

Once you reach 9th level, you can rally yourself despite grievous injuries.

When you are reduced to 0 hit points but are not killed outright, you can make a DC 15 Constitution saving throw. If you succeed, you are instead reduced to 1 hit point.

Indomitable

Beginning at 13th level, you have advantage on all saving throws. A combination of cunning, battle experience, and a dash of luck guard you from harm.

Improved Action Surge

Starting at 17th level, you can use your Action Surge twice before a rest, but you cannot use it twice on the same turn.

Martial Paths

Path of the Weaponmaster

You are a master of maneuvers in battle. You rely on cunning and prowess to defeat your enemies. Intense training combined with a relentless focus on victory propels you in combat. Victory is one more sign of martial supremacy.

Weaponmaster Features

Level	Feature
3	Combat Superiority
7	Combat Superiority, Advanced Maneuvers
10	Combat Superiority
15	Improved Combat Superiority

Combat Superiority

As a master of combat, you are able to pull off exceptional maneuvers in battle that are fueled by dice called superiority dice. A superiority die is a d6.

You know three maneuvers: Dirty Trick, Spring Away, and Trip. When you hit a creature with a melee attack, you can use a maneuver you know if you have at least one superiority die. The die you use with the maneuver is then expended.

The number of superiority dice that you have is determined by your fighter level.

Fighter

Level	Dice
3	2
7	3
10	4

You can use your action to regain one superiority die. When you complete a short rest or a long rest, you regain all of them.

Dirty Trick. You try to throw your target off guard. Roll one superiority die. If the number rolled is equal to or greater than the target's Wisdom modifier, the next attack roll against the target has advantage. Otherwise, add the number rolled to the attack's damage against the target.

Spring Away. After striking your target, you try to leap away. Roll one superiority die. If the number rolled is equal to or greater than the target's Dexterity modifier, you can move up to half your speed. This movement does not provoke opportunity attacks, and you can move through the target's space during it. Otherwise, add the number rolled to the attack's damage against the target.

Trip. Roll one superiority die. If the number rolled is equal to or greater than the target's Strength modifier, you knock the target prone. Otherwise, add the number rolled to the attack's damage against the target.

Advanced Maneuvers

When you reach 7th level, you learn more maneuvers.

Bell Ringer. You try to addle your target. Roll one superiority die. If the number rolled is equal

to or greater than the target's Constitution modifier, the target cannot use reactions until the end of your next turn, and the target has disadvantage on the first attack it makes before your next turn. Otherwise, add the number rolled to the attack's damage against the target.

Drive Back. Roll one superiority die. If the number rolled is equal to or greater than the target's Strength modifier, you push the target 15 feet away from you in a straight line. Otherwise, add the number rolled to the attack's damage against the target.

Hamstring. Roll one superiority die. If the number rolled is equal to or greater than the target's Dexterity modifier, the target's speed is reduced by 15 feet, and opportunity attacks against it have advantage. Both effects last until the end of your next turn. Otherwise, add the number rolled to the attack's damage against the target.

Improved Combat Superiority

Starting at 15th level, your superiority dice are d10s instead of d6s.

Relentless

Starting at 19th level, when you start your turn with no superiority dice available, you regain two of them at the end of that turn.

Path of the Warrior

The path of the warrior is walked by more fighters than any other. A typical warrior fights out of necessity, either as a lone wolf or as part of an army, a town's watch, or a mercenary band.

Warrior Features

Level	Feature
3	Improved Critical
7	Superior Critical
10	Additional Fighting Style
15	Devastating Critical
19	Survivor

Improved Critical

Your weapon attacks can score a critical hit on a roll of 19 or 20.

Superior Critical

Starting at 7th level, your weapon attacks can score a critical hit on a roll of 18–20.

Additional Fighting Style

You can choose a second option from the Fighting Style class feature.

Devastating Critical

Beginning at 15th level, when you score a critical hit with a weapon against a creature, you can impose an additional effect on the target if the attack deals damage to it. The damage's type determines the effect. A target is immune to the additional effect if the target is a construct or if the attack deals no damage to it.

Bludgeoning. The target must make a Constitution saving throw with a DC of $10 + \text{your Strength modifier}$. On a failure, the target is stunned until the end of its next turn.

Slashing. The target's speed drops to 0 until the end of its next turn, as a result of your attack hamstringing it or causing it a vexing wound.

Piercing. The target suffers a nagging wound. Until the target is healed or drops to 0 hit points, it takes damage at the end of each of its turns. The damage equals $1d6 + \text{half your fighter level}$. The target or a creature within 5 feet can end this damage by using its action to tend to the wound.

Survivor

At 19th level, you have nearly attained the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to $5 + \text{your Constitution modifier}$ if you have half or fewer of your hit points. You don't gain this benefit if you are at 0 hit points.

Mage

Mages are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, brute-force mind control, and more. Their mightiest spells can change one substance into another or alter a creature's form, open pathways to other planes of existence, or even kill with a single word.

Wild and enigmatic, varied in form and function, the power of magic draws many students who seek to master its mysteries, and some who aspire to become like the gods, shaping reality itself. You have chosen the mage's path to magical mastery, which requires keen intellect and mental discipline to master the complex formulas you use to bend this power to your will.

The Mage

Proficiency

Level	Bonus	Features
1	+1	Wizardry
2	+1	Arcane Tradition
3	+2	—
4	+2	Ability Score Improvement
5	+2	—
6	+2	Tradition Benefit
7	+3	—
8	+3	Ability Score Improvement
9	+3	—
10	+3	Ability Score Improvement
11	+4	—
12	+4	Tradition Benefit
13	+4	—
14	+4	Ability Score Improvement
15	+5	—
16	+5	Tradition Benefit
17	+5	—
18	+5	Spell Mastery
19	+6	Ability Score Improvement
20	+6	Tradition Benefit

—Spells per Day—								
1	2	3	4	5	6	7	8	9
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—
4	3	3	—	—	—	—	—	—
4	3	3	1	—	—	—	—	—
4	3	3	2	—	—	—	—	—
4	3	3	3	1	—	—	—	—
4	3	3	3	2	—	—	—	—
4	3	3	3	2	1	—	—	—
4	3	3	3	2	1	1	—	—
4	3	3	3	2	1	1	1	—
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1
4	3	3	3	2	1	1	1	1

Class Features

As a mage, you gain the following class features.

Hit Points

Hit Dice: 1d6 per mage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per mage level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, and light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose one from Arcana, History, and Religion

Creating a Mage

You can make a mage quickly by following these suggestions.

Background: Sage

Equipment: Robes, quarterstaff, spellbook, adventurer's kit, 64 gp, and 8 sp

Wizardry

As a student of arcane magic, you have collected a spellbook containing a combination of minor spells called cantrips and the more powerful spells that show the first glimmerings of your true power. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

Spellbook

You have a spellbook that contains the mage spells you know. It starts with three cantrips and four 1st-level spells of your choice.

Each time you gain a mage level, you can add two spells to your spellbook. You choose the spells from the mage’s spell list, and they must be of a level that you can cast, as noted on the Mage table. On your adventures, you might find other spells that you can add to your spellbook (see the “Your Spellbook” sidebar).

Spells per Day

Your mage level determines the number of mage spells that you can cast of 1st level or higher, as

noted in the Mage table. You must complete a long rest to regain any castings—also called spell slots—that you use.

Spell Preparation. You decide which mage spells are available to you to cast each day. After completing a long rest, you can prepare the list of mage spells that you will be able to cast in the coming day, choosing from the spells of 1st level or higher in your spellbook. (You do not need to prepare cantrips.) Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you, as shown in the Mage table.

Preparing a spell requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *magic missile* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *magic missile* once or twice and at either level.

Magic Ability

Intelligence is your magic ability for your mage spells.

Saving Throw DC. The DC to resist one of your spells equals 8 + your Intelligence modifier.

Spellcasting Bonus. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you can add your proficiency bonus to the spell’s saving throw DC.

Ritual Casting

You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell’s casting time, during which you undertake a prescribed ceremony that includes your spellbook.

Arcane Recovery

Once per day during a short rest, you can regain some of your magical energy by studying your spellbook. You choose expended spell slots to recover. The spell slots can have a combined level that is less than or equal to half your mage level (round up), and none of the slots can be 6th level or higher.

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

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the cosmos. You might find other spells during your adventures. You might find a spell recorded on a scroll in an evil wizard's chest or in a dusty tome in an ancient library, for example.

Copying a Spell into the Book. When you find a spell, you can add it to your spellbook if it is of a level you can normally cast, if it appears on the mage's spell list, and if you can read it (some spellcasters use secret alphabets and ciphers to record spells).

Copying a spell into your spellbook confers knowledge of the spell to you. For each level of the spell, the process takes 1 hour and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it.

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. In addition, if you lose your spellbook, you can use the same procedure to transcribe 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 mages keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. Your school of magic, how you prefer to organize your knowledge, how much coin you've devoted to the materials, and the outcome of your latest adventure are all factors bearing on your spellbook's appearance.

Your spellbook might be a plain but functional leather tome you received as a gift from your master when you struck out on your own, 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 tome in a mishap.

Arcane Tradition

When you reach 2nd level, you choose an arcane tradition to focus your magical studies. Three arcane traditions are detailed at the end of the class description.

Ability Score Improvement

When you reach certain levels noted in the Mage table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Spell Mastery

At 18th level, pick a 1st-level mage spell and a 2nd-level mage spell. You can cast the lowest-level version of those spells at will.

By spending 8 hours in study, you can change one or both of the spells you chose to different spells of the same levels.

Arcane Traditions

The arcane tradition of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with academic institutions dedicated to its study. Although other traditions exist—including sorcery and witchcraft—most mages study wizardry.

The study of magic in wizardry is complex and varied. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, the schools of magic are literally schools; a mage 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 solitary wizards who

train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, for the spells of different schools require different approaches and the mastery of different techniques.

The eight schools of magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. The mastery of any school of magic is effectively its own arcane tradition.

Enchantment, evocation, and illusion are presented in this document.

Wizardry: School of Enchantment

You know how to magically entrance and beguile other people and monsters. Some enchanters are peacemakers, who bewitch the violent to lay down their arms and the cruel to show mercy. Other enchanters are tyrants, who spellbind the unwilling into their service. And many other enchanters fall somewhere in between.

Enchanters rarely get on well with one another, for possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Enchantment Features

Level	Feature
2	Aura of Antipathy
5	Instinctive Charm
12	Split Enchantment
16	Rapid Enchantment
20	Alter Memories

Aura of Antipathy

Starting at 2nd level, you radiate a magical aura that causes nearby attackers to doubt their resolve to strike you. Any creature within 10 feet of you has disadvantage on melee attacks against you while you can take actions. Creatures that cannot be charmed are immune to this effect.

Instinctive Charm

Beginning at 5th level, when a creature that you can see attacks you from within 50 feet of you, you can use your reaction to magically compel the attacker to direct its attack elsewhere. You must

choose to use this feature before knowing whether the attack hits or misses.

If you use it, the attacker must make a Wisdom saving throw against your spell save DC. A creature that cannot be charmed automatically succeeds. On a failed save, the attacker must target the creature—other than you—that is closest to it. If multiple creatures are closest, the attacker chooses which one to target. The attack is wasted if no eligible targets are within range.

Split Enchantment

Starting at 12th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Rapid Enchantment

At 16th level, you gain the ability to cast your enchantments more swiftly. When you cast an enchantment spell of 1st level or higher that has a casting time of 1 action, its casting time becomes swift.

Alter Memories

At 20th level, when a creature is charmed by a spell you cast, you can alter the creature's understanding so that it is unaware of the fact that you cast the spell on it and therefore perceives its charmed behavior as nonmagical.

Additionally, once before the spell expires, you can use your action to try to make the creature forget some of the time it spends charmed. The creature must succeed on a Intelligence saving throw against your spell save DC or lose memories from that time, up to a number of hours equal to 1 + your Charisma modifier.

If the creature fails the saving throw, you can also contest a Charisma (Deception) check against its Intelligence check. If you succeed, you can describe to the creature what it experienced during the forgotten time, and it believes your deception to be true, not realizing that you are the source of its new memories.

Wizardry: School of Evocation

You focus your study on magic that creates powerful elemental effects. Spells like *burning*

hands, lightning bolt, and cone of cold live within your domain. You evoke the elemental powers of the Inner Planes of existence to harness spells that deal with bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

Evocation specialists are usually called evokers and are among the most common mages employed by military forces.

Evocation Features

Level	Benefit
2	Sculpt Spells
5	Potent Cantrip
12	Overchannel
16	Empowered Evocation
20	Evocation Master

Sculpt Spells

Beginning at 2nd level, when you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

Potent Cantrip

Starting at 5th level, when a creature is missed by or succeeds on a saving throw against your evocation cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

Overchannel

Starting at 8th level, when you cast a mage spell of 3rd level or lower that deals damage, you can use this feature to deal maximum damage with that spell.

The first time you do so between completing long rests, you suffer no adverse effects. If you do so a second time before a long rest, you must succeed on a DC 15 Constitution saving throw or drop to 0 hit points after casting the spell. Each additional use before a long rest increases the saving throw DC by 5.

Empowered Evocation

Beginning at 12th level, when you roll damage for an evocation spell you cast, add your Intelligence modifier to the damage.

Evocation Master

At 20th level, you can cast the *fireball* and *lightning bolt* spells as 3rd-level spells without expending a spell slot. You also always have them prepared, and they don't count against the number of spells you can prepare.

If you don't already know these spells, you can now add them to your spellbook.

Wizardry: School of Illusion

You study magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but when combined with a keen mind, illusions can bring an entire kingdom to its knees. You might have studied under a private tutor, perhaps a disgraced wizard or witch, or in a small group of likeminded mages. Among gnomes, the study of illusion is greatly admired.

Illusion specialists are usually called illusionists and often have something of a sinister reputation, owing to their penchant for trickery. Some illusionists revel in others' suspicion, casting themselves as mysterious figures. Other illusionists prefer to keep a low profile and might never reveal their study of this tradition.

Illusion Features

Level	Benefit
2	Improved Minor Illusion
5	Disappearing Trick
12	Illusory Self
16	Illusionary Reality
20	Illusion Master

Improved Minor Illusion

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different mage cantrip of your choice.

When you cast *minor illusion*, you can use both the Ghost Sound and the Silent Image effects with a single casting of the spell.

Disappearing Trick

Starting at 5th level, you always have the *invisibility* spell prepared, and it doesn't count against the number of spells you can prepare.

Right after you take damage, you can use your reaction to cast *invisibility*.

If you don't already know this spell, you can now add it to your spellbook.

Illusory Self

Beginning at 12th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. If you are attacked before you take your first turn in combat, you can use your reaction to interpose the illusory duplicate between your attacker and yourself. The attack automatically misses you and destroys the illusion.

Illusionary Reality

By 16th level, you have learned the secret of weaving shadow magic into your illusions to give them a semi-reality.

When you cast an illusion spell of 1st level or higher, at any time on your turn during that spell's duration you can choose one inanimate, nonmagical object that is part of the illusion to become real. You must be able to take actions to do so, and the object remains real until the end of your next turn. The object you choose can be of any size within the spell's area of effect. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object cannot deal damage or otherwise directly harm anyone.

Illusion Master

At 20th level, you can cast *major image* without expending a spell slot. You also always have the spell prepared, and it doesn't count against the number of spells you can prepare.

If you don't already know this spell, you can now add it to your spellbook.

Monk

Monks are masters of unarmed combat. They train in monasteries where they pursue personal perfection through action and contemplation. Monks have no need for weapons and armor, for their relentless practice has allowed them to unlock their physical and spiritual abilities.

While most monks are lawful—the focus and discipline needed to master their arts demands rigid dedication—they vary among good, neutral, and evil alignments. Lawful evil monks are schemers and conquerors. The insidious Scarlet Brotherhood of GREYHAWK is the most notable

example of an evil monk tradition in D&D. Lawful neutral monks focus on inner mastery and care little for the world at large. Lawful good monks are champions of the common folk.

Creating a Monk

You can make a monk quickly by following these suggestions.

Background: Commoner

Equipment: Quarterstaff, 10 darts, adventurer's kit, and 70 gp

The Monk

Proficiency		Ki	Unarmed	Features
Level	Bonus	Points	Strike	
1	+1	2	1d6	Flurry of Blows, Ki, Unarmed Strike, Unarmored Defense
2	+1	2	1d6	Supreme Flurry, Slow Fall
3	+2	3	1d6	Monastic Tradition, Step of the Wind
4	+2	3	1d6	Ability Score Improvement
5	+2	3	1d8	Stunning Strike
6	+2	4	1d8	Tradition Feature
7	+3	4	1d8	Uncanny Dodge
8	+3	4	1d8	Improved Flurry of Blows, Step of the Wind
9	+3	5	1d8	Ability Score Improvement
10	+3	5	1d8	Purity of Body
11	+4	5	1d10	Tradition Feature
12	+4	6	1d10	Ability Score Improvement
13	+4	6	1d10	Tongue of Sun and Moon
14	+4	6	1d10	Diamond Soul
15	+5	7	1d10	Ability Score Improvement
16	+5	7	1d10	Timeless Body
17	+5	7	1d12	Tradition Feature
18	+5	8	1d12	Ability Score Improvement
19	+6	8	1d12	Empty Body
20	+6	8	1d12	Perfect Self

Class Features

As a monk, you gain the following class features.

Hit Points

Hit Dice: 1d8 per monk level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

Proficiencies

Armor: None

Weapons: Club, dagger, handaxe, light crossbow, longspear, quarterstaff, short sword, sling, spear, and unarmed strike

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose one from Acrobatics, Athletics, or Religion

Unarmed Strike

As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit.

Your unarmed strike damage increases as you gain levels, as noted in the Unarmed Strike column in the Monk table.

Your unarmed strikes count as being magical for the purpose of overcoming resistance and immunities.

Unarmored Defense

While you are wearing no armor and using no shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Ki

Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column in the Monk table.

When you spend a ki point, it is unavailable until you complete a short rest or a long rest. The rest

allows you to meditate and draw ki back into yourself.

You start with one way to use your ki points: Flurry of Blows, which is detailed below. You gain additional ki options at higher levels.

Whenever one of your ki abilities forces a creature to make a saving throw, the DC equals 8 + your Wisdom modifier + your proficiency bonus.

Flurry of Blows

You can make unarmed strikes with supernatural speed, using your fists, kicks, and head-butts. You can use your attack action to make two unarmed attacks. If you haven't used your whole move for the turn, you can move between the attacks.

You can spend 1 ki point to make an additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

Supreme Flurry

At 2nd level, on your turn, you can spend 1 ki points to give yourself advantage on all attacks you make during this turn.

Slow Fall

Beginning at 2nd level, when you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by 5 times your monk level.

Monastic Tradition

When you reach 3rd level, you choose the monastic tradition to which you dedicate yourself: the Way of the Four Elements or the Way of the Open Hand.

Your tradition grants you features at certain monk levels, as shown in the Monk table. Each tradition is detailed at the end of the class description.

Step of the Wind

At 3rd level, your speed increases by 5 feet.

You can spend 1 ki point to increase your speed by an additional 15 feet until the end of the turn. When you spend this point at 8th level and higher, you can also move along vertical surfaces and across liquids until the end of the turn.

Ability Score Improvement

When you reach certain levels noted in the Monk table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Stunning Strike

Starting at 5th level, when you score a critical hit on a creature, you can try to stun the creature. The target must succeed on a Constitution saving throw ($DC\ 8 + \text{your Wisdom modifier} + \text{your proficiency bonus}$) or be stunned until the end of your next turn.

Uncanny Dodge

At 7th level, your agility is instinctive. When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Improved Flurry of Blows

When you reach 8th level, your Flurry of Blows gives you two extra unarmed attacks, instead of one.

Purity of Body

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

Tongue of Sun and Moon

Starting at 13th level, your mind is infused with ki and easily touches the ki of other minds so that you understand all spoken languages. Moreover,

any creature that can understand speech can understand what you say.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you advantage on all saving throws against spells.

Timeless Body

By 16th level, your ki sustains you so that you suffer none of the drawbacks of old age, and you cannot be aged magically. In addition, you no longer need food or water.

Empty Body

Beginning at 19th level, you can use your action to spend 4 ki points to become incorporeal and invisible for 1 minute. You can end this effect at any time.

Perfect Self

At 20th level, you are an embodiment of your ki. You regain 1 ki point at the start of each of your turns.

Monastic Traditions

Way of the Four Elements

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

Way of the Four Elements Features

Level	Feature
3	Disciple of the Elements
6	Elemental Power
11	Elemental Master
17	Fist of Four Elements

Disciple of the Elements

You have learned the basics of harnessing the elements. You gain one of the following features of your choice.

Fire Riposte (Fire). When you take damage from a melee attack, you can use your reaction to spend 1 ki point to channel a tongue of flame at the attacker. The attacker must make a Dexterity saving throw. It takes fire damage equal to $1d10 +$ your monk level on a failed save and half as much damage on a successful one.

Wind Riposte (Air). When you are hit by a melee attack, you can use your reaction to spend 1 ki point to batter your attacker with wind. The attacker must make a Strength saving throw. The attacker is pushed 20 feet on a failed save, or 10 feet on a successful one.

Iron Root Defense (Earth). As part of an action, you can spend 1 ki point to root yourself in place. Until the start of your next turn, the damage you take from any source is reduced by an amount equal to your monk level.

You cannot move while this benefit is in effect. If you are somehow moved against your will, the effect ends.

Shelter of the Flowing River (Water). When you make a Strength, Dexterity, or Constitution saving throw, you can spend 1 ki point to channel the flexibility and cleansing power of water, gaining advantage on that saving throw.

Elemental Power

At 6th level, your mastery of the elements improves. You gain one of the following features of your choice, or a feature that you lack from Disciple of the Elements.

Crashing Waves (Water). When you hit a creature with a melee attack, you can spend 1 ki point. The creature must make a Strength saving throw. The creature is pushed 20 feet on a failed save, or 10 feet on a successful one.

Flames of the Phoenix (Fire). As an action, you can spend 1 ki point to emit a 15-foot cone of magical fire. Each creature in the cone must make a Dexterity saving throw. It takes fire damage equal to $1d10 +$ your monk level on a failed save, and half as much damage on a successful one.

Grasp of Stone (Earth). When you hit a creature with a melee attack, you can spend 1 ki

point. Unless the target succeeds on a Strength saving throw, it is grappled by you. Until this grapple ends, your unarmed attacks automatically hit the creature.

Vortex Punch (Air). When you hit a creature with a melee attack, you can spend 1 ki point to emit a 50-foot line of air that includes the target. Each creature in the line must succeed on a Strength saving throw. It takes bludgeoning damage equal to $1d6 +$ your monk level and is knocked prone on a failed save. On a successful save, the creature takes only half damage.

Elemental Master

At 11th level, your mastery of the elements improves further. You gain one of the following features of your choice, or a feature that you lack from Disciple of the Elements or Elemental Power.

Spirit of the Tsunami (Water). You can use your action to spend 1 ki point to emit a 15-foot cone of water. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes bludgeoning damage equal to $1d10 +$ your monk level and is knocked prone. On a successful save, the creature takes only half damage.

Touch of Stony Doom (Earth). When you hit a creature with a melee attack, you can spend 1 ki point. Unless the target succeeds on a Constitution saving throw, it becomes vulnerable to bludgeoning damage for 1 minute.

Vengeful Flame (Fire). When you drop to 0 hit points, you can spend 1 ki point. If you do so, each creature within 25 feet of you must make a Dexterity saving throw. It takes fire damage equal to $1d10 +$ your monk level on a failed save and half as much damage on a successful one.

Warrior's Gale (Air). You can spend 1 ki point to gain a fly speed of 50 feet until the end of this turn. If your flight ends in midair, you do not fall until the end of your turn.

Fist of Four Elements

By 17th level, on your turn, when you make a melee attack, you can spend 1 ki point to channel elemental power. Choose cold, fire, lightning, or thunder damage. For 1 minute, or until you use this feature again, your melee attacks deal an additional $1d10$ damage of the type you chose.

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of unarmed combat. They can turn aside arrows and bolts with their palms, heal damage to their body, and strike down even the most defensive foes with nothing but bare hands.

Way of the Open Hand Features

Level	Feature
3	Deflect Missiles
6	Wholeness of Body
11	Improved Flurry of Blows
17	Quivering Palm

Deflect Missiles

When you are hit by a ranged weapon attack, you can use your reaction to deflect or catch the missile with a free hand. Roll a d10, add your Dexterity modifier, and reduce the damage you take from that attack by the total. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand.

You can spend 1 ki point to reduce the damage by a further d10.

Wholeness of Body

At 6th level, you gain the ability to heal your own wounds. As an action, you can regain hit points equal to twice your monk level. If you do so, you must complete a long rest before you can use this feature again.

Improved Flurry of Blows

Beginning at 11th level, when you spend a ki point to make an additional attack with Flurry of Blows, you can choose one secondary effect from the following options:

- **Sweep.** If you hit with the attack, you knock the target prone.
- **Knockback.** If you hit with the attack, you can push the target up to 10 feet away from you.
- **Daze.** If you hit with the attack, the target can't take reactions until the end of your next turn.

Quivering Palm

Starting at 17th level, when you hit a creature with an unarmed attack, you can spend 3 ki points

to create deadly vibrations in the creature's body. Afterward you can try to slay the creature at any time, as long as the attempt is made within a number of days equal to your monk level. To make such an attempt, you merely use your action to will the creature to die. The creature must make a Constitution saving throw. If the creature fails, it dies. If the creature succeeds, this effect ends.

Once attempted, this ability cannot be used again for one week.

Paladin

An oath sworn in a temple, before a god's altar and the witness of a priest, is a powerful bond. When a warrior is bound by such an oath, sworn to uphold the highest ideals of the god's teachings and the highest standards of conduct, the oath itself is a source of power, turning the warrior into a blessed champion, a paladin. Even during the period of preparation before the oath is taken, the paladin is marked, set aside as holy. Those who swear and uphold their oaths wield

divine power in the service of their gods and their vows, healing and warding their allies and smiting their foes with divine wrath.

Creating a Paladin

You can make a paladin quickly by following these suggestions.

Background: Noble

Equipment: Chain mail, heavy shield, long sword, 4 javelins, adventurer's kit, and 29 gp

The Paladin

Proficiency

Level	Bonus	Features
1	+1	Divine Sense, Lay on Hands
2	+1	Divine Smite, Fighting Style, Spellcasting
3	+2	Divine Health, Oath
4	+2	Ability Score Improvement
5	+2	Extra Attack
6	+2	Aura of Protection
7	+3	Ability Score Improvement
8	+3	Oath feature
9	+3	—
10	+3	Aura of Courage
11	+4	Improved Divine Smite
12	+4	Ability Score Improvement
13	+4	—
14	+4	Cleansing Touch
15	+5	Aura of Resolve
16	+5	Ability Score Improvement
17	+5	—
18	+5	Oath feature
19	+6	Ability Score Improvement
20	+6	Oath feature

—Spells per Day—

1	2	3	4	5
—	—	—	—	—
2	—	—	—	—
3	—	—	—	—
3	—	—	—	—
4	2	—	—	—
4	2	—	—	—
4	3	—	—	—
4	3	—	—	—
4	3	2	—	—
4	3	2	—	—
4	3	3	—	—
4	3	3	—	—
4	3	3	—	—
4	3	3	1	—
4	3	3	1	—
4	3	3	2	—
4	3	3	2	—
4	3	3	3	1
4	3	3	3	1
4	3	3	3	2
4	3	3	3	2

Class Features

A paladin gains the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Constitution, Charisma

Skills: Choose one from Athletics, Persuasion, and Religion

Divine Sense

As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

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 any number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on an undead creature or a construct.

Divine Smite

Starting at 2nd level, when you hit a creature with a weapon attack, you can expend one paladin spell slot to smite, dealing extra damage. The extra damage is 2d8 for a 1st-level spell, plus 1d8 for each spell level higher than 1st. If the creature is undead or a fiend, the damage increases by 1d8.

The extra damage is radiant if your deity is good and necrotic if your deity is evil. If your deity is neither good nor evil, choose one of these types when you gain this feature.

Spellcasting

By 2nd level, you have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

Spells per Day

Your paladin level determines the number of paladin spells that you can cast of 1st level or higher, as noted in the Paladin table. You must complete a long rest to regain any castings—also called spell slots—that you use.

Spell Preparation. You decide which paladin spells are available to you to cast each day. After completing a long rest, you prepare the list of paladin spells that you can cast of 1st level or higher, choosing from the list of spells available to all paladins (see the “Spells” document). Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list for the day includes a number of paladin spells equal to $1 + \text{half your paladin level}$, and the spells can be of any spell level that is available to you, as shown in the Paladin table.

Preparing your spells requires time spent in meditation and prayer: at least one minute per spell level for each paladin spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-level

castings available, you can cast each spell once or cast one of those spells twice.

Magic Ability

Charisma is your magic ability for your paladin spells.

Saving Throw DC. The DC to resist one of your spells equals $8 + \text{your Charisma modifier}$.

Spellcasting Bonus. If you present your holy symbol when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC. To present your holy symbol, you need to hold it, wear it visibly, or bear it emblazoned on your shield.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

Archery

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

Defense

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

Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Two-Weapon Fighting

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

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Oath

At 3rd level, you take an oath to a knighthood, to a code, and to the gods. You gain one oath of your choice, the Oath of Devotion or the Oath of Vengeance. Each oath is detailed at the end of the paladin section.

Your choice grants you features at certain paladin levels, as noted in the Paladin table, as well as oath spells.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at certain paladin levels. Once you gain access to an oath spell, you always have it prepared. It does not count against the number of spells you can prepare each day.

If you gain an oath spell that does not appear on the paladin spell list, the spell is, nonetheless, a paladin spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option, which your oath provides, explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then complete a short rest or a long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spellcasting DC, including your proficiency bonus if you present your holy symbol.

Ability Score Improvement

When you reach certain levels noted in the Paladin table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Aura of Protection

Starting at 6th level, whenever you or a creature within 10 feet of you must make a saving throw while you are conscious, you can grant that creature a bonus to the saving throw equal to your Charisma modifier (a minimum bonus of +1).

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you cannot be frightened while you are conscious.

Improved Divine Smite

By 11th level, you are so suffused with divine might that all of your weapon strikes carry with them some divine power. Whenever you hit a creature with a weapon, the creature takes 1d8 extra damage of the same type as your Divine Smite. This extra damage stacks with the extra damage you deal when you use your Divine Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one magical effect on yourself or on one friendly creature that you touch.

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

Aura of Resolve

Starting at 15th level, you and friendly creatures within 10 feet of you cannot be charmed while you are conscious.

Paladin Oaths

Oath of Devotion

Paladins who swear the oath of devotion do so after spending several nights in vigil at a shrine or temple dedicated to gods of good and law. Paladins of this oath are paragons of justice, virtue, and order, sometimes called cavaliers, white knights, or holy warriors.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin	Spells
Level	Spells
3	protection from evil, sanctuary
5	lesser restoration, zone of truth
9	beacon of hope, dispel magic
13	freedom of movement, guardian of faith
17	commune, flame strike

Channel Divinity

You gain two Channel Divinity options.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum bonus of +1), and the weapon emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring undead, using your Channel Divinity. Each undead creature within 25 feet of you must make a Wisdom saving throw, unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your paladin level multiplied by 3, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot

willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Turn Fiends

Starting at 8th level, your Turn Undead also affects fiends.

Banishing Smite

Beginning at 18th level, when you use your Smite feature to damage a fiend that is not on its home plane, that creature must succeed on a Charisma saving throw against your paladin spell save DC or be banished back to its home plane.

Channel Divinity: Holy Nimbus

At 20th level, as an action, you can use your Channel Divinity to emanate bright light in a 25-foot radius, and dim light 25 feet beyond that, for 1 minute. This light is sunlight.

Whenever an enemy creature starts its turn in the bright light, it takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws made against spells that fiends or undead cast.

Oath of Vengeance

The oath of vengeance is a solemn commitment to punish those who have committed grave wickedness. When an army slaughters helpless villagers, when a people turns to diabolism, when criminals prey on the poor, when a dragon rampages through the countryside—at times like these, paladins rise and swear an oath of vengeance to set right what has gone wrong. Every oath of vengeance is different, but they all revolve around punishing wrongdoers at any cost and by any means necessary.

Though their oaths are almost always directed toward punishing evildoers, paladins who swear an oath of vengeance are themselves typically neutral or lawful neutral in alignment, willing to sacrifice even their own purity to enact justice. These paladins are sometimes called avengers or dark knights.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin

Level Spells

3	cause fear, hunter's mark
5	hold person, misty step
9	haste, protection from energy
13	air walk, dimension door
17	hold monster, scrying

New Spell: Misty Step

2nd-level conjuration

Casting Time: Swift

Range: Self

Duration: Instantaneous

You teleport up to 30 feet to a location that you can see.

Channel Divinity

You gain two Channel Divinity options when you take the oath of vengeance.

Abjure Enemy. As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. A fiend or an undead creature has disadvantage on this saving throw.

If the creature fails its saving throw, it is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it cannot benefit from any bonus to its speed.

If the creature succeeds on its saving throw, its speed is halved for 1 minute or until it takes any damage.

Vow of Enmity. When you or a creature within 10 feet of you is hit by a creature that you can see, you can use your Channel Divinity to utter a vow of enmity against the attacker. You gain advantage on attack rolls against the attacker for 1 minute or until it drops to 0 hit points or falls unconscious.

Relentless Avenger

By 8th level, your supernatural focus helps you close off a foe's retreat. Whenever you hit a creature with an opportunity attack, you can move up to half your speed after the attack is resolved.

This movement doesn't provoke opportunity attacks.

Soul of Vengeance

Starting at 18th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When the creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a weapon attack against that creature if it is within range.

Channel Divinity: Avenging Angel

At 20th level, you can use your Channel Divinity to assume the form of an angelic avenger. Using your action, you undergo a transformation that lasts for 1 hour. For the duration, you gain the following benefits:

- Wings sprout from your back and grant you a fly speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

Ranger

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 dense-packed trees of trackless forests and across the wide and empty plains, rangers keep their unending watch. Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend even the outskirts of civilization from the

ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many more rangers, though, are independent almost to a fault, knowing that when a dragon or a band of orcs attacks, the only sword you can truly trust is your own.

The Ranger

Proficiency

Level	Bonus	Features	—Spells per Day—				
			1	2	3	4	5
1	+1	Tracking	—	—	—	—	—
2	+1	Favored Enemy, Fighting Style	—	—	—	—	—
3	+2	Spellcasting	3	—	—	—	—
4	+2	Ability Score Improvement	3	—	—	—	—
5	+2	Extra Attack	4	2	—	—	—
6	+2	Natural Explorer	4	2	—	—	—
7	+3	Favored Enemy Feature	4	3	—	—	—
8	+3	Ability Score Improvement, Land's Stride	4	3	—	—	—
9	+3	—	4	3	2	—	—
10	+3	Hide in Plain Sight	4	3	2	—	—
11	+4	Favored Enemy Feature	4	3	3	—	—
12	+4	Ability Score Improvement	4	3	3	—	—
13	+4	—	4	3	3	1	—
14	+4	Master Stalker	4	3	3	1	—
15	+5	Favored Enemy Feature	4	3	3	2	—
16	+5	Ability Score Improvement	4	3	3	2	—
17	+5	—	4	3	3	3	1
18	+5	Unmatched Hunter	4	3	3	3	1
19	+6	Feral Senses	4	3	3	3	2
20	+6	Terrain Superiority	4	3	3	3	2

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Animal Handling, Athletics, Nature, Perception, Stealth, and Survival

Creating a Ranger

You can make a ranger quickly by following these suggestions.

Background: Guide

Equipment: Studded leather armor, two short swords, longbow, 20 arrows, adventurer's kit, and 45 gp

Tracking

You can spend 1 minute to track other creatures. You succeed automatically, except in the following circumstances:

- More than 24 hours have passed since the creatures passed.
- The creatures intentionally obscured their trail.
- Weather, such as snow or heavy rain, has obscured the trail.
- The terrain, such as a river or hard rock, makes discerning a trail difficult.
- Many creatures have traveled through the area, such as along a road or inside a city.

In such circumstances, a successful Wisdom check against a DC set by the DM is required to track.

If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks,

you can tell the difference between separate groups.

If you successfully navigate while exploring, you can also follow tracks.

Favored Enemy

At 2nd level, you choose the sort of enemy you are dedicated to hunting: colossal monsters like dragons or hordes of orcs, hobgoblins, and similar creatures. Your choice leads you on the path of the Colossus Slayer or the Horde Breaker.

Each option is detailed at the end of the ranger section. Your choice grants you features at certain ranger levels, as noted in the Ranger table.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

Archery

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

Defense

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

Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Two-Weapon Fighting

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

Spellcasting

By 3rd level, you have learned to use the magical essence of nature, much as a druid does, to cast spells a certain number of times per day. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

Spells per Day

Your ranger level determines the number of ranger spells that you can cast of 1st level or higher, as noted in the Ranger table. You must complete a long rest to regain any castings—also called spell slots—that you use.

Spell Preparation. You decide which ranger spells are available to you to cast each day. After completing a long rest, you prepare the list of ranger spells that you can cast of 1st level or higher, choosing from the list of spells available to all rangers (see the “Spells” document).

Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list can contain a number of ranger spells equal to $1 + \text{half your ranger level}$, and the spells can be of any spell level that is available to you, as shown in the Ranger table.

Preparing your spells requires time spent in meditation: at least one minute per spell level for each ranger spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have *animal friendship* and *goodberry* prepared and have two 1st-level castings available, you can cast each spell once or cast one of those spells twice.

Magic Ability

Wisdom is your magic ability for your ranger spells. The DC to resist one of your spells equals $8 + \text{your Wisdom modifier}$.

Ability Score Improvement

When you reach certain levels noted in the Ranger table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Natural Explorer

Starting at 5th level, while exploring wilderness environments, you and any creature you choose that follows your lead, does so at twice the normal rate.

When you navigate, you and those who travel with you cannot become lost. When you scout, you can scout twice as far as normal. When you forage, you automatically find one day’s worth of food for yourself and up to ten other people, plus an equal number of mounts, unless the region is unusually desolate.

Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven’t used your whole move for the turn, you can move between your attacks.

Land’s Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute camouflaging yourself, allowing you to hide even without concealment. You must have access to mud, dirt, plants, soot, and other naturally

occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You have a +10 bonus on all Dexterity (Stealth) checks as long as you remain there without moving or taking actions.

Master Stalker

At 14th level, at the end of each of your turns if you are conscious and can take actions you can make a Dexterity (Stealth) check to hide without using an action; all normal restrictions on being able to hide from another creature still apply.

Additionally, you can choose to make absolutely no noise when you move, you cannot be tracked, you cannot be detected with tremorsense, and you cannot be detected with magic by creatures that cannot see you.

Unmatched Hunter

Starting at 18th level, the first time you attack and hit a surprised creature on the first round of combat, the damage of the attack is tripled against that creature.

Feral Senses

Beginning at 19th level, being unable to see a target does not impose disadvantage on your attack rolls against it. In addition, while you are conscious and are not blinded or deafened, you are aware of the location of any invisible creature within 25 feet of you, provided the creature isn't hidden from you.

Terrain Superiority

By 20th level, you use terrain to such great effect that you always have advantage on attack rolls and saving throws made in wilderness environments.

Favored Enemy Options

Path of the Colossus Slayer

You are one of the only things standing between civilization and the gigantic terrors of the wilds, everything from rampaging owlbears to terrifying dragons. You are at your best in combat when you can focus your attention on a single creature, relentlessly tearing down its defenses and standing firm against its frightful devastation.

Colossus Slayer Features

Level	Feature
2	Slayer's Momentum
7	Steel Will
11	Staggering Attack
15	Uncanny Dodge

Slayer's Momentum

You are able to concentrate your attacks so that you can take down a mighty foe. If you damage a creature with a weapon attack, you deal 1d6 extra damage to that creature the next time you deal damage to it before the end of your next turn.

Steel Will

Starting at 7th level, you have advantage on saving throws against being frightened.

Staggering Attack

By 11th level, when you hit a creature with a weapon attack, you have advantage on all attacks against that same creature until the end of the same turn.

Uncanny Dodge

Beginning at 15th level, when you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Path of the Horde Breaker

You hunt savage humanoids and their ilk. Such brutes rely on numbers to overrun their victims,

so you have learned to fight well while outnumbered.

Horde Breaker Features

Level	Feature
2	Hordeslayer
7	Hunter's Mobility
11	Whirlwind Attack
15	Pack Awareness

Hordeslayer

When you damage a creature on your turn with a weapon attack, you deal 1d8 extra damage to each other creature you damage later in the same turn.

Hunter's Mobility

Starting at 7th level, opportunity attacks against you have disadvantage.

Whirlwind Attack

By 11th level, you can use your action to make a melee attack against each enemy creature within 5 feet of you.

Pack Awareness

Beginning at 15th level, your extraordinary alertness extends to your allies. If you are not surprised at the start of combat, conscious creatures of your choice within 25 feet of you are also not surprised.

Rogue

Rogues use skill, stealth, and their foes' vulnerabilities to get the upper hand. With the knack for finding solutions to just about any problem, a rogue brings versatility to an adventuring party.

Class Features

As a rogue, you have the following class features.

Hit Point

Hit Dice: 1d6 per rogue level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per rogue level after 1st

The Rogue

Level	Proficiency Bonus	Attack	Sneak	Class Features
1	+1	1d6		Expertise, Sneak Attack
2	+1	1d6		Cunning Action, Thieves' Cant
3	+2	1d6		Rogue Style
4	+2	1d6		Ability Score Improvement
5	+2	2d6		Evasion
6	+2	2d6		Rogue Style feature
7	+3	2d6		Ability Score Improvement
8	+3	3d6		Uncanny Dodge
9	+3	3d6		Rogue Style feature
10	+3	3d6		Ability Score Improvement
11	+4	4d6		Reliable Talent
12	+4	4d6		Blindsight
13	+4	4d6		Rogue Style feature
14	+4	5d6		Ability Score Improvement
15	+5	5d6		Slippery Mind
16	+5	5d6		Rogue Style feature
17	+5	6d6		Ability Score Improvement
18	+5	6d6		Elusive
19	+6	6d6		Ability Score Improvement
20	+6	7d6		Ace in the Hole

Proficiencies

Armor: Light and medium armor

Weapons: Simple weapons, hand crossbow, light crossbow, long sword, rapier, and short sword

Tools: Thieves' tools

Saving Throws

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Performance, Persuasion, Search, Sleight of Hand, and Stealth

Creating a Rogue

You can make a rogue quickly by following these suggestions.

Background: Charlatan

Equipment: Leather armor, rapier, 2 daggers, shortbow, quiver of 20 arrows, adventurer's kit, climber's kit, thieves' tools, and 26 gp.

Expertise

Choose up to four of your skill or tool proficiencies. You gain a +5 bonus to any ability check you make that involves those proficiencies.

Sneak Attack

You know how to strike to take advantage of a foe's distraction. When you attack a creature and hit, you can deal extra damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

The amount of this extra damage is determined by your rogue level, as noted in the Sneak Attack column in the Rogue table.

You can use this feature only once per turn.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly, so you can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

Thieves' Cant

By 2nd level, you have learned Thieves' Cant, a secret code language. The cant allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such hidden messages. It takes four times longer to convey such a hidden message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether good loot is nearby, or whether the people in an area are trustworthy.

Rogue Style

By 3rd level, you have specialized in a style you might have learned from a guild, a teacher, or life on the streets. Choose Assassination or Thievery, each of which is detailed at the end of the class.

Ability Score Improvement

When you reach certain levels noted in the Rogue table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

Evasion

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Uncanny Dodge

Beginning at 8th level, whenever you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, your skill is refined enough that when you make an ability check and gain your proficiency bonus to that check, treat a d20 roll of 9 or lower as a 10.

Blindsight

Starting at 12th level, while you are able to hear, you are aware of the location of any a hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that, if you are able to take actions, creatures can't benefit from advantage on attacks against you.

Ace in the Hole

By 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target, you can turn the miss into a hit against that target. If you can take actions and fail an ability check or a saving throw, you can treat the d20 roll as a 20.

Once you've used this feature, you regain its use only after you complete a short rest or a long rest.

Rogue Styles

Assassination

You have studied the art of murder, for profit or to rid the world of the wicked. You use planning, stealth, and disguises to eliminate your foes with deadly efficiency.

Assassination Features

Level	Feature
3	Assassinate, Bonus Proficiencies
6	Poison Mastery
9	Infiltration Expertise
13	Impostor
16	Death Strike

Assassinate

You are at your deadliest when you get the drop on your enemies. After initiative is rolled for a combat, you have advantage on attacks against any creature that has not yet taken a turn in the combat.

In addition, if you attack and hit a creature that is surprised, you score a critical hit against that creature. If you use Sneak Attack on such a critical hit, instead of rolling for your Sneak Attack damage, use the maximum result for each Sneak Attack die.

Bonus Proficiencies

You are proficient with the disguise kit and the poisoner's kit.

Poison Mastery

By 6th level, you've learned to use a poisoner's kit to create three special poisons. You must spend 1 hour to create a single dose of poison, which is a tasteless, odorless, colorless liquid. If another creature ingests a full dose of the poison, it must succeed on a Constitution saving throw (DC 10 + your Intelligence modifier) or suffer one of the following effects, based on the kind of poison you created.

- The creature falls unconscious for $2d6 + 4$ hours. The creature regains consciousness if it takes damage.
- The creature is intoxicated for 24 hours. While the creature is intoxicated, its hit point maximum is also halved.
- The creature is affected as if by a *confusion* spell for 1 hour, but the effect is not magical.

Infiltration Expertise

Starting at 9th level, you can create false identities for yourself. You must spend one week and 25 gp to establish the history, profession,

and affiliations for an identity. However, you cannot establish an identity that already belongs to an existing person. Thereafter, if you adopt a new identity as a disguise, other creatures believe you to be that person until given a good reason not to.

Impostor

At 13th level, you gain the ability to mimic another person's speech, writing, and behavior with extraordinary accuracy. To mimic one of these things, you must spend at least one hour studying it: listening to the person speak, examining the person's handwriting, or observing the person's mannerisms.

Your ruse is indiscernible to the casual observer. If a creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Death Strike

By 16th level, you are a master of instant death. When you attack and hit a creature that is surprised, it must succeed on a Constitution saving throw (DC 10 + your Dexterity modifier). If it fails, double the damage of the attack against that creature.

Thievery

You are a criminal. You might be a burglar, bandit, cutpurse, or some other form of scoundrel. Wherever your talents lie, you often put your own interests first. You are most at home in society's seedy underworld, rubbing elbows with others who share your dubious regard for law and order.

Thievery Features

Level	Feature
3	Burglary, Fast Hands
6	Decipher Script
9	Supreme Sneak
13	Use Magic Device
16	Thief's Reflexes

Burglary

Climbing doesn't halve your speed. In addition, your long jump distance increases by 10 feet, and your high jump distance increases by 5 feet.

Fast Hands

You can use the extra action granted by your Cunning Action to make Dexterity (Sleight of Hand) checks, use your thieves' tools to disarm a trap or open a lock, or use an object in the environment.

Decipher Script

By 6th level, you have learned to decipher languages. When you spend at least 1 minute studying a page of text in a language you don't know, you can puzzle out the general meaning of that text. If you spend at least 1 hour studying the same text, you decipher the page's full meaning.

Supreme Sneak

Starting at 9th level, you have advantage on any ability check you make to hide if you move no more than half your speed on the turn you make the check.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes

When you reach 16th level, you have become adept at laying ambushes and quickly getting out of danger. As a result, you can take two turns during the first round of any battle. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You cannot use this feature when you are surprised.

Creating a Character

You begin playing the DUNGEONS & DRAGONS game by creating a character: the persona you play during the game.

Before you start, you might find it helpful to think about the basic kind of character you want to play. You might be a courageous knight, a skulking rogue, a fervent cleric, or a flamboyant wizard. Or you might be more interested in an unconventional character, such as a brawny rogue who likes to mix it up in hand-to-hand combat, or a sharpshooter who picks off enemies from afar.

Step by Step

Follow these steps in order to create any character you want to play.

1. Determine Ability Scores

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

To begin, you generate ability scores randomly. Roll four 6-sided dice and record the total of the highest three rolls on a piece of scratch paper. Do this five more times, so that you have six numbers. In step 4, you will assign these numbers to your character's ability scores.

If you want to save time or don't like the idea of randomly determining ability scores, you can assign a standard set of scores to your character's abilities: 16, 14, 13, 12, 10, 8.

The numbers you determine in this step are only the foundation of your character's abilities, not the full picture. As you make other decisions during character creation, one or more of these numbers will be improved.

Your Dungeon Master might instruct you to generate your character's ability scores by another method.

Optional: Customizing Ability Scores

The method described here allows you to build a character with a set of ability scores you choose individually. Start with an 8 in all six ability scores, then spend 30 points to improve them. The cost of raising a score from 8 to a higher number is shown below.

Score	Cost from 8
9	1
10	2
11	3
12	4
13	5
14	7
15	9
16	12

This method of determining ability scores enables you to create a set of three extremely high numbers and three low ones (15, 15, 15, 9, 9, 9), a set of numbers that are above average and equal (13, 13, 13, 13, 13, 13), or any combination between those extremes.

2. Choose a Race

Every character belongs to a race, a species in the fantasy world. The most common player character races are dwarves, elves, halflings, and humans. See the "Races" document for more information. Other races might be available, at your Dungeon Master's discretion. Gnomes, half-elves, and half-orcs are also included in the "Races" document.

The race you choose contributes to your character's identity in an important way, by establishing general appearance and natural talents gained from culture and ancestry. Your character's race grants particular racial traits, such as adjustments to ability scores, special senses, talent with certain weapons, or the ability to use minor spells. These traits sometimes dovetail with the capabilities of certain classes (see step 3). For example, the racial traits of lightfoot halflings make them exceptional rogues, while high elves tend to be powerful mages.

Your race also indicates the languages your character can speak, plus a number of bonus languages based on your Intelligence modifier. Your DM may let you choose a regional language, or even an exotic language, instead of a standard language, depending on his or her campaign.

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

3. Choose a Class

Every character is a member of a class. Class broadly describes what profession your character pursues, 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 most common classes are cleric, fighter, rogue, and mage. **Clerics** are champions endowed with magic from the gods, **fighters** are tough warriors and weapon specialists, **rogues** are experts in many areas of expertise and skullduggery, and **mages** are masters of arcane magic. See the documents dealing with those classes for more about them. Any of six other classes might be available, at your Dungeon Master's discretion: barbarian, bard, druid, monk, paladin, and ranger.

Your character receives a number of benefits from your choice of class. Many of these benefits are class features—capabilities that set your character apart from members of other classes.

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

4. Choose a Background

Your character has a background, a story that describes where he or she came from, his or her original occupation, and the character's place in the D&D world.

You can select the background suggested in your character's class description or choose a different one from among those in the "Backgrounds and Skills" document. Your DM might offer additional backgrounds beyond the ones included there.

A background gives your character a background trait (a general benefit), proficiency

in three skills, proficiency with certain kinds of equipment, and sometimes one or more additional languages. Record this information on your character sheet.

5. Assign Ability Scores

Now that you have decided on your character's race and class, you have a good idea where to put your best ability scores. For example, if you created a fighter, you probably want Strength to be your highest score, and if you chose high elf as your race, you get a boost to Intelligence and are well suited to the mage class.

Go back to the six numbers you came up with during step 1. Write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race and class choices. After these adjustments, a score can be no higher than 20.

This is a good time to determine your ability modifiers. See the "Ability Modifiers" section of the "How to Play" document. Write down the modifier beside each of your scores, inside the brackets printed on your character sheet.

6. Choose Equipment

Your background and class both suggest packages of starting equipment, including weapons, armor, and other adventuring gear. You can choose these packages to get started quickly.

Alternatively, you can purchase your starting equipment. You have 175 gold pieces (gp) to spend. See the "Equipment" document for details. Once you have decided on your character's starting equipment, record these items on your character sheet.

7. Fill in Numbers

It's a fact of the adventuring life that characters get into trouble. They fight with monsters and other hostile beings, they deal with traps and hazards that threaten to waylay them, and they endure brutal environmental conditions. Several important numbers determine how well your

character succeeds in combat and other perilous situations: hit points (hp), Hit Dice (HD), Armor Class (AC), initiative modifier, and attack bonuses. You can find more information about these numbers in the “Combat” section of the “How to Play” document.

Hit points. Your character’s hit points define how tough your character is in combat and other dangerous situations. Your character’s class description indicates how to calculate this number, which is also your hit point maximum. As you increase in level, this maximum increases too.

Follow the instructions for your class, and record your character’s hit points on your character sheet.

Hit Dice. A character who rests can use Hit Dice to recover hit points. A character gets one Hit Die per level. The die’s type is determined by class (and sometimes other features). On your character sheet, record the type of Hit Die your character uses and the number of Hit Dice you have. (For a 1st-level character, this number is 1.)

Armor Class. Your character’s Dexterity modifier, armor and shield (if any), and other features contribute to your Armor Class, which represents how well your character avoids being hit in battle. If you aren’t wearing armor, your AC equals $10 + \text{your Dexterity modifier}$. Otherwise, calculate your AC using the numbers given for your armor or shield in the “Equipment” document, and record the total.

Initiative modifier. Characters act in combat in a sequence according to their initiative. Your character’s initiative modifier equals your Dexterity modifier plus any modifiers from class, race, or other features. Once you have determined your initiative modifier, note it on your character sheet.

Attack modifiers. A character can make two kinds of attacks: melee (hand-to-hand combat) and ranged (attacks made from a distance). Your **melee attack modifier** is your Strength modifier plus bonuses or penalties from other sources. Your **ranged attack modifier** is your Dexterity modifier plus bonuses or penalties from other sources. You add your proficiency bonus (+1 for a 1st-level character) to attack rolls with weapons you’re proficient with. Write

down your total attack modifiers, using the weapons your character wields, on your character sheet.

Some characters can cast spells. If your character can, your class description states which ability (usually Intelligence or Wisdom) your character uses for your spellcasting. This is most commonly used when a spell requires the target to make a saving throw; your class description explains how to calculate the Difficulty Class (DC) for this saving throw against the spells you cast. Record this **saving throw DC** on your character sheet.

Proficiency

Characters can acquire proficiency—from their class, race, background, and feats—in any of a variety of equipment, skills, and saving throws. Proficiency is often reflected in the addition of a character’s proficiency bonus (derived from the character’s level) to an ability check, saving throw, or attack roll.

Armor. You need to be proficient with armor to wear it effectively. If you put on armor that you cannot use, you have disadvantage on checks, saving throws, and attack rolls that involve Strength or Dexterity.

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

Saving Throws. When you have proficiency in a specific kind of saving throw, you add your proficiency bonus to your saving throws of that type.

Skills. When you have proficiency in a skill, you add your proficiency bonus to ability checks you make that involve that skill.

Tools. When you have proficiency with a kind of tool, you add your proficiency bonus to any ability check you make using that tool.

8. Describe Your Character

Here’s where you fill in the physical and personality details about your character. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms. It’s a good idea to take into account your character’s ability scores and race when making these decisions.

Name

You should come up with a suitable name for your character. Your character's race description includes name suggestions for members of that race.

Physical Traits

You can decide on your character's height and weight, using the information provided in your race description, as well as hair, eye, and skin color, and age if desired. 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. Note these details on your character sheet.

Goals and Motivations

A backstory, even if it's brief, can help guide you when roleplaying your character. Background and specialty are good starting points for thinking about your character's goals, taking into account upbringing, homeland, life-changing events, training, and the like. You might also want to discuss your character's goals and motivations with your DM; talking about these details paves the way for the DM to craft adventures that get the players involved.

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 all the possible combinations.

Although evil adventurers exist, they tend to cause problems in groups with others who don't share their interests and objectives. Generally, evil alignments are for villains and monsters.

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 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 is about doing the best one can to help others according to their needs. Many angels, some cloud giants, and most gnomes are neutral good.

Chaotic good creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.

Lawful neutral individuals act in accordance with law, tradition, or personal codes. Many monks and some mages are lawful neutral.

Neutral is the alignment of those that 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 creatures follow their whims, holding their personal freedom above all else. Many barbarians and rogues, and some bards, are chaotic neutral.

Lawful evil 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 is the alignment of those that do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and grimlocks are neutral evil.

Chaotic evil creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

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. Many other creatures, though, have inborn tendencies toward certain alignments. Most gnolls are irredeemably chaotic evil, and gold dragons are innately lawful good.

Alignment is an essential part of the nature of creatures from the Outer Planes (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 at its core. 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. 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.

Personality

Some notes about your character's personality can breathe life into your roleplaying. How does your character respond to stress, danger, or moral crises? Perhaps he or she has an unusual behavioral or personality quirk, such as a nervous tic, a lisp, or a raspy voice.

9. Play!

Once you create your character, you're ready to start playing. Each character plays a role within a party, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many dangers you face in the worlds of DUNGEONS & DRAGONS. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

Beyond 1st Level

As your character adventures and overcomes challenges, he or she gains experience, represented by experience points (XP). A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, his or her class often grants additional abilities, as detailed in the class description. In addition, every character's proficiency bonus increases with increases in level.

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

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+1
250	2	+1
950	3	+2
2,250	4	+2
4,750	5	+2
9,500	6	+2
16,000	7	+3
25,000	8	+3
38,000	9	+3
56,000	10	+3
77,000	11	+4
96,000	12	+4
120,000	13	+4
150,000	14	+4
190,000	15	+5
230,000	16	+5
280,000	17	+5
330,000	18	+5
390,000	19	+6
460,000	20	+6

DM Guidelines

As the Dungeon Master, you should familiarize yourself with the “How to Play” document, as well as this document. Here you’ll find guidance and DM-specific rules useful for running the game.

In the DUNGEONS & DRAGONS® game, a Dungeon Master must take a number of roles, all at the same time. A DM serves as a referee, interpreting the rules and resolving any conflicts that arise because of them. The DM builds the world, creates adventures, and places monsters and treasure. The DM is the characters’ eyes and ears, describing what the characters can see and hear to the players.

The first rule of being a good DM is to remember that the rules are a tool that you and the players use to have a good time. The rules aren’t in charge. You, the DM, are the one in charge of the game. Guide the play experience and the use of the rules so that as many of your players have a good time as possible. There will be setbacks, such as a character being slain by an unlucky die roll, but look for ways to turn setbacks into interesting complications in the game’s story.

The second rule is to remember that the DM’s power comes with responsibility. Be fair and impartial with the players. Don’t force your story upon them or give them a game where their choices don’t matter. By the same token, challenge their characters with deadly monsters, fiendish traps, and vexing puzzles. A good DM is no pushover, but a good DM is also never simply out to slaughter the characters.

Resolving Tasks

The rules for ability checks, saving throws, and attacks form the basis of the D&D® game. As a DM, your most important responsibility when it comes to these rules is determining how to use them and, just as important, when to use them.

When to Use Dice

Characters in the D&D game frequently attempt a tremendous variety of tasks, from running across a swinging rope bridge to talking their way out of a sticky spot with an orc chieftain. All these tasks are resolved in an interaction between you (the DM) and the player whose character is attempting the task.

When a player wants to take an action, it’s often appropriate to just let the action succeed. A character doesn’t normally need to make a Dexterity check to walk across an empty room, or a Charisma check to order a mug of ale in a tavern. Only call for a roll if you think it’s worth taking the time for the rules to come into the flow of the game. Ask yourself two questions to aid your decision.

Is the action being taken so easy, so free of stress or conflict, or so appropriate to the situation that there should be no chance of failure? “So easy” should take into account the ability score associated with the intended action. It’s easy for someone with a Strength score of 18 to flip over a table, though not easy for someone with a Strength score of 9.

Is the action being taken so inappropriate or impossible that it would never work? Hitting the moon with an arrow is, for instance, impossible in almost any circumstance.

If the answer to both of these questions is no, some kind of roll is appropriate.

Ignoring the Dice

If you’re an experienced gamer, you have seen the following situation happen before. Rachel, playing her halfling cleric, delivers a perfect speech rallying the barbarian tribes to aid a besieged city. When she’s done, everyone erupts in spontaneous applause. When she rolls her Charisma (Persuasion) check, though, the die comes up a natural 1 and points to failure.

As a DM, remember that the dice are like the rules. They’re a tool to help keep the action moving. At any time, you can decide that a player’s action is automatically successful, even if the Difficulty Class, or DC, would normally be somewhere above 20. By the

same token, a bad plan or unfortunate circumstances can transform even the easiest task into an impossibility.

The dice are neutral arbiters. They come into play when success and failure are far from clear. Think of them as impartial judges, ready to dispense a yes or no answer based on a character's bonus and the DC you have selected. The dice don't run the game. You do.

As a DM, you should think about the role the dice play in your game. Do you prefer the vagaries of fate, or do you prefer to reward a good effort with success and a poor one with failure? Use your style to help guide when you call for rolls and when you simply declare success or failure.

Ability Checks

An ability check is a test to see if a character succeeds. If a character attempts an action that has a significant chance of failure, have the player make an ability check.

Ability checks are the most commonly used mechanic in the game. Attacks, contests, and saving throws are, in essence, specialized forms of ability checks.

When in doubt, call for an ability check.

Contests

A contest is a kind of ability check that matches two creatures against each other. Use a contest if a character attempts an action that either directly foils or is directly opposed by another creature's actions.

When you call for a contest, you pick the ability that each side must use. In most contests, both sides use the same ability, but that is not always the case. For example, when a creature tries to hide, it engages in a contest of Dexterity against Wisdom. But if two creatures arm wrestle, or if one creature is holding a door closed against another's attempt to push it open, both would probably use Strength.

When you call for a contest, keep in mind what's at stake. What are the intentions of each side? Use that intent to determine which abilities are involved in the contest and the consequences of the contest.

Call for a contest when ...

- a character wants to do something that another creature could prevent with an action of its own.

- success requires a character to overcome another creature.
- two creatures attempt the same thing at the same time, and only one can succeed.

Saving Throws

Saving throws are quick reactions, and they take the form of rolls made in response to someone else's actions or an event. You can think of a saving throw as a reactive ability check.

A saving throw makes the most sense when something bad happens to a character and the character has a chance to avoid that effect.

Call for a saving throw when ...

- a character's armor is of no use in avoiding an attack.
- an attacker's skill has no bearing on the outcome of an attack.
- an effect requires a character to make an effort to resist something when it is not that character's turn.

An ability check is something a character actively attempts to accomplish, whereas a saving throw is usually a split-second response to something.

Attacks

An attack is perhaps the easiest rule to resolve. In essence, an attack is a check to see if one character can hit the other with a weapon or a spell. The Difficulty Class, or DC, for an attack is the target's Armor Class, or AC.

Call for an attack when a character tries to hit another creature with a physical or a magical attack, and the target's armor or shield could foil that attempt.

Ability Checks as a DM Tool

Ability checks are an incredibly flexible tool you can use to adjudicate almost any possible task a character could attempt in the world of D&D. You can decide which ability score is most relevant to the attempted task, decide if a skill associated with that ability is appropriate, set a Difficulty Class based on how hard you think the task should be, and apply a variety of modifiers to the check to reflect the particular

circumstances. This section helps you set the parameters of an ability check to resolve a character's acts in the world.

Setting a DC

A Difficulty Class is a numerical rating that measures a task's difficulty. The higher the DC, the more difficult the task. As a DM, it is up to you to set most DCs. In some cases, such as a character's special ability or a task in a published adventure, a DC is provided for you.

Trivial (DC 5). In normal circumstances, a DC of 5 or lower represents a task that is so easy that it is not worth an ability check. An adventurer can almost always succeed automatically on a trivial task.

Easy (DC 10). An easy task requires a minimum level of competence or a modicum of luck to accomplish.

Moderate (DC 15). A moderate task requires a slightly higher level of competence to accomplish. A character with a combination of natural aptitude and specialized training can accomplish a moderate task more often than not.

Hard (DC 20). Hard tasks include any effort that is beyond the capabilities of most people without aid or exceptional ability. Even with aptitude and training, a character needs some amount of luck—or a lot of specialized training—to pull off a hard task.

Very Hard (DC 25). Only especially talented individuals need even try their hand at very hard tasks.

Formidable (DC 30). Only the most highly trained, experienced, and talented individuals have a chance at success at a formidable task, and even they probably need mundane equipment or magic items to aid them.

Nearly Impossible (DC 35). Tasks of this difficulty are so challenging that only demigods and their peers can succeed without assistance.

Using These DCs

These numbers are pretty easy to keep in your head, because we really don't want you to have to look at a table every time you have to decide on a DC. Here are some tips for using them at the table.

If you have decided that an ability check is called for, then clearly it's not a trivial task—you can eliminate DC 5.

Then ask yourself: "Is it easy, moderate, or hard?" If the only DCs you ever use are 10, 15, and 20, your game will run just fine.

If you find yourself thinking, "Well, it's *really* hard," then you can go up to the higher DCs, but do so with caution and consider the level of the characters. A DC 25 task is extremely hard for low-level characters to accomplish, but it becomes more reasonable after 10th level. A 1st-level character can hardly ever hit DC 30, so use that very sparingly. If you think the task really is next to impossible, then 35 is your DC, but bear in mind that even a 20th-level character who is skilled at the task in question needs some luck to accomplish such a task.

Here's another secret: You don't actually have to set the DC before the player rolls the ability check. Decide whether the character succeeds based on the check result. You'll probably find that your gut feeling (and the player's) squares pretty well with the set DCs presented here. A number below 10 is never going to make it unless the task is trivially simple. A number in the low teens is good enough for an easy task. A number in the high teens will succeed at a moderate task. And when a player rolls a 20 or better, there's usually little question that the character succeeds.

Your players will never know.

Hazards

Is there a chance that failing a task might lead to a disastrous outcome for the character? You decide whether a hazard applies to a particular ability check and when the hazard applies.

A hazard might affect a character who fails an ability check. For example, a character who attempts and fails a Strength (Athletics) check to jump across a pit that he or she couldn't normally clear probably falls into the pit. Sometimes, though, a hazard kicks in only if the character misses the ability check's DC (or loses a contest) by a significant margin, such as 5 or 10. Examples of hazards can be found in the "Tasks and Skills" section.

Requirements

A task might require a specific tool or circumstance for a character to have any chance of success. For example, you might need a magnifying glass to accurately appraise a gem.

A character who cannot meet the requirements for a task automatically fails. One who meets them can attempt an ability check as normal for the task.

You can decide to waive this requirement, but the task should be hard to complete without it. You might give the character disadvantage on the ability check, or set the DC higher than you would for a character who met the requirement.

Otherwise, requirements should come up only rarely. Use them to encourage the players to come up with clever solutions, not to punish them for trying to do interesting things.

Engaging the Players

As a DM, you could memorize these guidelines, apply them flawlessly, and still miss out on the point of D&D. Unlike some other games, D&D is a flexible set of guidelines, not a rigid set of laws.

When you ask a player to make an ability check, an attack, or a saving throw, you first should focus on engaging the players' imaginations. Describe the scene to them, and pull in details such as sights, sounds, and even smells to make the action vivid.

More important, you want the players to become fully engaged in the game. Reward inventive players who look beyond game options to describe their characters' actions. Roleplaying games stand out from other types of games because they allow for this type of creativity. Encourage it whenever you can.

The easiest way to do so is to make imaginative solutions the easiest path to success for the adventurers. Consider the following options.

Ability Checks. When a player makes an ability check, invite him or her to describe the character's action. If the player makes clever use of the situation in the description, consider either granting an automatic success or advantage on the ability check.

Contests. In a contest, an ingenious description that points to a key advantage that a character might gain could lead you to grant the character advantage on the check.

Attacks and Saving Throws. A colorful description is nice for attacks and saving throws, but should rarely be the avenue to gaining a concrete game benefit, since it is too easy to abuse such an approach. You might have players endlessly describing how they resist a mind flayer's *mind blast* or trying to narrate every detail of a sword blow. In most cases, spells and

special abilities serve to grant characters advantage on their attacks and saving throws.

That said, if the situation warrants it, use advantage to grant a character an edge.

Disadvantage. Not every idea is a good one. A character might try to win the prince's favor by bragging about all the bandits he or she slew, not realizing that the prince is an avowed pacifist. If an idea backfires on a player, apply disadvantage to the ability check or attack.

Multiple Ability Checks

Sometimes a character fails an ability check and wants to try again. You have a couple of options in this case.

In most cases, the character can simply try again. The only real cost is the time it takes. The character keeps trying and, after enough time passes, eventually succeeds. To speed things up, you can assume that a character can automatically succeed at a task if he or she spends twenty times the normal amount of time needed to complete it. This exception does not allow a character to turn an impossible task into a successful one.

In other cases, the first failure renders subsequent ability checks impossible. For instance, a rogue tries to trick a town guard into thinking that the group members are undercover agents of the king. The rogue loses the contest of Charisma (Deception) against Wisdom. The same lie told again clearly won't work.

Miscellaneous Rules

These rules cover a variety of situations that might come up as characters delve into ancient tombs, sneak into merchants' mansions, walk the ruined streets of ancient cities, strive in battle against fearsome dragons, broker peace between warring cities, and all the other things adventurers do.

Always Round Down

Whenever you divide a number in the game, round down if you end up with a fraction. Do so even if the fraction is 0.5 or more.

Creature Size

During a battle, creatures take up different amounts of space on the battlefield. A lone ogre can block off a 10-foot-wide bridge, while over a dozen goblins could surround a storm giant. A creature's size determines how much space it takes up, how far its attacks can reach, and how many enemies can gang up on it.

Size	Space	Surround	Fills
Tiny	2.5 × 2.5 ft.	8	1
Small	5 × 5 ft.	8	1
Medium	5 × 5 ft.	8	1
Large	10 × 10 ft.	12	1.5
Huge	15 × 15 ft.	16	2
Gargantuan	20 × 20 ft.*	20	2.5

* or larger

Space. This is the area in feet that a creature occupies. A creature's space is not an expression of its actual physical dimensions, but the area it effectively owns in the game. A human isn't 5 feet wide, but it does own a space that wide, particularly in combat. If a human stands in a 5-foot-wide doorway, other creatures can't get through the doorway unless the human lets them.

A creature can squeeze through a space large enough for a creature one size category smaller than itself. When squeezing through such a space, every 5 feet of movement costs 5 extra feet of movement. While squeezing, a creature has disadvantage on attacks and on Dexterity saving throws, and attacks against it have advantage.

Surround. This column represents the number of Medium creatures that can fit in a 5-foot radius around the creature.

Fills. When creatures of different size surround one opponent, a creature counts as this many Medium size creatures when determining how many can fit in the threatened area.

For example, eight Medium creatures can surround a fellow Medium creature. A pair of Gargantuan creatures (worth two and a half Medium each) and two Large creatures (worth one and a half each) could also surround a Medium creature.

Illumination

Characters face three broad categories of illumination in a typical D&D game.

Bright Light

Bright light is also called normal light. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius. Most creatures can see normally in bright light.

Dim Light

Dim light is also called shadows. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. Dim light is also common at twilight and just before dawn. A particularly brilliant full moon may cover the land beneath in dim light.

An area of dim light is lightly obscured.

Darkness

Darkness is common at night under an overcast sky or within the confines of an unlit dungeon or subterranean vault. Sometimes magic can create regions of darkness.

Normal creatures can't see anything in darkness and are effectively blinded. An area of darkness is heavily obscured.

Holding Your Breath and Drowning

If a character is swimming underwater intentionally (not as a result of a failed ability check), the character can hold his or her breath for a number of minutes equal to his or her Constitution modifier (minimum 30 seconds).

A character who runs out of breath while underwater (usually as a hazard of a failed check) is drowning. While drowning, the character is restrained. As an action, a drowning character can make a Strength (Athletics) check to stop drowning. The DC to do so is at least 13, possibly higher if the water conditions warrant a more difficult check. The drowning character must breathe before a number of rounds pass equal to his or her Constitution modifier

(minimum 1) or fall unconscious. Once unconscious, the drowning character loses all his or her remaining hit points. The character is dying and cannot be stabilized or recover hit points until he or she can breathe (either by being brought to the surface or by gaining the magical ability to breathe underwater). Once the character can breathe, normal means of restoring lost hit points can revive the character.

Dungeon Adventuring

It should come as no surprise that dungeons, subterranean complexes of maze-like passages and chambers, play a key role in DUNGEONS & DRAGONS. Most adventures feature at least one dungeon, and it's possible to set a campaign entirely within an enormous, sprawling dungeon that can take characters from 1st to 20th level.

This section provides a turn-based system for exploring a dungeon. The rules address how to move through and investigate a dungeon, the tasks that characters can undertake while they explore, and how those tasks are performed.

Your Dungeon Map

Before the characters can explore your dungeon, you need to have a map that outlines its key geographic features and terrain.

A dungeon can range in size from a few chambers beneath a ruined temple to a huge complex of rooms and passages that extends hundreds of feet below the earth. It's best to use graph paper to map your dungeon, with each square on the paper representing an area of 10 feet by 10 feet.

You track the characters' movement on your map to determine what sort of obstacles and monsters they encounter. Your adventure notes should indicate the contents of key chambers and passages in the dungeon.

Light. Darkness might be the default condition inside an underground complex, but your dungeon can still have plenty of light sources. Most inhabited areas might be illuminated to some extent; even creatures that can see in the dark still use fire for warmth, cooking, and defense.

At the other end of the spectrum, many subterranean creatures, including undead, have no need for light, either because they have darkvision or because they don't rely on sight. In regions where these creatures operate, the characters must bring their own light sources.

Dungeon Features

At its most basic, a dungeon is composed of spaces that are enclosed by walls and separated from one another by doors and other barriers. It has other features, such as traps and portcullises, that further set it apart from aboveground adventuring environments.

Walls. The walls in a dungeon can be thick, natural stone formations or manufactured structures (usually wooden) built to subdivide large chambers.

Walls have hit points and can be destroyed. A creature can break through a 5-foot-square section of wall by succeeding on a Strength check with a DC equal to the wall's current hit points. The hit points and break DC for a section of wall are determined by its material and thickness.

Wall Material	Hit Points/Inch of Thickness
Adamantine	60
Glass	5
Iron	30
Stone	30
Wood	10

Doors. Intelligent dungeon inhabitants will barricade or lock doors when possible, especially if they expect attackers. The DC to break down a door depends on the materials used to create it. In addition, characters can attack doors in an attempt to batter them down. The Strength DC to break down a door equals its current hit points.

Door Material	Hit Points
Adamantine	120
Glass	5
Iron	60
Stone	60
Wood	10

Portcullis. A portcullis is a set of vertical bars reinforced with one or two horizontal bands of iron. A portcullis is dropped to block a passage,

with a winch and chain used to raise it back up. The big benefit provided by a portcullis is that it blocks a passage while still allowing guards to watch the area beyond and fire arrows or cast spells into it.

A portcullis can be lifted as an action that requires a DC 20 Strength check, or no check if a character can use that action to turn its winch. A creature that makes a DC 25 Strength check can bend the portcullis's bars apart to allow creatures to pass through it.

Secret Doors. Some doors in a dungeon are crafted to blend into the walls that surround them. An Intelligence (Search) check is required to find clues pointing to the presence of a secret door. The DC is 10, 20, or 30, with higher DCs denoting better craftsmanship. A secret door that has been detected is treated like a normal door of the appropriate material (usually stone).

Traps. Intelligent dungeon dwellers set traps in areas where they expect enemies to approach, while long-forgotten tombs might have traps set hundreds of years ago.

The Dungeon Turn

This is the sequence of play for a minute of travel and exploration in a dungeon.

1. Travel Pace and Exploration Tasks. The players decide what direction their characters will move in and their travel pace. They also decide on their exploration tasks, chosen from the list under "Exploration Tasks." The players should also determine their formation (often called "marching order"): who is in the front, the middle, and the back of the group.

2. Progress on the Map. Follow the characters' path on your dungeon map, describing what they see and allowing them to make decisions as they move. The characters might encounter creatures that you have placed in certain locations. If they do so, an interaction or combat encounter ensues.

3. Random Encounters. Check for random encounters once every 10 minutes. If monsters are encountered, resolve any interaction or combat that occurs between the creatures and the characters.

After performing these steps, go back to the first step and repeat the sequence for another turn.

Travel Pace

The travel pace that the characters choose—fast, moderate, or slow—determines the chance that monsters and other threats surprise them, how much distance they can cover each minute, and what tasks they can perform as they travel.

Explain to the players what their choices are. If characters choose a fast travel pace, they can travel a decent distance (up to 300 feet) in a minute, but they can't perform any exploration tasks, which makes it more likely that they'll run into danger along the way. At a moderate pace, they can still cover some ground while also examining their surroundings. A slow pace is ideal for circumstances when speed is not as important as caution. When the group decides on a travel pace, use the line on the Travel Pace table that corresponds to their intent. If the party splits up, each smaller group chooses its own pace.

The travel pace of an exploring group determines its readiness. This quality is expressed as a DC that you can use for several circumstances, such as when a character makes a Wisdom saving throw at the start of a battle to avoid being surprised.

TRAVEL PACE

Pace	Readiness DC	Max. Distance per Minute
Fast	15	300 feet
Moderate	10	200 feet
Slow	5	100 feet

Exploration Tasks

An exploration task is a duty that a character performs that usually contributes to the group's overall disposition and preparedness. Characters choose their tasks during the first step of a dungeon exploration turn.

Activities that require an action during a combat round, such as casting a spell, don't count as exploration tasks. A character can take up to three actions during a minute of exploration and still perform an exploration task.

When a party is traveling at a fast pace, there's no time for characters to perform any of these tasks.

Keep Watch

It helps to keep an eye and an ear open for danger. When a character chooses to keep watch as an exploration task, the character makes a Wisdom (Perception) check to detect hidden creatures and an Intelligence (Search) check to detect hidden objects (such as traps and secret doors) as the group travels during the current exploration turn. A character's Wisdom (Perception) check result is used to contest the checks of any creatures that are attempting to hide from the explorers. If someone who is keeping watch detects a creature, that creature cannot surprise the group.

Make a Map

Making an accurate map is vital to ensuring that explorers have the best sense of their surroundings. It can also help keep them from becoming lost.

To make a map, a character must have a writing instrument and some surface (such as paper or parchment) on which to record the information.

The map a character creates might be similar to your actual map of the dungeon, but not as complete. When you give out information to a player whose character is mapping, restrict that information to only what the character would perceive while actually performing the task.

If more than one character chooses this task, those who do so create multiple maps of the area. (This strategy can prove useful if one character's map is lost or destroyed later in the adventure.)

Sneak

Keeping a low profile is often a wise tactic in a dangerous area. When a character chooses to sneak as an exploration task, the character makes a single Dexterity (Stealth) check as the group travels. Use the rules for stealth as normal to determine how well the character hides and whether monsters can detect the character.

Improvised Tasks

A character might think of some way to contribute to an exploring group that isn't covered by the tasks described here. If so, you can allow the use of an improvised exploration task. Also, an improvised task (just like the ones described here) can be undertaken only if the group's travel pace is moderate or slow.

Random Encounters

You check at 10-minute intervals to see whether someone or something inadvertently crosses the adventurers' path, or vice versa.

The nature of the dungeon's population determines the likelihood of coming across monsters (see the table). To check for wandering monsters, roll a d20. If an encounter occurs, roll on the appropriate wandering monster table to determine what the heroes meet. (This table might be one of your devising, or it might be provided inside the adventure you're running.)

Region	Encounter Chance (d20)
Mostly uninhabited	20
Typical dungeon	18–20
Densely inhabited	16–20

Encountering Creatures

If the exploring group encounters creatures—either wandering monsters or specific participants in the adventure—the characters can try to attack them, avoid them, or interact with them in some other way.

Stealth. Before asking the players what they want to do, determine if either group notices the other. One group or the other can avoid detection completely only if all its members are successfully sneaking. Otherwise, contests occur as necessary to determine if anyone attempting to sneak on either side is detected.

Surprise. If one group is hidden from the other, that group has surprise, as described in the combat rules. Otherwise, each creature and character makes a Wisdom saving throw against a DC that corresponds to its readiness. The readiness DC for characters is determined by their travel pace. For monsters, it depends on their degree of alertness, as shown below.

Alertness	Readiness DC
Low	15
Normal	10
High	5

Encounter Distance. Typically, the terrain or layout of an area determines how far the characters are from creatures when the groups become aware of each other. If this distance isn't predetermined, roll a d20 + 20. The resulting number is the distance in feet between the two groups at the start of their encounter.

Finding Locations and Objects

When the characters come across a location or an object of special note during the performance of their tasks, describe the discovery to them and allow them to take actions as appropriate.

In the case of hidden objects, such as traps and secret doors, at least one character in the party must be keeping watch in order to find such an object as the characters move into contact with it.

Wilderness Adventuring

Sometimes in a D&D adventure, travel through the wilderness is purely a matter of description. Players describe where their characters are headed, and you narrate what happens on the way. At other times, the journey is as important to the adventure as its destination, and wilderness exploration rules will come into play.

This section provides a turn-based system for traveling outdoors. The rules address how to move through and investigate a wilderness area, and they discuss environmental considerations such as weather and high altitude.

An optional section has rules that cover tasks characters can undertake while exploring in the outdoors, and how those tasks are performed, plus a system for determining what happens if the characters get lost in the wilderness.

Your Outdoor Map

Before the characters can explore a wilderness or other outdoor area, you need to have a map that outlines its key geographic features and terrain.

The outdoor environment you're mapping might be an expanse of wilderness on the surface of the world or a vast subterranean location, such as the great caverns and passages of the Underdark. Either way, it's better to use a hex grid than a square grid for mapping, because a hex grid enables more precise calculation of the distance between two points.

The scale of your outdoor map depends on how much detail you want. For the most detailed areas, each hex or square represents 1 mile. To cover larger areas, each hex or square represents 6 miles. Your largest scale maps, those covering massive areas, should cover 36 miles per hex or square.

Just as you would do in a dungeon, track the characters' movement on your outdoor map to determine what sort of terrain they encounter, monster lairs, settlements, or other noteworthy features they might stumble across. To keep things simple, assume that the characters find a noteworthy location when they enter its hex or square, unless the site is specifically hidden. The characters might not walk directly up to the front door of a ruined castle in the 1-mile-wide hex they just entered, but they can find old paths, outlying ruins, and such signs of its presence in the area with ease.

Visibility. When traveling outdoors, characters can see about 2 miles in any direction on a clear day, assuming that trees, hills, and other obstructions don't block their view. Rain cuts visibility down to 1 mile, and fog cuts it down to a few hundred feet.

Multiply the distance the characters can see by 20 if they are atop a mountain or a tall hill, or are otherwise able to look down upon the area around them from a lofty height.

Terrain

Outdoor terrain is represented by a few general categories that describe how difficult it is to travel through an area of that terrain and (in the optional rules) find food and water.

For the purpose of travel, terrain is either normal or difficult, with difficult terrain cutting the characters' speed in half while they travel through it.

If the characters travel by a road or path, they move at their normal speed regardless of the terrain around them.

TERRAIN SUMMARY

Type	Travel
Desert	Normal
Forest	Difficult
Hills	Normal
Jungle	Difficult
Mountains	Difficult
Plains	Normal
Road/Path	Normal
Swamp	Difficult
Tundra	Normal

The Wilderness Turn

This is the sequence of play for an hour of travel and exploration in a wilderness environment.

1. Direction and Pace. The players decide what direction their characters will move in and their travel pace. The players should also determine their formation: who is in the front, the middle, and the back of the group. (If you’re using the optional rules, they also decide on their exploration tasks at this time.)

2. Progress on the Map. Determine the distance and the direction the characters traveled, taking into account their travel pace and chosen path.

3. Random Encounters. Check for a random encounter and, if one is indicated, resolve any interaction or combat that occurs between the creatures and the characters.

4. Environmental Effects. Apply effects of the environment, weather, or terrain, such as extreme cold. Some of these effects might require saving throws from the characters. In addition, if the characters attempt a forced march, resolve saving throws for that activity at this point.

If exploration continues, go back to the first step and repeat the sequence for another turn.

Travel Pace

The travel pace that the characters choose—fast, moderate, or slow—determines the chance that monsters and other threats surprise them, how

much distance they can cover during an hour of movement, and (in the optional rules) what tasks they can perform as they travel.

Explain to the players what their choices are. Do they want to get through the next area quickly, without much care for possible dangers, or are they determined to move slowly and keep a close watch for anything along their path? When the group decides on a travel pace, use the line on the Travel Pace table that corresponds to their intent. If the party splits up, each smaller group chooses its own pace.

The travel pace of an exploring group determines its readiness. This quality is expressed as a DC that you can use for several circumstances, such as when a character makes a Wisdom saving throw at the start of a battle to avoid being surprised or (in the optional rules) when the characters are in danger of becoming lost.

Travel pace also determines the greatest distance a group can cover during an hour, as shown on the table. Difficult terrain, including forests, mountains, jungles, and swamps reduces travel speed by half. For example, a group moving at a moderate pace through a forest can expect to traverse no more than 1 mile every hour.

TRAVEL PACE

Pace	Readiness DC	Max. Distance per Hour
Fast	15	3 miles
Moderate	10	2 miles
Slow	5	1 mile

Travel Time

A character can travel through the wilderness for a number of hours equal to his or her Constitution score in a day without suffering adverse effects. This period of hours includes brief breaks to rest, eat, drink, adjust gear, and so on.

Forced March. If a character attempts to push beyond that limit, the character must make a Constitution saving throw at the end of each additional hour of travel against a DC equal to 10 + 1 for each hour above the character’s limit. On a failed save, the character is subject to one level of exhaustion (see the sidebar).

Exhaustion

Exhaustion is different from other effects that hamper a character in that it grows worse if an exhausted character becomes exhausted again.

Exhaustion is measured in levels. Each additional application of this effect before it is completely removed increases its severity by one level or by a number of levels specified in the effect. Effects that remove exhaustion reduce its level, with all exhaustion effects disappearing if a character's exhaustion is reduced below level 1. Resting for 8 hours and receiving sufficient food and drink for a day reduces a character's exhaustion level by one.

Level 1. The character has disadvantage on all attacks and ability checks and cannot maintain concentration on spells. (This effect also applies to levels 2–5.)

Level 2. The character's speed is reduced by half. In addition, when attempting to cast a spell the character must make a DC 10 Constitution check, or the spell is expended without any effect. (This additional effect also applies to levels 3–5.)

Level 3. The character's speed is reduced to one-quarter normal, and the character's maximum hit points are reduced to half normal.

Level 4. The character's speed becomes 0, and the character's maximum hit points are reduced to one-quarter normal.

Level 5. The character drops to 0 hit points and cannot regain hit points.

Level 6. The character dies.

Random Encounters

You check at the end of each hour to see whether someone or something inadvertently crosses the adventurers' path, or vice versa.

The population density of the region determines the likelihood of coming across monsters (see the table). To check for wandering monsters, roll a d20. If an encounter occurs, roll on the appropriate wandering monster table to determine what the heroes meet. (This table might be one of your devising, or it might be provided inside the adventure you're running.)

Note that the nature of random encounters depends on the region the characters are exploring. On a civilized road, they are more likely to encounter a wandering tinker or a caravan than a band of monsters.

Region	Encounter Chance (d20)
Sparsely inhabited	20
Typical region	18–20
Densely inhabited	16–20

Encountering Creatures

If an exploring group encounters creatures (which might be wandering monsters or might be specific participants in the adventure), the characters can try to attack them, avoid them, or interact with them in some other way.

Stealth. Before asking the players what they want to do, determine if either group notices the other. One group or the other can avoid detection completely only if all its members are sneaking. Otherwise, contests occur as necessary to determine if anyone sneaking on either side is detected.

Surprise. If one group is hidden from the other, that group has surprise, as described in the combat rules. Otherwise, each creature and character makes a Wisdom saving throw against a DC that corresponds to its readiness. The readiness DC for characters is determined by their travel pace. For monsters, it depends on their degree of alertness, as shown below.

Alertness	Readiness DC
Low	20
Normal	10
High	5

Encounter Distance. Typically, the terrain or layout of an area determines how far the characters are from creatures when the groups become aware of each other. If this distance isn't predetermined, roll a $d20 + 20$. Multiply that result by 10 if the area is in normal terrain (such as a grassy field, barren tundra, or a frozen lake) or by 5 if the terrain is difficult (such as rolling hills, or a forest). The resulting number is the distance in feet between the two groups at the start of their encounter.

Finding Locations and Objects

When the characters come across a location or an object of special note during the performance of their tasks, describe the discovery to them and allow them to take actions as appropriate.

Weather

In addition to the risk of encountering creatures or stumbling across a strange location, the characters also face mundane weather threats such as heavy rain, freezing cold, or searing heat.

You can pick weather to fit your campaign or roll on the following tables to determine the weather for a given day. Use the table that corresponds to the current season of the year (assuming the region has a temperate climate). The tables include one for each of the four seasons found in temperate regions, plus two more for exceptionally hot and cold environments such as desert and tundra. You can also use these tables to account for the geography or altitude of a region or area. For instance, the upper heights of a mountain range will be cold and snowy even in a warm climate.

Temperate Spring/Fall Weather (d20)

No special weather	1–14
Storm (light rain)	18–20
Storm (heavy rain)	16–20

Temperate Winter Weather (d20)

Cold	1–14
Cold, storm (snow)	18–20
Cold, storm (heavy snow)	16–20

Temperate Summer Weather (d20)

No special weather	20
Hot	18–20
Storm (heavy rain)	16–20

Desert Weather (d20)

Hot	20
Hot, storm (dust)	18–20
Storm (heavy rain)	16–20

Tundra Weather (d20)

Cold	1–14
Cold, storm (snow)	18–20
Cold, storm (heavy snow)	16–20

Cold Weather

While the temperature is below 0 degrees Fahrenheit, characters exposed to the cold must make DC 10 Constitution saves at the end of each hour. Characters without cold weather gear,

such as thick coats, gloves, and so on, automatically fail this save.

On a failed saving throw, a character gains a level of exhaustion.

Storm

Bad weather, such as snow, rain, powerful winds, dust storms, and other hazards, reduces travel speeds by half, quartering speed in total when combined with difficult terrain.

In addition, specific types of storms have the following additional effects.

Dust Storm. Visibility is reduced to 50 feet, and creatures suffer disadvantage on saves to avoid becoming surprised.

Heavy Rain. Visibility is reduced to 50 feet, and creatures suffer disadvantage on saves to avoid becoming surprised.

Heavy Snow. Visibility is reduced to 50 feet, and creatures suffer disadvantage on saves to avoid becoming surprised. Heavy snow continues to reduce speed as described above for 1d6 days after the storm.

Hot Weather

In exceptionally hot weather (at or above 100 degrees Fahrenheit), characters exposed to the heat must make DC 10 Constitution saves at the end of each hour. Characters wearing medium or heavy armor or otherwise clad in heavy clothing suffer disadvantage on this save.

On a failed saving throw, a character gains a level of exhaustion.

High Altitude

Traveling at altitudes above 10,000 feet is particularly taxing due to the lack of oxygen in the air. Each hour spent traveling counts as two hours for purposes of determining how long characters can travel.

Exhausted characters cannot rest to reduce their exhaustion while above 10,000 feet.

Characters and creature can become acclimated to high altitude. Doing so requires spending many months at this elevation. Creatures cannot become acclimated to elevations above 20,000 feet.

Creatures that do not need to breathe, such as undead creatures or constructs, suffer no ill effects from high altitude.

Food and Water

In the wilderness, carrying enough food and water to survive is critical to survival. Characters who run short of either suffer the effects of exhaustion.

Water. A character consumes one gallon of water per day, or two gallons each day if the weather is hot. A character who has only half that much water available must make a DC 10 Constitution save or suffer a level of exhaustion at the end of the day. A character with access to even less water suffers one automatic level of exhaustion that day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Food. A one day supply of food is about equivalent to one pound of supplies. A character can go $3 + \text{Constitution modifier}$ days without food. If a character eats half a pound of food, that counts as going half a day without food. A normal day of eating resets the count of days without food to zero.

After that time period, a character automatically suffers a level of exhaustion for each day without food, or must make a DC Constitution save or take a level of exhaustion for each day of eating half a pound of food.

Food and Creature Size

The rules for food and water assume that the characters are size Medium. Creatures of different sizes, including non-humanoids such as horses, need different amounts of sustenance.

Small creatures consume half as much food and water.

Large creatures consumer four times as much.

Huge creatures require sixteen times as much.

Gargantuan needs 32 times the supplies.

Colossal require 64 times as much food and water.

Optional Wilderness Exploration Rules

The basic exploration rules cover all the basic movements of managing a journey from one place to the next. The following, optional rules add more detail and realism to the process by introducing specific tasks that the characters can take while traveling. They are especially useful for when the characters travel into the deep wilderness, far from any civilized lands.

Exploration Tasks

An exploration task is a duty a character assumes for the duration of an exploration turn, a duty that usually contributes to the group's overall disposition and preparedness. Characters choose their tasks during the first step of an exploration turn.

After the group has agreed on its pace, explain to the players what their choices are for exploration tasks and ask what task each character will undertake. When a party is traveling at a fast pace, there's no time for characters to perform any of these tasks.

When each character has chosen a task, have the players roll ability checks to determine the outcome of their characters' tasks, then resolve any situations that arise from the success or failure of those checks.

A character can perform up to two tasks during an exploration turn, but dividing one's attention and energy is risky. If a character takes two actions, any ability checks associated with those actions have disadvantage.

Activities that require an action during a combat round, such as casting a spell, don't count as exploration tasks. There's no hard limit on the number of such activities a character can perform.

Foraging

The characters can gather food and water as they travel, especially if they are running low on supplies. When a character chooses this task, the character makes a single Wisdom (Survival) check with a DC determined by the abundance of food and water in the region. If the check

succeeds, that character finds a quantity of pounds of food and gallons of water equal to the $1d6 +$ the character's Wisdom modifier.

If multiple characters choose this task, they each make separate ability checks. More characters foraging can find food to feed more people.

FORAGING DCs

Terrain	DC
Abundant	10
Average	15
Desolate	20

Keeping Watch

It helps to keep an eye and an ear open for danger. When a character chooses keeping watch as an exploration task, the character makes a single Wisdom (Perception) check to detect hidden creatures and an Intelligence (Search) check to detect hidden objects as the group travels during the current exploration turn. A character's check result is used to contest the checks of any creatures that are attempting to hide from the explorers. If someone keeping watch detects a creature, it cannot surprise the group.

Mapmaking

Making an accurate map is vital to ensuring that explorers have the best sense of their surroundings. It can also help keep them from becoming lost.

When a character chooses mapmaking as an exploration task, the character must have a writing instrument and some surface (such as paper or parchment) on which to record the map.

The map a character creates might be similar to your actual map of the area, but not as complete. When you give out information to a player whose character is mapping, restrict that information to only what the character would perceive while "actually" performing the task.

If more than one character chooses this task, those who do so simply create multiple maps of the area. (This strategy can prove useful if one character's map is lost or destroyed later in the adventure.)

Navigating

Traveling in the wilderness or a large, unfamiliar city carries the risk of becoming lost. A character can reduce this risk by navigating for the group, keeping a careful eye out for landmarks and the position of the sun, the moon, and stars.

When a character chooses navigating as an exploration task, the character makes a single Wisdom (Survival) check to prevent the group from losing its way during the current exploration turn. If more than one member of the group chooses this task, each navigator makes a check, and you use the best result to determine if the group becomes lost.

Sneaking

Keeping a low profile is often the best option in a dangerous area. When a character chooses sneaking as an exploration task, the character makes a single Dexterity (Stealth) check to hide as the group travels. Anyone who chooses this task has advantage on this check if the group's travel pace is slow. To notice a sneaking character, a creature must contest the character's check, using Wisdom (Perception) or Intelligence (Search), and win.

Improvised Tasks

A character might think of some way to contribute to an exploring group that isn't covered by the tasks described here. If so, you can allow the use of an improvised exploration task, but only if its performance requires no more than one-third of the time encompassed by an exploration turn. Also, as with other tasks, a character can't perform an improvised task if the group's travel pace is fast.

Getting Lost

The characters might become lost. Explorers who are following a road or some other form of path or trail can't become lost in normal circumstances.

If the characters might become lost, make note of the Wisdom (Survival) check result of any character who chose navigating during the current exploration turn (or the highest result, if more than one character performed this task). If no one did so, treat the check result as 0. The DC for this check corresponds to the readiness of

the group, as determined by its travel pace, plus a modifier based on the terrain (see the table).

If any character performed mapmaking as a task during the current exploration turn, the DC is reduced by 5.

Terrain	DC Modifier
Forest, swamp, jungle, mountains	+5
Light forest jungle, hills, desert, tundra	0
Plains, prairie	-5

Success. If the navigator's Wisdom (Survival) check succeeds, the characters successfully travel the distance and in the direction they want.

Failure. If the check fails, the characters inadvertently travel in the wrong direction. Halfway through their travel in the current turn, you roll a d4 to determine how the group has deviated from its intended course.

d4	Deviation
1	90 degrees left
2	45 degrees left
3	45 degrees right
4	90 degrees right

For example, for a group intending to move north, a roll of 1 indicates that the characters are now actually heading west; a roll of 3 means that their course has (unknown to them) shifted to the northeast.

This change of direction applies only to the characters' travel during the last half of the current turn. On the next turn, if the chance of getting lost still exists, the characters make another check. If that check fails, they continue to be unaware of their change in heading. On a successful check, the characters realize they have moved off course and in what direction.

The characters might not realize they are lost unless they encounter an obstacle that indicates they are heading in the wrong direction. If the characters realize they have lost their way, you stop rolling for deviation in their course until they fail another check to avoid becoming lost.

Example of Play

In this example of play, the characters have journeyed to a dungeon and succeeded in

defeating the cult that had taken root there. Their next destination is a keep several miles away through a forest. The forest between the dungeon and the keep is infested with an invading gnoll army, and no trail through the forest exists, making it likely that the characters will lose their way at some point during the next day's travel.

DM: It's early morning as you exit the dungeon. It's cloudy and chilly, a typical early spring day. You have about 15 miles of thick forest to traverse between you and the keep.

Krago: We'll need to hustle to make it there, unless we want to spend the night in the woods.

Estra: Let's not do that with those gnoll raiders on the loose.

DM: OK, I'm assuming you want to move at a fast pace. That will put you at the keep in about 8 hours.

Estra: Sounds good. I'll take point and sneak, Krago will keep watch, Wilberd will navigate, and Ralt will map.

DM: What direction are you headed?

Wilberd: We'll strike westward for the first six miles, then turn north for eight miles once we cross the Running Brook. That will bring us to the main trade road.

The DM has the characters make their ability checks as appropriate for their tasks. She uses Wilberd's Wisdom (Survival) check to see if the party becomes lost. The base DC is 10 for the party's pace, +5 for the forest terrain, -5 because Ralt is mapping, for a total DC of 10.

The DM has the characters make checks each hour. The first four checks for each character are successful, allowing the group to reach the Running Brook and turn north without incident. During that next leg of the journey, the DM rolled for wandering monsters and determined that the characters were spotted by a blood hawk, the pet of a gnoll druid active in the area. Krago's Wisdom (Perception) check was not good enough for him to notice the creature as it wheeled overhead, then turned to warn its master.

Compounding the characters' bad luck, Wilbert fails his next Wisdom (Survival) check. The DM rolls a d4 and determines that the characters have accidentally veered 45 degrees

to the left from the westward course they wanted to follow. Checking her map, she sees that they are venturing deeper into gnoll territory. Fortunately for them, the characters' next Wisdom (Survival) check is successful.

DM: It's been a few hours since you forded the brook, and you realize that you wandered off course a while ago. Checking Ralt's map, you see that you have accidentally veered to the southwest.

Krago: That's gnoll country. Does that put us farther from the trade road?

Ralt: We should head east for one mile, then turn to the north. If we keep going west from here, we'll come closer to that gnoll outpost the castellan warned us about.

At this point, the characters will move for half a turn in one direction (moving a mile takes half an hour), then strike out in another. They succeed on their Wisdom (Survival) check to navigate in the middle of the turn and remain on their desired course.

Unfortunately for them, the DM has determined that the gnolls have sent a patrol to search the area near the trade road for them. The gnolls attempt to ambush the party, but this time Krago's Wisdom (Perception) check is good enough to spot them. Furthermore, the gnolls fail to notice Estra.

DM: You're finally back on track when Krago hears the sound of blades being drawn from their scabbards just ahead of you. You catch sight of a gnoll as it tries to peek at you from behind a tree ahead. Roll for initiative.

The fight takes several rounds, but is not long enough to have a real impact on the characters' travel for the hour. Encounters, strange sites, and other things the characters come across should qualify for a pause in the turn, as the characters fight, investigate, and so forth. Unless an interruption of this sort lasts for more than 30 minutes, the distance the characters cover during their current turn is not affected.

Encounters and Rewards

Creating adventures is one of the great joys of being a Dungeon Master. It's your way to express yourself through imaginative elements of your own design. When you design an adventure, you call the shots.

At the same time, you'll usually want to design adventures that aren't too easy, or too deadly, for your players. When you decide on the locations your players will explore, the NPCs they will encounter, and the monsters they will fight, it's best to do so with a plan of what you want to accomplish.

Building Combat Encounters

Building a combat encounter is a matter of choosing threats appropriate to the characters—generally monsters and other dangerous creatures—and combining them in interesting and challenging ways. Encounter building is a mixture of art and science as you combine these threats together.

When you set out to create a combat encounter, first decide how challenging you want it to be. Easy encounters are speed bumps on the characters' path as they make their way through adventures, while tough encounters often form the climactic moment of an adventure. The bulk of the encounters in an adventure should fall in the average range.

The difficulty you choose for the encounter, combined with the number of characters in the party and their level, gives you a target experience point (XP) value for the encounter. The sum of the XP values of all the threats in the encounter should fall in the neighborhood of this target, so you can select threats until you reach that target number.

You can think of this process as spending XP against a budget. The difficulty you choose gives you an XP budget, and you "buy" individual monsters or other threats to build your encounter until you've exhausted your budget.

To find your total XP budget, multiply the number of characters in the party by the XP value shown on the table below. For example, if

you want to create an average encounter for four 3rd-level characters, use about 240 XP (60×4) for the encounter.

Level	Easy	Average	Tough
1	10	20	40
2	20	40	70
3	40	60	120
4	80	130	250
5	150	250	500
6	200	300	600
7	250	350	700
8	350	550	1,050
9	400	700	1,300
10	600	900	1,700
11	900	1,300	2,600
12	1,400	2,100	4,100
13	1,700	2,600	5,100
14	2,000	3,000	5,500
15	2,500	5,500	7,000
16	3,500	6,000	10,500
17	4,000	7,000	12,000
18	4,500	7,500	14,000
19	5,000	7,500	15,000
20	6,000	9,000	17,500

If the characters in your party are of different levels, you can either use their average level or choose the appropriate number for each character and add them together, as you please. So, if your party has two 3rd-level characters, one 4th-level character, and a 1st-level character, an average encounter for them would have about 270 XP ($60 + 60 + 130 + 20$).

Large Numbers of Monsters. If you want to build an encounter using a lot of monsters, bear in mind that the encounter might be more difficult than the table above indicates. If the characters are outnumbered 2 to 1, an easy encounter becomes average, and an average encounter becomes tough. If the characters are outnumbered 3 to 1, what looks like an easy encounter is probably tough. Use such large numbers of monsters with caution.

The Adventuring Day

When you're designing an adventure, you rarely have the ability to predict how much or how little the player characters will accomplish in any given stretch of time. As a rule of thumb, you can

figure that the characters will probably get through four average encounters, six or seven easy encounters, or two tough encounters before they have to take a long rest.

Since you can't predict the path your players will choose through an adventure, you can't really design an adventure around this daily target. But it might be helpful to bear it in mind, so you don't force the characters into three tough fights in a row or send monsters to close off the dungeon behind them after they've already fought their way through four average encounters. Keep the adventurers' need to rest in mind as you set up your adventures.

Rewards

Experience points, treasure, and more intangible rewards keep characters moving on from encounter to encounter, level to level, and adventure to adventure. Small rewards come frequently, while large rewards provide a big boost once in a while. Both are important.

Without frequent small rewards, players begin to feel like their efforts aren't paying off. They're doing a lot of work with nothing to show for it. Without occasional large rewards, encounters feel like pushing a button to get a morsel of food—a repetitive grind with no meaningful variation.

Experience Points

Experience points are the fundamental reward of the game, just as encounters are the building blocks of adventures and campaigns. Every encounter comes with an experience reward to match its difficulty.

Every monster has its own XP value, specified with the rest of its statistics. An encounter is worth XP equal to the sum of all the monsters and other threats that make up the encounter. When characters overcome an encounter—typically by killing, routing, or capturing the opponents in a combat encounter—they divide the total XP value of the encounter evenly among them.

XP for Noncombat Encounters. It's up to you to decide whether to award XP to characters for overcoming challenges outside of combat. If characters successfully complete a tense

negotiation with a baron, forge a trade agreement with the surly dwarves, or navigate their way across the Chasm of a Thousand Deeps, you might decide that's an encounter worth an XP reward. Don't award XP, though, unless there was a meaningful risk of failure.

As a rule of thumb, gauge the difficulty of the encounter (easy, average, or tough) and award the characters XP as if it had been a combat encounter of the same difficulty.

You can also award XP when characters complete significant adventure objectives. You can treat major objectives as average encounters, and minor objectives as easy encounters.

Treasure

Monsters typically carry treasure or hide it away in their lairs. Some monsters gather it in enormous hoards, and some treasures are locked away in dungeons, unclaimed.

Three basic types of treasure form the basis for the guidelines in this document: pouches, chests, and hoards. Use the pouch table for incidental treasure—the contents of a bugbear's pouch or the scraps lying around the bones of a giant centipede's victims. Use the chest table for average treasures in a monster's lair—treasure that is intentionally collected, such as chests or sacks in the lair of a gang of orcs or kobolds. Use the hoard table for amassed treasures, most often those collected by dragons.

Monsters and Treasure

Eventually, monster statistics might include an entry that specifies the treasure that is typical for each monster. For example, the bugbear entry might read, "Pouch; rich chest in lair," which would apply a modifier to rolls on the chest table. For now, use your best judgment in deciding what table to use, and feel free to add a +1 modifier for monsters that seem rich or a -1 for monsters that seem poor.

As it stands, this system short-changes high-level monsters. If you like, you can make extra rolls on the table for monsters above level 10.

Of course, you don't have to use these tables. You give out treasure, including both monetary and magical treasure, at your discretion. No rules of the game assume that characters must

have a certain amount of treasure or gear by a specific level, so there's no pressure on you to award the "right" treasure for each encounter. The key thing is to make sure that the players feel rewarded for playing, and feel like their characters are rewarded for taking on dangerous challenges.

For each treasure, make a set of die rolls on the appropriate table. For each kind of treasure shown on the table, roll 1d20 and add the monster's or encounter's level. For a pouch, you'll make four rolls: for common coins (copper and silver), rare coins (electrum, gold, or platinum), gems and art, and magic items. For chests, you'll make seven rolls: for copper, silver or electrum, gold, platinum, gems, art objects, and magic items. For hoards, you actually make 14 rolls—two for each category.

In each case, if the result of the roll falls within the range shown on the table, the treasure includes that kind of valuables. Then roll the specified dice (or use the indicated average) to determine how much of that kind of treasure is included.

For example, look at the Pouch table below. To determine the contents of a 3rd-level monster's pouch, roll a d20 four times. Add the monster's level, +3, to each roll. If your first roll is in the range of 7 to 12 or better, the treasure includes copper, so roll 5d6 (or use the average, 18) to determine how many copper pieces are in the treasure. If your second roll is 15 through 22, the treasure includes gold, and if it's a 23 the purse contains platinum instead. Your third roll determines the presence of gems or art objects, and your fourth roll determines magic items.

Tables to determine the value of gems and art objects, and the nature of magic items, appear after the treasure tables. Level modifiers do not apply to these tables.

POUCH TREASURE

Kind	d20 + Level	Treasure per Monster
Common Coins	7–13	18 (5d6) copper pieces
	14+	14 (4d6) silver pieces
Rare Coins	13–14	11 (3d6) electrum pieces
	15–22	7 (2d6) gold pieces
	23+	4 (1d6) platinum pieces
Gems and Art	17–21	4 (1d6) ornamental gems
	22–26	4 (1d6) semiprecious gems
	27–31	2 (1d3) decorative art objects
	32–36	2 (1d3) precious gems
	37+	1 fine art object
Magic Items	18–23	3 (1d4) common potions
	24–27	1 uncommon magic item
	28–29	1 rare magic item
	30+	1 very rare magic item

CHEST TREASURE

Kind	d20 + Level	Treasure in Lair
Copper	10+	1,800 (4d8 x 100) copper pieces
Silver/Electrum	10–18	145 (3d8 x 10) silver pieces
	19+	145 (3d8 x 10) electrum pieces
Gold	15+	145 (3d8 x 10) gold pieces
Platinum	19+	15 (3d8) platinum pieces
Gems and Art	17–22	9 (2d8) ornamental gems
	23–27	9 (2d8) semiprecious gems
	28+	4 (1d8) precious gems
Art	23–29	5 (1d8) decorative art objects
	30+	5 (1d8) fine art objects
Magic Items	17–22	2d4 common potions
	23–26	2 (1d4–1) uncommon magic items
	27–29	2 (1d2) rare magic items
	30–32	1 very rare magic item
	33+	1 legendary magic item

HOARD TREASURE (ROLL TWICE FOR EACH CATEGORY)

Kind	d20 + Level	Treasure in Lair
Copper	8+	1,100 (2d10 x 100) copper pieces
Silver/Electrum	7–16	1,100 (2d10 x 10) silver pieces
	17+	550 (1d10 x 100) electrum pieces
Gold	12+	550 (1d10 x 10) gold pieces
Platinum	16+	11 (2d10) platinum pieces
Gems	13–22	11 (2d10) ornamental gems
	23–26	11 (2d10) semiprecious gems
	27+	11 (2d10) precious gems
Art	23–26	11 (2d10) decorative art objects
	27+	9 (2d8) fine art objects
Magic Items	16–21	5 (2d4) common potions
	22–24	2 (1d3) uncommon magic items
	25–27	2 (1d2) rare magic items
	28–30	1 very rare magic item
31–35	31–35	1 legendary magic item
	36+	1 artifact

GEM VALUE

Gem Type	Value	Average Value
Ornamental	4d4 gp	10 gp
<i>Examples:</i> Banded, eye, or moss agate; azurite; bloodstone; carnelian; chalcedony; chrysoprase; citrine; hematite; iolite; jasper; lapis lazuli; malachite; moonstone; obsidian; onyx; freshwater (irregular) pearl; peridot; blue, rose, smoky, or star rose quartz; rhodochrosite; rock crystal (clear quartz); sard; sardonyx; tiger eye; turquoise; zircon		
Semiprecious	2d4 x 10 gp	50 gp
<i>Examples:</i> Alexandrite; amber; amethyst; aquamarine; chrysoberyl; coral; violet, red, or brown-green garnet; jade; jet; white, black, golden, pink, or silver pearl; red, red-brown, deep blue, or deep green spinel; golden yellow topaz; tourmaline		
Precious—roll 1d20:		
1–16	4d4 x 10 gp	100 gp
<i>Examples:</i> Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby		
17–20	2d4 x 100 gp	500 gp
<i>Examples:</i> Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth		

ART OBJECT VALUE (ROLL FOR EACH OBJECT)

Art Type	Value	Average Value
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Decorative—roll 1d20:

1–12 $1d10 \times 10$ gp 55 gp

Examples: Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet; cloth-of-gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems

13–20 $3d6 \times 10$ gp 105 gp

Examples: Large well-done wool tapestry; brass mug with jade inlays; silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt

Fine—roll 1d20:

1–9 $1d6 \times 100$ gp 350 gp

Examples: Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.); gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel

10–16 $1d10 \times 100$ gp 550 gp

Examples: Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting; embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; embroidered and bejeweled glove; jeweled anklet; gold music box;

17–20 $2d6 \times 100$ gp 700 gp

Examples: Golden circlet with four aquamarines; a string of small pink pearls (necklace); jeweled gold crown; jeweled electrum ring; gold and ruby ring; gold cup set with emeralds

MAGIC ITEMS (ROLL FOR EACH ITEM)

—d20 Roll—

Uncommon	Rare	Very Rare	Legendary	Kind
1–2	1–2	1–2	—	Armor
3–5	3–7	3–9	1–4	Weapon
—	8	—	—	Staff
6	9	—	—	Wand
7–9	10–13	10–11	—	Potion
10	14	12	5	Ring
11–13	15	—	—	Scroll
14–20	16–20	13–20	6–20	Wondrous Item

Note: All artifacts are (currently) wondrous items.

More information about magic items appears in the “Magic Item” playtest document.

Equipment

Proper equipment can mean the difference between life and death on an adventure. As an adventurer, you might wear armor, carry one or more weapons, and heft an adventurer's pack containing useful gear to help you navigate perilous environments and survive extended journeys into the wilderness.

This chapter presents an overview of common armor, weapons, and gear.

When you create your character, you receive equipment based on a combination of your background and class. Alternatively, you can start with 175 gold pieces (gp) and spend them on items from the lists in this chapter.

Wealth

Wealth comes in many forms in the DUNGEONS & DRAGONS® world. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being.

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 in the world are the gold piece (gp), the silver piece (sp), and the copper piece (cp). One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces.

In addition to the common coins, other unusual metals sometimes come to surface in transactions. 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, while a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce (a little more than a U.S. quarter), so fifty coins equal a pound.

A typical commoner uses copper pieces and sometimes silver. Other coins are mainly for

wealthy merchants, nobles, and the hoards of greedy dragons.

STANDARD EXCHANGE RATES

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Selling Loot

Opportunities abound in D&D® 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, where you can find buyers and merchants interested in your loot.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—such as bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

Arms, Armor, Gear. As a general rule, weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters, however, are rarely in good enough condition to sell.

Magic Items. Selling magic that you find as loot 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. In other words, the value of magic is far beyond simple gold and should always be treated as such.

Armor and Shields

Armor and shields protect you against the myriad strikes, stabs, and crushing blows faced during any expedition. Your class determines what types of armor you can wear as well as whether you can use shields. The Armor table summarizes the benefits gained from wearing armor.

Armor Categories

All forms of armor fall into one of the four following categories.

Light Armor. Made from lightweight materials, light armor favors agile adventurers since it offers some protection without sacrificing any mobility.

Medium Armor. Medium armor relies more on metal components to improve its defensive qualities, but such materials can weigh the wearer down.

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.

Shield. A shield provides additional protection above and beyond what armor offers.

Using the Armor Table

D&D® worlds are a vast tapestry made up of many different cultures, each with its own technology levels. For this reason, adventurers might find a wide range of armor types, ranging from leather armor to chain mail to costly plate armor, and a wide range of armors in between. The Armor table collects the most commonly available types of armor found in the game and separates them into armor categories.

Name: The name of the suit of armor or shield.

Cost: The typical market price for the armor or shield.

Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the

form of a sword strike or a fiery missile hurled from a wizard. The armor (and shield) you wear determines your base Armor Class. If you wear light armor, you add your Dexterity modifier to that base number to determine your Armor Class. If you wear medium armor, you can add your Dexterity modifier, to a maximum of +2. Heavy armor doesn't let you add your Dexterity modifier at all..

Speed: Some armor lowers your speed. Reduce your speed by the given amount.

Stealth Disadvantage: Some armor makes it difficult to hide. When you are wearing such armor, you have disadvantage on Dexterity (Stealth) checks. See "How to Play" for rules concerning stealth.

Weight: The armor's weight.

Getting Into and Out of Armor

The time it takes to don or remove armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Remove. This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND REMOVING ARMOR

Category	Don	Remove
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in armor's use know how to use it effectively. If you put on armor that you cannot use, you have disadvantage on checks, saving throws, and attack rolls that involve Strength or Dexterity.

ARMOR					
Armor	Price	Armor Class (AC)	Speed	Stealth	Weight
<i>Light Armor</i>					
Padded armor	5 gp	11 + Dex modifier	—	Disadvantage	5 lb.
Leather armor	10 gp	11 + Dex modifier	—	—	8 lb.
Dragon leather	500 gp	12 + Dex modifier	—	—	15 lb.
Mithral shirt	5,000 gp	13 + Dex modifier	—	—	10 lb.
<i>Medium Armor</i>					
Hide armor	10 gp	12 + Dex modifier (max 2)	—	—	10 lb.
Studded leather	25 gp	13 + Dex modifier (max 2)	—	—	13 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Studded dragon leather	500 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Dragon scale	500 gp	15 + Dex modifier (max 2)	—	Disadvantage	50 lb.
Mithral scale	5,000 gp	15 + Dex modifier (max 2)	—	—	25 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—5 feet	Disadvantage	22 lb.
Chain mail	75 gp	16	—5 feet	Disadvantage	55 lb.
Splint	500 gp	17	—5 feet	Disadvantage	50 lb.
Banded	750 gp	17	—	Disadvantage	55 lb.
Plate	5,000 gp	18	—5 feet	Disadvantage	65 lb.
Mithral plate	6,000 gp	18	—	Disadvantage	40 lb.
<i>Shield</i>					
Buckler	5 gp	+1	—	—	4 lb.
Shield	10 gp	+2	—	—	8 lb.

Armor Descriptions

The types of armor found on the Armor table are described here, along with any special properties they each possess.

Banded. This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. The strips cover vulnerable areas; the chain mail and leather protect the joints while providing freedom of movement. Straps and buckles distribute the weight evenly, making it easier to move around in this armor. This suit includes a helmet and gauntlets.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. Most of the armor's weight hangs from the shoulders, making the armor uncomfortable to wear for long periods. The suit includes gauntlets.

Dragon Leather. This leather armor is made from the hide of a dragon. It is extremely supple yet far more durable than standard leather armor.

Dragon Scale. This suit of scale mail is made from a dragon's scales rather than metal, granting it superior protective capabilities and flexibility.

Hide. This crude armor consists of thick furs and hides. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

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.

Mithral Plate. This suit of plate is crafted from mithral. It is easy to move in compared to other sorts of metal armor. The dwarves sometimes gift this armor to their most trusted allies.

Mithral Shirt. This extremely light chain mail shirt is made of very fine mithral links. The armor is light enough to wear under normal clothing. It is most commonly crafted by elves.

Padded. Padded armor consists of quilted layers of cloth and batting.

Plate. Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorsmith, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

Ring Mail. This armor is leather armor with heavy rings sewn into the material. The rings help reinforce the armor against blows from swords and axes. Ring mail is typically considered inferior to chain mail, but it is still worn by those who cannot afford 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.

Shields. A shield of any sort is carried in one hand to offer protection. You can benefit from only one shield at a time.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Studded Leather. Made from tough but flexible leather (not hardened leather, as with normal leather armor), studded leather is reinforced with close-set rivets or spikes.

Studded Dragon Leather. This is a suit of studded leather crafted from the tough hide of a dragon.

Weapons

Few adventurers have much luck or success in their endeavors without a trusted weapon. Your class grants proficiency in certain weapons, reflecting both your class's focus and the tools you are most likely to use. Whether you favor a long sword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

Weapon Categories

Each weapon falls into one of the following categories, which are broad groups that share certain key traits. Your class determines what weapons you can use.

Simple Weapons. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons commonly found in the hands of commoners.

Martial Weapons. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Using the Weapon Table

The most common weapons in the game are presented on the Weapons table. Each weapon has the following characteristics.

Name: The weapon's name.

Price: The weapon's typical market price.

Damage: When you attack and hit with the weapon, you deal the indicated damage plus any bonuses and magic bonuses that apply. The type of damage dealt by the weapon is also noted here.

Weight: The weapon's weight.

Properties: If the weapon has any properties, they're noted in this column.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to launch from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by taking a minute searching the battlefield.

If you employ such a weapon to make a melee attack, you use the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you can use your choice of your Strength or Dexterity modifier with your attack and damage rolls.

Heavy. A heavy weapon's size and bulk make it too large for a Small creature to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use your action or reaction to fire it.

Mounted. You have disadvantage when you use a mounted weapon to attack a target within 5 feet of you. Also, a mounted weapon requires two hands to wield when you are unmounted.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range, in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll.

Reach. When you attack with this weapon, your reach increases by 5 feet.

Special. A special weapon has unusual rules governing its use, explained in the text following the table.

Thrown. If the weapon has the thrown property, you can throw the weapon at a target to make a ranged attack. You use your Strength modifier for the ranged attack roll and damage roll, rather than your Dexterity modifier. You can also use the weapon to make melee attacks.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. The damage value in parentheses after the versatile property is the damage when the weapon is used with two hands.

Weapon Proficiency

Your race, class, and certain feats can grant you proficiency with certain weapons or categories of weapons. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

WEAPONS

Name	Price	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	3 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Great club	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	3 lb.	Light, thrown (range 20/60)
Light hammer	2 gp	1d4 bludgeoning	3 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	—
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1 lb.	Finesse, thrown (range 30/120)
Javelin	5 sp	1d6 piercing	4 lb.	Thrown (range 30/120)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Ammunition (range 30/120)

Martial Melee Weapons

Battleaxe	10 gp	1d8 slashing	5 lb.	Versatile (1d10 slashing)
Flail	10 gp	1d8 bludgeoning	6 lb.	—
Glaive	10 gp	1d10 slashing	9 lb.	Heavy, reach, two-handed
Great axe	30 gp	1d12 slashing	10 lb.	Heavy, two-handed
Great sword	50 gp	2d6 slashing	7 lb.	Heavy, two-handed
Halberd	10 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	8 lb.	Mounted, reach
Long sword	15 gp	1d8 slashing	4 lb.	Versatile (1d10 slashing)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	5 lb.	—
Pike	5 gp	1d10 piercing	5 lb.	Reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Short sword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	5 lb.	Thrown (range 20/60), versatile (1d8 piercing)
War pick	5 gp	1d8 piercing	4 lb.	—
Warhammer	15 gp	1d8 bludgeoning	4 lb.	Versatile (1d10 bludgeoning)
Whip	2 gp	1d4 slashing	3 lb.	Reach, special

Martial Ranged Weapons

Blowgun	10 gp	1 piercing	2 lb.	Ammunition (range 25/100), loading, special
Bolas	2 gp	1 bludgeoning	1 lb.	Special, thrown (range 30/90)
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	19 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	None	3 lb.	Special, thrown (range 20/60)

Improvised Weapons

An improvised weapon can be any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's discretion, a character proficient with a weapon can use a comparable object as if it were that weapon.

An object that bears no resemblance to an actual weapon deals 1d4 damage, or 1d6 if it is wielded with two hands. The DM assigns a damage type appropriate to the object.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or 10 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.

Bolas. A Large or smaller creature hit by a bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can break free of the bolas by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the bolas. Formless creatures are immune to this effect.

Net. When you attack with a net, you target a point in space. Each Large or smaller creature within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free of the net by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the net.

Whip. You use your Dexterity modifier on attack rolls with a whip, but you use no ability modifier on damage rolls with the whip.

Oriental Weapons

If you wish to equip your character with a weapon derived from Asian, rather than European, history, you can choose from the weapons listed below. Each Oriental weapon has an equivalent weapon from the Weapons table, and thus has the same properties, weight, damage range, and price as the equivalent weapon.

Name	Equivalent Weapon
<i>Simple Melee Weapons</i>	
Karambit	Sickle
Nunchaku	Mace
Tantō	Dagger
<i>Simple Ranged Weapons</i>	
Shuriken	Dart
<i>Martial Melee Weapons</i>	
Kama	Handaxe
Katana	Long sword
Sai	Light hammer
Wakizashi	Short sword

Adventuring Gear

This section describes common gear available to adventurers. Items that have special rules are described below.

Tool Proficiency

Your background, class, or feats might give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Proficiency might also allow you to use tools in a way that nonproficient characters cannot, as described in each item's entry following the table.

ADVENTURING GEAR

Item	Price	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Adventurer's kit	9 gp	39 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	3 lb.
Bolts (20)	1 gp	3 lb.

Bullets (20)	4 cp	2 lb.
Needles (50)	1 gp	1 lb.
Antitoxin (vial)	50 gp	—
Artisan's tools	5 gp	5 lb.
Backpack	2 gp	2 lb.
Ball bearings (100)	1 gp	1 lb.
Bedroll	1 gp	5 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Bucket	5 cp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	1/10 lb.
Case (for map or scroll)	1 gp	1 lb.
Chain (10 feet)	5 gp	5 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 sp	5 lb.
Disguise kit	25 gp	8 lb.
Fishing tackle	1 gp	4 lb.
Flask	2 cp	—
Gaming set	1 gp	1/2 lb.
Grappling hook	2 gp	4 lb.
Hammer	2 sp	2 lb.
Hammer, sledge	5 sp	10 lb.
Healer's kit	5 gp	1 lb.
Holy symbol	5 gp	—
Holy water (flask)	25 gp	1 lb.
Horse	75 gp	—
Hourglass	5 gp	1 lb.
Hunting trap	5 gp	15 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug	2 cp	9 lb.
Ladder (10-foot)	1 sp	20 lb.
Lantern	5 sp	1 lb.
Lantern, bullseye	10 gp	3 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	2 lb.
Mess kit	1 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Musical instrument	5 gp	3 lb.
Navigator's tools	25 gp	2 lb.
Oil (1 pint flask)	1 sp	1 lb.
Orb	10 gp	2 lb.
Paper (one sheet)	2 sp	—

Parchment (one sheet)	1 sp	—
Pick, miner's	5 sp	10 lb.
Piton	5 cp	1/2 lb.
Poison, basic (vial)	100 gp	—
Poisoner's kit	50 gp	2 lb.
Pole (10-foot)	5 cp	8 lb.
Pot, iron	1 sp	10 lb.
<i>Potion of healing</i>	50 gp	1 lb.
Pouch	1 gp	1 lb.
Ram, portable	1 gp	20 lb.
Rations (1 day)	1 sp	1 lb.
Robes	1 gp	4 lb.
Rod	10 gp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	1 lb.
Shovel	5 sp	8 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	1 lb.
Spellbook	75 gp	3 lb.
Spike, iron (10)	2 cp	5 lb.
Spyglass	1,000 gp	1 lb.
Staff	10 gp	4 lb.
Tent	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Tome	25 gp	5 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Wand	10 gp	1/2 lb.
Waterskin	2 sp	4 lb. (full)
Whetstone	1 cp	1 lb.

Acid. A glass vial of acid holds 4 ounces. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature or object. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit. This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack loaded with a healer's kit, a mess kit, a tinderbox, ten torches, ten days of rations, and a waterskin. In addition, 50 feet of hempen rope are strapped to the pack.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. A clay flask of alchemist's fire contains 1 pint. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Ammunition. Bows require arrows, crossbows require bolts, slings require bullets, and blowguns require needles.

Antitoxin. A glass vial of antitoxin contains 4 ounces, which serves as a single dose. A living creature that drinks this liquid gains poison resistance and advantage on saving throws against poison for 1 hour.

Artisan's Tools. These special tools include the items needed to pursue a craftsman's trade. Each set of artisan's tools provides items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft.

If you have proficiency with a type of artisan's tools, you can also craft nonmagical items related to that craft. You must have raw materials worth one-half of the item's market value and spend time crafting it. The DM determines the time required (usually one day, but complex items might require several days).

Backpack. This leather pack can hold up to 1 cubic foot of material, or about 30 pounds of gear. You can also strap items such as a bedroll or a coil of rope to the outside of the pack.

Ball Bearings. These tiny metal balls come in a pouch, which you can spill to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 11 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to lift up to four times the weight you can normally lift.

Bucket. A serviceable wooden bucket can hold three gallons of liquid, or about half a cubic foot of solid items.

Caltrops. A caltrop consists of four sharp metal spikes arranged in such a way that they always rest on the ground with one point upward. A single bag of caltrops covers a 5-foot-square area. Any creature that enters the area must succeed on a DC 11 Dexterity saving throw or stop moving and take 1 piercing damage and a -10-foot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle. A candle provides dim light in a 5-foot radius and burns for 1 hour.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness that aid in climbing. If you have proficiency with a climber's kit, you can add your proficiency bonus to Strength (Climb) checks when you are using the kit.

Component Pouch. A component pouch is a small, watertight leather belt pouch that holds a variety of spell material components. A component pouch holds all the material components and other special items you need to cast your spells, except for those components that have a specific cost. In addition, it can serve as a magic focus for certain classes, such as the mage, letting you apply your proficiency bonus to your spellcasting.

Crowbar. Using a crowbar grants a +2 bonus to Strength checks where the crowbar's leverage can be applied.

Disguise Kit. This bag of cosmetics, hair dye, and small physical props lets you create disguises that change your physical appearance. Anyone trying to see through your disguise makes a Wisdom (Insight) check contested by your Charisma (Deception) check. If you have proficiency with the kit, you add your proficiency bonus to the check.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Flask. A clay container fitted with a tight stopper, a flask can hold 1 pint of liquid.

Gaming Set. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as three-dragon ante). The DM might decide larger or fantastical games, or

more elaborate game boards and pieces (for games such as dragonchess), have a higher price and weight. If you are proficient in a game, you can add your proficiency bonus to ability checks you make to play that game.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. You can expend one use of the kit, as an action, to stabilize a creature that has 0 hit points. If you have proficiency with a healer's kit, expending a use of the kit lets you add your proficiency bonus to your Wisdom (Medicine) check to administer other sorts of first aid.

Herbalism Kit. This kit contains a variety of instruments, like clippers, mortar and pestle, pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to concoct herbal mixtures and infusions.

If you have proficiency with an herbalism kit, you can also use it to craft *potions of healing*. You must have raw materials worth 25 gp and spend one hour crafting the potion.

Holy Symbol. A holy symbol is a small representation of a god or pantheon, usually made from silver. Certain classes (such as the cleric) let you apply your proficiency bonus to your spellcasting if you present a holy symbol.

Holy Water. A clay flask of holy water contains 1 pint. As an action, you can splash the contents of the flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage.

Horse. A typical riding horse can carry one rider and most of the typical adventurer's supplies at a speed of 60 feet. If you have proficiency with land mounts, you can add your proficiency bonus to ability checks you make to control a horse under difficult circumstances.

Hunting Trap. When set, 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). Breaking free of the trap requires a successful DC 13 Strength check. Each failed check deals the trapped creature 1 piercing damage.

Jug. A basic ceramic container fitted with a stopper, a jug can hold 1 gallon of liquid.

Lantern. A lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light in a 120-foot cone. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil. As an action, you can lower the hood reducing the light to dim light in a 5-foot radius.

Lock. A lock is worked with a key that is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Musical Instrument. If you have proficiency with a given musical instrument, you can play it

in an entertaining way, and you can add your proficiency bonus to any ability checks you make to entertain an audience with your music. The DM might decide larger or fantastical instruments have a higher price and weight.

Navigator's Tools. This kit contains a variety of instruments used for navigation, both over land and sea. If you are proficient in navigator's tools, you can add your proficiency bonus to any Wisdom (Survival) check you make to avoid getting lost.

Oil. A clay flask of oil holds 1 pint, which burns for 6 hours in a lantern. As an action, you can splash the contents of the flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after about 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a pint of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area takes 5 damage at the end of its turn.

Orb. An orb is a 3- to 5-inch diameter sphere of mineral, such as quartz or jade, designed to comfortably fit in the palm of the hand. It is typically ornamented with runes, silver wire netting, or other exotic embellishments. An orb serves as a magic focus. Certain classes (such as the mage) let you apply your proficiency bonus to your spellcasting if you hold a magic focus.

Poison, Basic. A creature proficient in using poison can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other apparatuses necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or treat poisons.

If you have proficiency with a poisoner's kit, you can also create a single dose of a poison that you are familiar with. Creating one dose of poison takes 1 hour, and to do so, you must expend raw materials worth one-half the market price of the poison.

Pot, Iron. Good for cooking, an iron pot can hold up to 1 gallon of fluid.

Potion of Healing. This small vial of magical fluid restores life and energy to the individual consuming it. A character who drinks the contents regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Pouch. This leather pouch straps to your belt. A pouch can hold about one-fifth of a cubic foot of material, or about 6 pounds of gear.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. Compact, dry, high-energy foods, suitable for extended travel, rations include jerky, dried fruit, hardtack, and nuts.

Rod. This short rod of wood or metal is carved in runes and other arcane symbols. A rod acts as a magic focus. Certain classes (such as the mage) let you apply your proficiency bonus to your spellcasting if you hold a magic focus.

Rope, Hempen. Rope has 2 hit points and can be burst with a DC 17 Strength check.

Rope, Silk. This light rope has characteristics similar to hempen rope, but weighs less.

Sack. This drawstring burlap bag can hold 1 cubic foot of material, or about 30 pounds of gear.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or small trade goods, to help determine their worth.

Spellbook. A leather-bound tome with 100 pages of blank parchment, a spellbook is essential for mages. In addition to holding a mage's spells, the book can serve as a magic focus. Certain classes (such as the mage) let you apply your proficiency bonus to your spellcasting if you hold a magic focus.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Staff. A staff is a 5 to 8-foot long shaft carved of hardwood and ornamented with silver wire, semiprecious headpieces, runes carved up the shaft, or other such embellishments. A staff functions as a magic focus or as a quarterstaff. Certain classes (such as the mage) let you apply your proficiency bonus to your spellcasting if you hold a magic focus.

Tent. A simple and portable canvas shelter, a tent sleeps two.

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.

Proficiency with thieves' tools allows you to use them to attempt the following tasks.

Disable a Trap: You can use your action to make a Dexterity check to attempt to disable a trap, applying your proficiency bonus to the check. You must have physical access to the trap's mechanisms. If you succeed, you disable the trap and can bypass it safely. If you fail your Dexterity check by 5 or more, you trigger the trap.

Open a Lock: You can use your action to make a Dexterity check to attempt to open a lock, applying your proficiency bonus to the check. If you succeed, you open the lock.

Tinderbox. This small container holds flint, firesteel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Lighting a torch with the flint and steel takes an action, and lighting any other fire takes at least that long.

Tome. This heavy book contains text pertaining to a particular field of lore. The DM assigns a DC to the tome's lore (15 for the basic tome). If you spend an hour studying the tome, you automatically succeed at one Intelligence (Arcana, History, Nature, or Religion) check with a DC less than or equal to the tome's DC rating.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light in a 40-foot radius.

Vial. This ceramic, glass, or metal vial fitted with a tight stopper is usually no more than an inch wide and holds about 4 ounces of liquid.

Wand. A wand is a 1-foot long, 1/2-inch diameter switch of hardwood ornamented with

crystal segments, the hair of magical beasts threaded through the length, or other exotic elements. A wand serves as a magic focus. Certain classes (such as the mage) let you apply your proficiency bonus to your spellcasting if you hold a magic focus.

Waterskin. A waterskin can hold up to 4 pints of liquid.

Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers are left facing more mundane realities. Even in a fantastical world, people require the basic necessities, such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

Expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all of your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each month, you choose a lifestyle from the Expenses table, and pay the monthly price to sustain that lifestyle. Your lifestyle might change from month to month, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career. Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections and your equipment might fail you when you need it most.

Expenses

Lifestyle	Price/Month
Wretched	—
Squalid	3 gp
Poor	5 gp
Modest	25 gp
Comfortable	50 gp

Wealthy	100 gp
Aristocratic	250 gp+

Wretched. You live in squalor. 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, and you have very few legal protections.

Squalid. You might live in a leaky stable, a mud-floored hut just outside town, or in a vermin-infested boarding house in the worst part of town. You have shelter from the worst of the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback or other. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without most of the comforts available in a community. Simple food and lodgings, threadbare clothing, and conditions often violent and unpredictable 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 might still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You might 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. Life at this level is simple and possibly dull. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means better accommodations, food, and drink. You can afford nicer clothing and can easily maintain your equipment. You might live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You might associate with merchants, skilled tradespeople, and officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have good lodgings, usually a sizeable home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants and cooks, including a footman or majordomo.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, have the most skilled and fashionable tailor, and servants to attend to your every need. You receive invitations to the social gatherings of the rich and powerful and can expect to spend many evenings in the company of politicians, guild leaders, high priests, and nobility. You have the very best legal protections, however you must also contend with the highest levels of deceit, trickery, and treachery. The wealthier you are, the greater the chance you will be drawn into some political intrigue, as an ally, a pawn, or as an enemy.

Feats

Optional Rule

Feats are an optional way to customize your character. Ask your DM if feats are used in your campaign.

A feat represents specialized knowledge and training that helps define your character's approach to adventuring. A typical feat represents knowledge of certain tricks of the trade frequently used by adventurers, such as training in special magical techniques or mastering particular combat tactics.

Two characters might both be fighters, for example, yet behave in different ways based on their feats. One is a dual wielder, striking out with a pair of weapons, while the other is an archery master, attacking enemies with pinpoint accuracy from range.

Gaining a Feat

At certain levels, a class gives you the Ability Score Improvement feature. Each time that feature is offered, you can gain a feat of your choice instead.

A feat can be taken only once, unless it says otherwise.

Some feats have a prerequisite. A character must meet a feat's prerequisite to take that feat. If the character ever loses a feat's prerequisite, he or she cannot use that feat until the prerequisite is regained.

Feat Descriptions

The feats are presented in alphabetical order.

Alert

You are always on the lookout for danger. You gain the following benefits:

- You gain a +5 bonus to initiative.
- You cannot be surprised while you are conscious.
- You gain proficiency in the Perception skill.

Arcane Archer

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

As an action, you can imbue a spell of 1st 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.

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.

Archery Master

You have mastered bows and can make shots that others find impossible. You gain the following benefits:

- You gain proficiency with martial ranged weapons.
- Attacking at long range doesn't impose disadvantage on your ranged attack rolls.
- Your ranged attacks ignore half cover and three-quarters cover.
- Once on your turn when you use your action to make a ranged attack with a short bow or long bow, you can make one additional ranged attack with that bow, but all of the attacks that are part of the action take a -5 penalty to the attack roll.

Athlete

You gain the following benefits:

- Increase Strength by 1, to a maximum of 20.
- You gain proficiency in any three Strength or Dexterity skills of your choice.

You can take this feat multiple times.

Charger

You can rush across battlefield and crash into your opponents with great force. You gain the following benefits:

- When you take the charge action, your charge attack deals 5 extra damage.
- When you take the charge action, instead of attacking, you can choose to push the creature you are charging. If you do so, contest your Strength check—with a +5 bonus—against the creature's Strength check. If you win the contest, you push the creature up to 10 feet, and you can move along with the creature as you push it.

Dual Wielder

You master fighting with two weapons. You gain the following benefits:

- You gain proficiency with all martial light melee weapons.
- You have a +1 bonus to AC while you wield a different weapon in each hand and neither weapon is a shield.
- When you engage in two-weapon fighting, only one of the melee weapons needs to be light.

Fencing Master

You excel at fighting with a single weapon. You gain the following benefits:

- You gain proficiency with martial finesse melee weapons.
- When you are wielding a finesse weapon and another creature hits you with a melee attack, you can use your reaction to add your attack bonus to your AC, potentially causing the attack to miss you.
- Once on your turn when you use your action to make a melee attack with a finesse weapon,

you can make one additional attack with that weapon, but all of the attacks that are part of the action take a -5 penalty to the attack roll.

Great Weapon Master

You can let the momentum from a deadly attack carry your weapon into another foe. You gain the following benefits:

- You gain proficiency with heavy martial weapons.
- Once per 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 additional melee attack as part of the same action.
- When you make a melee attack with a heavy weapon, you can take a -5 penalty to the attack roll. If the attack hits, you can roll the weapon's damage dice one additional time, add your Strength modifier, and add the total to the attack's normal damage.

Healer

You have the healing touch, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- You gain proficiency with the healer's kit.
- As an action, you can use a healer's kit to tend to a creature and restore $1d6 + 4$ hit points to it, plus additional hit points equal to the creature's level. The creature can't benefit from this feat again until the creature completes a short rest or a long rest.

Heavy Armor Master

Prerequisite: Proficiency with medium armor

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- You gain proficiency with heavy armor.
- You ignore any speed penalties from wearing heavy armor.
- While you are wearing heavy armor, all bludgeoning, piercing, and slashing damage you take from an attack is reduced by an amount equal to your Constitution modifier.

Loremaster

You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You learn any combination of three languages and Intelligence, Wisdom, and Charisma skills of your choice.

You can take this feat multiple times.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and you choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you complete a long rest.

Arcane Initiate

You learn two cantrips of your choice from the mage spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Divine Initiate

You learn two cantrips of your choice from the cleric spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Druidic Initiate

You learn two cantrips of your choice from the druid spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Magic Adept

Prerequisite: Arcane Initiate, Divine Initiate, or Druidic Initiate feat

Choose one 2nd-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Improved Magic Adept

Prerequisite: Magic Adept

Choose one 3rd-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Superior Magic Adept

Prerequisite: Improved Magic Adept

Choose one 4th-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Mobile

You can tumble and dash with skill. You gain the following benefits:

- Your speed increases by 10 feet.
- 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 or not you hit.

Mounted Combatant

You are a dangerous foe to face while mounted. You gain the following benefits:

- You gain proficiency with riding and lances.

- When you are mounted and move at least 10 feet on your turn to reach the target of your melee attack, the damage of the attack is increased by 1 for every 10 feet you moved on your mount to reach the target this turn.
- While mounted, you have advantage on melee attack rolls against Medium or smaller creatures that are not mounted.

Polearm Master

You keep your enemies at bay with reach weapons. You gain the following benefits:

- You gain proficiency with the quarterstaff, the glaive, the halberd, the lance, and the pike.
- You treat the quarterstaff, the glaive, and the halberd as double weapons, each of which deals 1d4 bludgeoning damage with its secondary end.
- While you are wielding a glaive, halberd, or pike, any creature provokes an opportunity attack from you when it enters your reach.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits:

- You gain proficiency with shields.
- You can wield a shield as a melee weapon, dealing 1d6 bludgeoning damage with a regular shield and 1d4 bludgeoning damage with a buckler.
- You can add your shield's AC bonus to Dexterity saving throws against projectiles and spells that target only you.

Stealthy

You are expert at slinking through shadows. You gain the following benefits:

- You gain low light vision.
- You can hide when you are lightly obscured from the creature from which you are hiding.
- You gain proficiency in the Stealth skill.

Tactical Warrior

You exert control over your foes on the battlefield. You gain the following benefits:

- When you make a melee weapon attack against a creature within 5 feet of you, you can mark that creature until the end of your next turn. A creature that is marked by you takes a -2 penalty to attack rolls against any creature it is not marked by.
- A creature that moves while within 5 feet of you provokes an opportunity attacks from you.
- When you hit a creature with an opportunity attack, that creature must stop moving for the rest of the turn.

Thrown-Weapon Master

You can throw darts, blades, and other hand-held weapons with surprising deadliness. You gain the following benefits:

- You gain proficiency with all thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged attack rolls.
- If you have a thrown weapon in each hand, you can engage in two-weapon fighting to make a ranged attack with one or both of those weapons.

Tough

Your hit point maximum increases by an amount equal to twice your level, and whenever you gain a level, your maximum increases by 2.

D&D Playtest: How to Play

The adventures that unfold in the DUNGEONS & DRAGONS® game take place in your imagination. The Dungeon Master describes environments and circumstances, and you and your fellow players respond by asking questions, describing your characters' actions, and testing your characters' abilities to overcome obstacles and foes. This shared imaginary environment hosts the chambers you explore, the battles you fight, and the encounters you experience.

If you're a player, these rules assume that you have a set of polyhedral dice, a character sheet, and something to take notes with. If you're the DM, you should have dice, a way to take notes, and an adventure, either a published adventure or one of your own creation. You can use whatever visual aids enhance your enjoyment of the game—miniatures, gridded surfaces such as *Dungeon Tiles*, and the like—or use none at all.

Most of this material is directed at an individual player, but the rules are for players and DMs alike.

Basic Rules

You do things in the game by first describing the thing you want your character to do. The DM then responds to your description, and might ask you to use one of your character's ability scores to help determine success. You use your ability scores and their modifiers to interact with the game world in three basic ways: ability checks, attack rolls, and saving throws. All three involve rolling a d20, applying any relevant bonuses and penalties (collectively called modifiers), and comparing the total to a target number. If the total meets or beats that number, the task succeeds. See the "Ability Scores" section for details on each ability and for how an ability's modifier is determined.

Ability Checks

An ability check is a test to see if your innate talent and training are enough to overcome a challenge. Most of the time, you must make an

ability check because the DM has determined that an action you want to attempt has a chance of failure. The outcome is uncertain, and your DM turns to the dice to determine your fate.

When you need to make an ability check, your DM asks you to make it using an ability of his or her choice. The DM chooses the ability that applies best to the task at hand.

To make an ability check, first look at the relevant ability on your character sheet. The ability has both a score and a modifier. Then follow these steps.

1. Roll the die. Roll a d20 and add the relevant ability's modifier.

2. Apply bonuses and penalties. If a class feature, a spell, a proficiency, or some other effect gives you a bonus or a penalty to this check, apply it to your roll.

3. Announce the total. Tell the DM the result of your check.

When you make an ability check, your DM picks a target number, called a Difficulty Class (DC), for the check. Your DM has details on how to determine DCs. The more difficult a task, the higher its DC.

If your check result is equal to or greater than the DC, you succeed. Otherwise, you fail. When you succeed, your action works as intended. When you fail, you either make no progress or perhaps suffer a setback.

Contests

A contest pits two or more characters or creatures against each other, with the outcome determined by each contender's luck and talent. Contests are a form of ability check, except that instead of matching your roll against a DC, both you and the creature you are opposing make a roll. You then compare the two results to see who succeeds.

When to Have a Contest. Contests arise when two creatures attempt to do the same thing and only one can succeed, such as if both you and a bandit attempt to snatch up a magic ring that has fallen on the floor. In other cases, you might attempt something that another creature

actively opposes. If you attempt to push open a door that an orc holds shut from the other side, you make an ability check to open the door, and the orc makes a check to keep it shut.

Resolving a Contest. A contest uses the same rules as an ability check, except that more than one creature makes a check. Any bonuses and penalties you apply when making an ability check that is not a contest also apply to contests involving that ability.

The creature with the higher check result wins the contest. The creature either succeeds at its action or prevents its opponent from succeeding.

If the contest ends in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If you and a bandit tie in a contest to snatch a ring, neither one of you grabs it. If you tie in a contest to push open a door held shut by an orc, the door remains shut.

Likewise, if you tie in a contest to hide from another creature, your situation with respect to that creature does not change. If the creature was already aware of you before the contest, you fail to hide. If it was not aware of you before the contest, you remain hidden.

Attack Rolls

When you meet a ferocious monster, you likely will need to attack it to defeat it. An attack roll is similar to an ability check (you roll a d20 and add modifiers), except that you compare the result of your attack roll to your target's Armor Class (AC). To hit the target, your result must be equal to or greater than the AC. If you hit, you deal damage with your attack, reducing your target's hit points. When a creature drops to 0 hit points, it typically falls to the ground, dying.

Additional rules for attacks and taking damage are provided in the "Combat" section.

Saving Throws

A saving throw, or save, represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. The rules and the DM tell you when to make a saving throw; it is not something you do at will.

When you make a saving throw, follow these steps.

1. Roll the die. Roll a d20 and add the relevant ability's modifier. The rules or the DM will tell you what ability to use.

2. Apply bonuses and penalties. If a class feature, a spell, or some other effect gives you a bonus or a penalty to this saving throw, apply it to your current total.

3. Announce the total. Tell the DM the result of your saving throw. The DM then compares that result to a DC to determine success or failure. The effect you attempt to resist has a DC, and the effect states what happens if you succeed or fail.

Advantage and Disadvantage

Sometimes you have an edge, an advantage, in a situation. At other times, circumstances conspire against you and impose a disadvantage on you.

When the rules say you have advantage or disadvantage on an ability check, an attack roll, or a saving throw, you roll a second d20 when making that roll. You use the higher of the two rolls to determine your result if you have advantage and the lower roll if you have disadvantage.

No matter how many times you gain advantage or disadvantage on the same roll, you roll only one additional d20.

If you have advantage and disadvantage on the same roll, the advantage and the disadvantage cancel each other out. This rule applies even when you have advantage or disadvantage from multiple sources. For example, if two effects give you advantage on a roll and one effect gives you disadvantage, you have neither of them for that roll.

You usually gain advantage or disadvantage through the use of special abilities and spells. Your DM might also determine that circumstances are in your favor and grant you advantage, or that they are not in your favor and impose disadvantage.

As described in the rules on combat, you can take certain actions—such as the dodge, help, and hinder actions—to gain advantage or impose disadvantage.

Ability Scores

Characters in D&D have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, as well as a score attached to each ability. Your ability score describes in broad terms your talent, training, and competence when you do things related to that ability. The higher an ability score, the better your character is at using that ability. Your abilities, in many ways, act as your character's foundation and set the stage for your adventuring career.

A typical monster has the same six abilities and follows the same rules as a character for the use of its abilities, but a monster relies on its abilities far less than an adventurer does.

A score of 10 or 11 in an ability is average for a human adult. A score of 18 is the highest that a normal person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Ability Modifiers

Ability scores govern the many things your character can do. You use abilities to make attacks, to explore your environment, to overcome obstacles and hazards, and to interact with other creatures.

Each of your ability scores has a modifier. When you attempt to do things with an ability and the DM asks you to roll a die, you almost always use your ability modifier—a bonus or a penalty based on your ability score—to help determine your chance of success. Attack rolls, ability checks, and saving throws all use ability modifiers.

Your modifier for a particular ability is your ability score minus 10 and divided by 2 (round down). So, if you have a Strength score of 15, your Strength modifier is +2.

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

Tasks and Skills

This section provides examples of the kinds of tasks that characters might attempt using each of the six abilities, when characters might make saving throws related to each ability, and what other rolls and capabilities are associated with ability scores, such as attack rolls and carrying capacity.

Tasks associated with ability checks are grouped together in broad categories that match skills that characters might possess. For example, the Dexterity section provides example tasks related to Acrobatics, Sleight of Hand, and Stealth. A character need not be proficient in a skill to attempt tasks (and make checks) associated with that skill. Proficiency in a skill simply allows a character to add his or her proficiency bonus to a check that is relevant to that skill. Thus, any character can attempt to hide by making a Dexterity (Stealth) check, but a character proficient in the Stealth skill adds his or her proficiency bonus to that check.

Each set of example tasks ends with a catch-all category of checks that don't map to skills. The examples in these lists are not exhaustive. Players will always come up with things to attempt that aren't covered here, and it's up to the DM's judgment to determine what kind of check to call for and whether a skill applies.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Any character who fights in hand-to-hand combat can benefit from a high Strength. Fighters and other warriors, therefore, prefer high Strength scores.

Ability 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 applies to some Strength checks.

Athletics. You might make a Strength (Athletics) check in difficult situations encountered while climbing, jumping, or swimming. Here are examples:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The DM might call for a Strength check when you try to accomplish one of these tasks:

- 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

You add your Strength modifier to your attack roll and your damage roll when you attack with a

Strength-based weapon, such as a mace or a battleaxe.

Saving Throws

The DM commonly asks you to use Strength when you make a saving throw to resist being pushed against your will, knock aside a boulder that is rolling toward you, catch a collapsing ceiling, or grab onto a ledge to keep from falling.

Carrying Capacity

Your Strength score determines the amount of weight you can bear. To determine how many pounds you can carry unencumbered, multiply your Strength score by 10.

If you carry more than this weight, you are encumbered, which means your speed drops by 10 feet, and you have disadvantage on attack rolls, as well as on Strength, Dexterity, and Constitution checks and saving throws. The maximum weight you can carry encumbered equals twice your unencumbered carrying capacity.

Push, Drag, or Lift Weight. Your Strength score tells you how much weight you can push, drag, or lift. To determine this weight, multiply your unencumbered carrying capacity by 5. While pushing or dragging weight in excess of your maximum weight, you are encumbered and can move no more than 5 feet on your turn.

Size and Strength. Larger creatures can carry more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity, maximum weight, and push, drag, or lift weight. For a Tiny creature, halve these weights. The DM has more information on creature size.

Dexterity

Dexterity measures physical agility, reflexes, balance, and poise.

Rogues and other characters who wear light armor prefer a high Dexterity score, since it helps them avoid enemy attacks. A character also uses Dexterity when making attacks with bows, slings, and other projectile weapons.

Ability Checks

A Dexterity check can model any task that requires physical finesse, agility, balance, precision, or flexibility. The Acrobatics, Sleight of Hand, and Stealth skills apply to some Dexterity checks.

Acrobatics. Make a Dexterity (Acrobatics) check to balance when you try to keep your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. You can also draw small weapons without alerting anyone that you have done so, such as when palming a knife or sliding darts out of your sleeve. And the DM might call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The DM might call for a Dexterity check when you try to accomplish one of these tasks:

- Keep a trap from functioning
- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn or obstacle
- Pick a lock
- Stay in the saddle of a rearing horse
- Securely tie up a prisoner
- Wriggle free of bonds

Attack Rolls

You add your Dexterity modifier to your attack roll and your damage roll when you attack with a Dexterity-based weapon, such as a sling or a longbow.

Saving Throws

The DM commonly asks you to use Dexterity when you make a saving throw to avoid a spell such as *lightning bolt* or *fireball*, dodge a falling pillar, or dive out of the way of a charging horse.

Armor Class

Depending on the armor you wear, you add some or all of your Dexterity modifier to your Armor Class.

Initiative

At the beginning of every battle, you roll initiative, which means rolling a d20 and adding your Dexterity modifier.

Constitution

Constitution measures your health and durability, so every character benefits from having a high Constitution score.

Ability Checks

Constitution checks are uncommon, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a creature. A Constitution check can model a creature's attempt to push beyond normal limits, however. No skills apply to Constitution checks.

The DM might call for a Constitution check when a character tries to accomplish one of these tasks:

- Hold his or her breath
- March for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go
- Roll down a steep slope without taking damage

Saving Throws

The DM commonly asks you to use Constitution when you make a saving throw to resist disease, poison, or fatigue; withstand a medusa's petrifying gaze; endure the debilitating effects of a deep wound; or ignore excruciating pain.

Hit Points

Your Constitution modifier contributes to your hit points. See the description of your character class for more information.

Intelligence

Intelligence measures mental acuity and the ability to recall information and to reason.

Arcane magic, such as that used by mages, often requires a keen mind for its mastery, and thus Intelligence is most important to such characters.

Ability Checks

An Intelligence check comes into play when a creature needs to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Nature, Religion, and Search skills apply to some Intelligence checks.

Arcana. A character might make an Intelligence (Arcana) check to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, or the inhabitants of those planes.

History. A character might make an Intelligence (History) check to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, or lost civilizations.

Nature. A character might make an Intelligence (Nature) check to recall lore about terrain, plants and animals, the weather, or natural cycles.

Religion. A character might make an Intelligence (Religion) check to recall lore about deities, rites and prayers, ecclesiastical hierarchies, holy symbols, or the practices of secret cults.

Search. When you look around for clues that point to a hidden object, such as a trap or secret door, or hints of a creature's passage through an area, you make an Intelligence (Search) check.

Other Intelligence Checks. The DM might call for an Intelligence check when a character tries to accomplish one of these tasks:

- Communicate with a creature without words
- Deduce what kind of weapon caused an injury

- Estimate the value of a precious item
- Pull together a disguise to help an ally pass as a city guard
- Determine how to cause part of a tunnel to collapse
- Pass off a forged document as real

Saving Throws

The DM commonly asks you to use Intelligence when you make a saving throw to resist a spell that attempts to overcome your intellect.

Magic Ability

Members of certain classes, such as mages, use Intelligence as their magic ability. If Intelligence is your magic ability, your Intelligence modifier helps determine the saving throw DCs of your spells.

Languages

A character is fluent in a number of languages noted in the description of his or her race. At 1st level, your character is fluent in a number of additional languages equal to his or her Intelligence modifier if it is greater than 0. If the character's Intelligence modifier later increases, that increase does not grant additional languages, and a decrease does not take languages away.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign, such as Chondathan or Damaran in the FORGOTTEN REALMS® setting.

With your DM's permission, you can instead choose a language from the Exotic Languages table or a 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, Brownie, Pixie, and Sprite all exist within the Sylvan family, while Auran, Aquan, Ignan, and Terran all exist within the Primordial family. High elves, wood elves, and drow all speak their own dialects of Elvish. But speakers of different languages or dialects within the same family can communicate with one another.

STANDARD LANGUAGES

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

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons	Draconic
Deep Speech	Mind flayers, beholders	Deep Speech
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underdark traders	Elvish

Wisdom

Wisdom reflects how attuned you are to your surroundings, representing general perceptiveness, intuition, insight, and other, less tangible senses.

Although Wisdom is important to all characters who want to be alert, Wisdom is especially important to clerics and druids, since the ability is crucial for channeling divine power from the gods and the environment.

Ability Checks

A Wisdom check might arise in situations that call for intuition, gut feelings, empathy, or sensitivity to the environment. The Animal Handling, Insight, Medicine, Perception, and Survival skills apply to some Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep your mount from getting spooked, or intuit an animal's intentions, make a Wisdom (Animal Handling) check.

Insight. When you attempt to determine the true intentions of another person, such as when searching out a lie or predicting someone's next

move, you can make a Wisdom (Insight) check. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. When you try to stabilize a dying companion or quickly diagnose what common illness is afflicting him or her, you make a Wisdom (Medicine) check.

Perception. You might make a Wisdom (Perception) check to spot, hear, or otherwise detect the presence of something. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear creatures moving stealthily toward you in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush ahead of you on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival. A character might make a Wisdom (Survival) check to hunt wild game, guide a party safely through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The DM might call for a Wisdom check when a character tries to accomplish one of these tasks:

- Figure out the direction to a source of moving air while underground
- Discern whether a seemingly dead or living creature is undead
- Sense the true direction of an echoing sound

Saving Throws

The DM commonly asks you to use Wisdom when you make a saving throw to resist being charmed or frightened, to see through an illusion cast upon you, or to withstand an attempt to influence you.

Magic Ability

Members of certain classes, such as clerics and druids, use Wisdom as their magic ability. If Wisdom is your magic ability, your Wisdom modifier helps determine the saving throw DCs of your spells.

Charisma

Charisma measures your ability to interact with others well. It includes such factors as confidence, eloquence, and even appearance. A character with a high Charisma is likeable, forceful, or both. The character might exude confidence and grace and is most likely a natural leader. A character with a low Charisma score comes across as dull and possibly uneasy.

All characters benefit from a high Charisma, especially those who deal with nonplayer characters, such as hirelings, henchmen, and intelligent monsters. Charisma is also important to spellcasters who manipulate magical power through sheer force of will.

Ability Checks

A Charisma check might arise in a situation that requires social skills, the ability to influence or entertain others, or sheer force of personality. The Deception, Intimidation, Performance, and Persuasion skills apply to some Charisma checks.

Deception. When you make a Charisma (Deception) check, you are attempting to deceive someone, either verbally or through your actions, which can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass off a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, make a Charisma (Intimidation) check. Examples of when you would intimidate another include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. You make a Charisma (Performance) check to perform before an audience with music, dance, acting, legerdemain, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with your tact,

social graces, or good nature, make a Charisma (Persuasion) check. Typically, you attempt to persuade someone when you are acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let you see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The DM might call for a Charisma check when a character tries to accomplish one of these tasks:

- 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

Saving Throws

The DM commonly asks you to use Charisma when you make a saving throw to resist certain magical compulsions, especially those that would overcome your sense of yourself.

Magic Ability

Members of certain classes, such as bards, use Charisma as their magic ability. If Charisma is your magic ability, your Charisma modifier helps determine the saving throw DCs of your spells.

Exploration

Whether you enter an ancient tomb, slip through the back alleys of Waterdeep, or hack a fresh trail through the thick jungles of the Isle of Dread, much of a D&D adventure revolves around exploration. Part of the fun in the game is uncovering the secrets, monsters, and treasures that the DM has placed throughout the campaign world. You never know what might lurk around the corner.

A few game mechanics are used frequently while exploring: movement, stealth, and perception. The movement rules determine how fast or far you can travel. They also cover how to swim, climb, and jump. The stealth rules outline how you can hide from creatures, while the perception rules govern how to spot hidden objects and creatures.

Embracing all of these rules are the rules for time.

Time

When you explore an area, the DM tracks your progress and describes what you see and encounter. Hours or days might pass as you delve under the earth and travel through the countryside. When time is of the essence, the DM tracks the passage of time in minutes. Also, the game uses rounds as a unit of time in combat and other situations when each character's actions are important moment by moment.

Days. It's easy to keep track of the passage of days by counting the number of long rests you and your fellow adventurers take. The DM might also keep track of days if counting down to a festival or other calendar event. Sometimes a group decides to take a break from adventures, and the DM tracks how many days of downtime accrue. The location of a temple, tower, or tomb of interest could lie at the far end of several days of travel.

Hours. The DM broadly tracks the number of hours that pass during the course of active adventuring. Some magical rituals take an hour to complete. Research in a library takes at least a couple of hours. Reaching the next village might require 4 or 5 hours of hard riding.

Minutes. Some tasks that don't take a lot of time are best measured in minutes. It might take 10 minutes to clear the sand from a tomb entrance, or 5 minutes to work your way from one end of a crowded market to the other.

Rounds. Rounds come into play when it is important to track action on a small scale. Each round lasts about 6 seconds, meaning that 10 rounds fit into a minute.

Rounds come into play during combat, when each step or sword blow can spell the difference between victory and defeat, and in other situations when the DM keeps track of each action you take.

The "Combat" section has more information on how rounds are used in battle.

Movement

Each character has a speed, which is the distance in feet that the character can move in 1 round. To determine how far you can move in a minute, multiply your speed by 10.

Difficult Terrain

While exploring and fighting, you can expect to move into areas of rubble, have to climb ropes and walls, and swim across rivers or subterranean lakes. When you encounter terrain you cannot move across normally, the DM adjudicates what happens. Most often, such an area is difficult terrain. In difficult terrain, you move at half speed; moving 1 foot costs 2 feet of your speed.

Modes of Movement

There are a number of different ways you can move, from walking across an empty room to struggling up a steep slope. These different modes of movement can be combined when you move. Simply deduct the distance of each part of your move from your speed until your speed is used up or until you are done moving.

You can enter an area only if you have enough speed left to do so. If, for example, you have only 5 feet of speed left, you cannot cover 5 feet of difficult terrain.

Walk. Your speed defines how far in feet you can walk during a round.

Hustle. Outside combat, you can double your speed by hustling. Doing so in combat requires your action (see the "Combat" section).

Jump. With a jump, you leap into the air to clear an obstacle or grab an object above you.

Long Jump: If you walk at least 10 feet and then make a long jump, you leap a number of feet up to your Strength score. Otherwise, you can leap only half that distance.

High Jump: If you walk at least 10 feet and then make a high jump, you rise a number of feet into the air up to $3 + \text{your Strength modifier}$.

Otherwise, you can jump only a number of feet up to your Strength modifier (minimum 1).

In any case, you can extend your arms half your height above you during the jump. Thus,

you can reach above you a distance equal to the height of the jump plus 1.5 times your height.

Climb. When you climb a vertical surface that has sufficient handholds, you move at half speed; climbing 1 foot costs 2 feet of your speed. Climbing a slippery vertical surface or one with few handholds requires a Strength (Athletics) check. You cannot climb across a ceiling or a similar surface without a special ability.

Swim. When you swim through water or another liquid, you move at half speed; swimming 1 foot costs 2 feet of your speed. Swimming through rough water requires a Strength (Athletics) check.

Drop Prone. You can drop prone by using 5 feet of your movement.

Stand Up. When you are prone, you can stand up as your move. Doing so requires all of your current speed. If your speed is 0, you can't stand up.

Crawl. Unless you stand up, crawling is your only option for movement while you're prone. You crawl at half speed; crawling 1 foot costs 2 feet of your speed.

Using Two or More Speeds

If a creature has more than one speed, such as a walking speed and a flying speed, the creature can use any of its speeds as part of the same move. When the creature switches from one speed to another, take the distance it has already covered during its current move and subtract that distance from the new speed. The result is the distance the creature can move using the new speed. If the result is 0 or less, the creature can't use the new speed during the current move.

For example, a dragon moves 30 feet on the ground and then leaps into the air to fly. The dragon has a speed of 40 feet and a fly speed of 80 feet. Because the dragon has already moved 30 feet during its move, it can fly up to 50 feet. During another turn, the dragon flies 80 feet and lands. Because its normal speed is 40 feet, the dragon cannot walk during the same move.

Falling

One of the most common hazards to an adventurer is a fall from a great height.

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.

Stealth

When a creature tries to hide, it relies on its Dexterity to remain unnoticed. A creature can attempt a Dexterity (Stealth) check to sneak around, moving quietly and using cover and heavily obscured areas to avoid detection.

There are two ways you can hide. If a creature can't possibly see you, you need only to avoid making noise to avoid detection. If a creature might see you, you need to keep behind cover or stay in heavily obscured areas to remain hidden.

When you try to hide from one or more creatures, your Dexterity (Stealth) check is contested by the Wisdom (Perception) check of any creature who might notice you or the Intelligence (Search) check of a creature that is actively searching for signs of your presence. You make one Dexterity (Stealth) check for this contest. Use that check result for all such contests you engage in until you are discovered or you stop hiding.

Conditions for Stealth

In order to avoid detection, you need some way to remain out of sight, either something to hide behind or an area of poor visibility to locate yourself in.

Stay out of sight. You can't just stand in the middle of an empty, lit room and hope to avoid notice. Something must conceal you, perhaps a large object, a piece of terrain, or an immobile creature of a sufficient size, such as a slumbering dragon. Regardless of what stands between you and a viewer, it must cover at least half your body for you to hide behind it.

An environmental phenomenon that obscures you from view can also provide a means to hide. A **heavily obscured** area typically contains darkness, opaque fog, or dense foliage. A creature in a heavily obscured area is out of sight, just as if it were hiding behind an obstruction, and thus can try to hide. A **lightly obscured** area typically contains dim light, patchy fog, or moderate foliage. Some monsters and characters

have special abilities that enable them to try to hide even in areas that are only lightly obscured.

Stay quiet. It's assumed that you try to avoid making noise while hiding, and your Dexterity (Stealth) check also represents your ability to keep quiet. If you make a noise, such as yelling a warning to an ally or knocking over a vase, you give away your position and are thus no longer hidden.

Benefit of Being Hidden

You have advantage on the attack roll when you attack a creature from which you are hidden. Making an attack reveals your position, however.

Perception

As you move through a dungeon, walk along a forest trail, or search a sage's sanctum, you rely on your abilities to spot hidden clues, notice lurking monsters, find traps or secret doors, and avoid unpleasant surprises. The DM describes the scene to you, but sometimes you want your character to search for something that the DM might be omitting from the description. The perception rules help determine whether your character notices or can find a hidden object or creature.

Noticing and Finding

Your Wisdom (Perception) check serves as a measure of your general awareness of your surroundings, whether you notice creatures lurking in ambush, hear the stealthy tread of an approaching assassin, or catch the telltale whiff of troglodyte in the air.

Your Intelligence (Search) check measures your ability to find something you're looking for, whether it's the faint outline of a secret door in a wall, the hollow sound that reveals a hidden compartment in the bottom of a chest, clues to a murder, or the footsteps of an invisible creature in the dust.

Sherlock Holmes, renowned for his Intelligence, is the undisputed master of finding clues and determining their significance (using the Search skill). Tarzan, on the other hand, who unfailingly hears the rustle of leaves or the snap

of a twig, or sees a stalking tiger or lurking snake, relies on his Wisdom (Perception).

The line between using Wisdom or Intelligence can seem indistinct at times. Making an effort to notice something might seem similar to finding something you're looking for, but it still relies on Wisdom (Perception), because it's more about general awareness than it is about attention to detail. Likewise, if you spend a moment to scan the surrounding trees, or press your ear to a door to hear what might lurk beyond, you're relying on Wisdom (Perception) rather than Intelligence (Search). As a rule, if you're not positive that Intelligence is the right choice, then Wisdom is the ability to use.

Finding a Hidden Object

When your character searches for a hidden object, such as a secret door or a trap, the DM typically asks you to make an Intelligence (Search) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook. The DM sets the DC, as usual.

In most cases, you need to tell the DM where you are looking in order for him or her to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Intelligence (Search) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

Since traps and other dangers might protect hidden objects, this attention to detail is important for the game to remain fair. Just as the DM should never dictate your character's actions, so too should you make your intentions clear to the DM when you search for concealed clues and hidden treasures.

Noticing or Finding a Hidden Creature

When a creature is hiding from your character, you contest that creature's Dexterity (Stealth) check with either a Wisdom (Perception) check

or an Intelligence (Search) check. The DM usually asks you for a Wisdom (Perception) check if you have no idea that a creature is present and thus no reason to be actively searching, or if you're taking a moment to scan your surroundings or listen for movement. In this case, your search is a mix of looking and listening, so you don't normally need to be too specific in your description of where you're searching. A lurking foe might give itself away with a muffled cough, a trail of disturbed dust, or some other sign.

The DM generally asks for an Intelligence (Search) check if you're specifically searching for clues to a hidden creature's location. Here the guidelines for finding a hidden object apply; you need to tell the DM if you're looking at the curtains for a telltale bulge, checking the floor for footprints, or taking some other action to find the creature.

Listening at a Door

As your character explores a dungeon or a similar environment, one way to be prepared for dangers ahead is to press your ear to a door in an effort to hear signs of activity beyond. If humanoid creatures are occupying the area, you might hear the casual conversation of bored sentries or a fierce argument between two rival chieftains. If a dragon is sleeping on its treasure pile, you might hear the rhythmic whisper of its breathing, perhaps punctuated by fiery snorts or the crackle of electricity around its nostrils. When you listen at a door or otherwise try to hear noise in an area, the DM asks you to make a Wisdom (Perception) check, setting the DC based on the volume of whatever you might hear.

Interaction

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of most D&D adventures, but no less important are the interactions that adventurers have with other people, monsters, and even things in the world. Nonplayer characters might serve as patrons who send the adventurers on quests and reward them for their efforts, as allies who offer them material aid to help them accomplish their goals,

as companions who accompany them on their adventures, as obstacles to achieving what they desire, and as adversaries in a social or political arena. Some monsters are open to negotiation when adventurers stumble into their lairs, perhaps granting the heroes their lives in exchange for great piles of treasure or the promise of better food elsewhere. Even dungeon features such as talking statues or magic mirrors can play an important role.

There are several schools of thought when it comes to handling interactions in a roleplaying game. Some players and DMs prefer to speak in character and adopt the mannerisms of their characters in the same way that an actor plays a role on stage. Others prefer to describe a character's dialogue, giving a basic outline of what the character has to say. Neither approach is necessarily "correct," and the approach you take has no impact on the rules for resolving interaction situations.

An interaction should always be driven by the back-and-forth between an NPC and the adventurers. No rules are necessary when the adventurers ask an innkeeper for directions or purchase a new coil of rope, and the DM might not even require the characters to play out these routine interactions. Roleplaying is important in important situations, and dice should come into play only when there is uncertainty about a conversation's outcome. When the adventurers interrogate a captive orc, it might reveal the location of its lair or it might stay silent, even in the face of death. The characters' words and actions, and their die rolls, help determine the orc's response.

Attitudes and Reactions

The starting point for an interaction encounter is the attitude of the NPCs or monsters involved. A creature's attitude toward the adventurers determines how it acts and how it reacts when they make some request or demand of it.

During the course of an interaction, the adventurers may make requests or demands, and the Dungeon Master may ask for a Charisma check to influence that character. The results of the check are limited by the character's attitude.

Note that simply rolling badly on a Charisma check does not change the character's attitude; a low roll (below 10) simply means the adventurer does not convince the character to do something other than its default reaction.

Friendly

Friendly characters want to help and wish for the adventurers to succeed. These characters are allies, and they trust the characters. A friendly character owes them loyalty, gratitude, or service as a result of their history together. Few characters begin an encounter friendly.

The only reason to make a check when dealing with a friendly character is to see if the character will take personal risks or make sacrifices on behalf of the adventurers. Otherwise, for tasks or actions that require no particular risk, effort, or cost, friendly characters usually help without question.

FRIENDLY NPC REACTIONS

DC Result

- | | |
|---------|--|
| Default | The NPC will do as you wish for requests that don't involve risks or sacrifice |
| 10 | The NPC accepts a minor risk or sacrifice to do as you wish |
| 20 | The NPC accepts a significant risk or sacrifice to do as you wish |

Indifferent

Indifferent characters have no special ties to the adventurers. They might help or hinder the adventurers, depending on what benefits them the most. The vast majority of NPCs in normal situations begin an encounter indifferent.

Note that a character's indifference does not mean the person is standoffish or uninterested. Indifferent characters might be polite, genial, surly, irritable, or anywhere in between. Being indifferent simply means the NPC does not actively work against the adventurers, nor have they yet earned the NPC's support as an ally.

A check is usually necessary when the adventurers try to persuade an indifferent character to do something.

INDIFFERENT NPC REACTIONS

DC Result

- | | |
|---------|---|
| Default | The NPC offers no help or harm |
| 10 | The NPC will do as you wish without taking risks or making sacrifices |
| 20 | The NPC accepts a minor risk or sacrifice to do as you wish |

Hostile

Hostile characters oppose the adventurers and their goals. They are enemies, and they actively work to see the adventurers fail. They often take actions to harm or stymie the adventurers.

However, a character's hostility doesn't mean that the character will attack on sight. For example, a condescending noble might wish to see a group of upstart adventurers fail in order to keep them from rivaling him for the king's attention; in this case, the noble might be hostile toward the adventurers, but would choose slander and scheming over direct, physical violence as a means of thwarting their efforts.

Adventurers almost always need to make a fairly challenging Charisma check to convince a hostile creature to do anything on their behalf.

HOSTILE NPC REACTIONS

DC Result

- | | |
|---------|--|
| Default | The NPC opposes your actions and may take risks to do so |
| 10 | The NPC offers no help or harm |
| 20 | The NPC will help you as long as there are no risks or sacrifices involved |

Changing Attitudes

Character attitudes are not set in stone, and the attitude of a character interacting with the party might change over the course of a conversation. Attitudes are fluid, and sometimes shift (either temporarily, or permanently) based on ongoing interactions.

Permanently changing a character's attitude requires a significant effort. It's impossible to completely change an attitude over the course of a brief conversation, but it can change over time. A character's attitude changes in response to actions, not words. If a character offers help to the adventurers, who then abuse that offer, the character might become hostile. Likewise, a

hostile character who profits from the party's actions can become indifferent or even friendly. After any interaction, the Dungeon Master can change the character's attitude for the purposes of his or her next interaction with the party if the long-term results of the interaction harmed or benefited the character.

Temporarily changing a character's attitude, however, is somewhat easier and can have a significant effect on the outcome of an interaction. If the adventurers say or do the right things during an interaction, they can make a hostile character temporarily indifferent, or an indifferent character temporarily friendly. Likewise, a gaffe, insult or harmful deed might make a friendly character temporarily indifferent, or an indifferent character hostile.

Typically, you cannot shift a character's attitude (either temporarily, or permanently) more than one step during a single interaction.

Ideals, Flaws, and Bonds

All characters have character traits known as ideals, flaws, and bonds, which can be used during an interaction to temporarily change a character's attitude. Touching positively on a character's ideals, flaws, or bonds during an interaction can shift the character's attitude in a positive direction, and vice versa.

Ideals motivate the character to act in a certain way. This encompasses everything from the character's life goal to a core belief system.

Ideals might answer any of these questions: What are the principles that this character will never betray? What would prompt this character to make sacrifices? What drives this character to act and guides its goals and ambitions? What is the single most important thing this character strives for?

Flaws represent the vices, compulsions, fears, and weaknesses of a character.

Flaws might answer any of these questions: What enrages the character? What is the one thing that he or she cannot bear to witness without becoming angry? What is the character afraid of? What's the one person, concept, or event that he or she is terrified of? What are the character's vices?

Bonds represent the character's connection to people, places, and events in the world.

Bonds might answer any of these questions: Whom does the character care most about? To where does the character feel a special connection? What is the character's most treasured possession?

Whenever a request or statement in an interaction touches on a character's ideals, flaws, or bonds, it might have a positive or negative impact on the character's reaction, making it easier or harder to persuade the character to act. Here are some examples:

- A druid's ideals include protecting the forest. Asking the druid to help burn down the forest betrays this ideal and would shift the druid's reaction toward hostility.
- The head of the Thieves' Guild holds ideals involving profit and larceny. Asking the guildmaster for help in pulling off a heist plays into this ideal and might get a more positive response.
- A barbarian chieftain's flaw might be a fear of being perceived as weak. Trying to persuade him to back down from a fight would play right into that fear, shifting his attitude toward hostility.
- A farmer's flaw might be an overwhelming fear of orcs raiding his farm. Persuading him to flee his home is much easier if the characters can play off that fear.
- A noble's bonds might include his love for his dearest daughter. Asking him to put her at risk for any reason threatens that bond and shifts his attitude toward hostility.
- A paladin's bonds might include his fondness for his home village. Asking him to help defend the village from attack is a relatively easy task.

Learning a Character's Traits

If the adventurers can learn another character's ideals, flaws, or bonds before or during an interaction, they can gain a significant advantage compared to stumbling blindly through the interaction. Knowing a character's traits allows them to avoid the pitfalls associated with negatively provoking the character and might allow them to present their requests in the most favorable way.

After interacting with another character for at least 10 minutes, feeling out the subject's personality and traits through conversation, a character can attempt a Wisdom (Insight) check to uncover one of the character's ideals, flaws, or bonds. The player declares what type of trait (ideal, flaw, or bond) he or she wants to uncover, and the DC is based on the subject's Wisdom score. Characters with a higher Wisdom are more in control of themselves and better able to mask their inner concerns.

Increase the DC by up to 10 if the character consciously tries to hide a trait. If the adventurer's check fails by 10 or more, the player character might misidentify a trait. The DM might provide a false trait or invert one of the character's existing traits. For example, if an old sage's flaw is that he is prejudiced against the uneducated, the inverse would indicate that the sage enjoys personally seeing to the education of the downtrodden.

Resolving the Interaction

After making sure that every character has had the opportunity to engage in the interaction to the extent he or she desires, and that the players have had time to discover all that they want to know about a character's ideals, flaws, and bonds, the DM can call for a Charisma check. (Depending on the approach the characters take, the Deception, Intimidation, or Persuasion skills might apply.) This Charisma check signals the climactic moment of the interaction, which sets the subject's course of action with its outcome.

Other characters participating in an interaction can influence it, for better or worse. 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. On the other hand, if a "helping" character says something stupid or offensive, the character making the Charisma check has disadvantage on that check.

Once the check has been made, further attempts are usually fruitless, at least for the time being. If the players try to press the issue once the check has been made and resolved, they run the risk of upsetting or angering the subject,

potentially shifting his or her attitude toward hostility.

Combat

This section details the rules for combat. It covers the basics of how to start a battle, the actions you can take, and how those actions work.

The Combat Sequence

This is the basic sequence of play for a combat encounter:

1. Determine surprise.
2. Roll initiative.
3. Play through a round of combat, with each participant in the battle taking a turn in initiative order.

If the battle continues, repeat step 3.

The Round

Each round represents 6 seconds. During a round, each participant in a battle takes a turn in an order determined by initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

When an effect, such as one caused by a spell, lasts for a round, it lasts from the current turn to the same turn in the next round. Unless specified otherwise, the effect ends at the start of that next turn.

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 an orc patrol until the cube absorbs one of the group.

In these situations, one side of the battle gained surprise over the other. One side acts while the other is caught off guard and unable to act for a critical moment.

Determining Surprise. The DM determines who might be surprised. Creatures that were unaware of their opponents' approach or

presence are surprised. A creature can be surprised even if its allies aren't.

Effect of Surprise. A creature that is surprised cannot move or take actions until after its first turn in the battle.

Initiative

Initiative determines the order of actions during a battle.

Determining Initiative. To determine initiative, each participant in a battle rolls a d20 and adds its Dexterity modifier. At the DM's discretion, a group of identical creatures can use one roll for the entire group, with each member of that group acting at the same time.

The DM ranks the combatants in order from the one with the highest initiative result to the one with the lowest. This is the order in which they act during each round.

Resolving Ties. 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 creatures each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can take one action. You can also move up to your speed. After you have moved and taken your action, your turn ends. See "Movement in Combat" and "Actions in Combat" below for more information about moving and acting during a battle.

Skipping Your Turn or Part of It. You don't have to move or take an action on your turn, and sometimes you might want to do nothing other than watch the battle unfold.

If you choose not to do anything on your turn, concentrating on defense can help you remain safe until your next turn. Consider using your action to dodge (see "Actions in Combat" below).

Reactions. Certain special abilities and spells allow you take a special action called a reaction. A reaction is an instant response to a trigger of some kind. The opportunity attack is the most common type of reaction (see "Movement in Combat").

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

Any effect that denies you the ability to take actions also prohibits you from taking a reaction.

Movement in Combat

When you move during a battle, you can mix and match movement modes as normal, walking, jumping, swimming, crawling, and so on (see the "Exploration" section). You also follow these rules.

Breaking Up a Move. You can break up your movement on your turn, moving both before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, search for a trapdoor, and then move 20 feet.

Moving Around Other Creatures. You can't move through an enemy's space unless it is two sizes larger or smaller than you. In contrast, you can move through an ally's space, but you can't stop there.

Opportunity Attacks. If a hostile creature that you can see moves out of your reach, you can use your reaction to make a melee attack against that creature. This attack is called an opportunity attack. The attack interrupts the creature's movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the disengage action (see "Actions in Combat" below). You also don't provoke an opportunity attack when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Variant: Movement on a Grid

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

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments.

If you use a grid often, consider writing your speed in squares on your character sheet. To do so, divide your speed by 5, and write down the result. For example, a speed of 30 feet translates into a speed of 6 squares.

Entering a Square. To enter a square, you must have at least 1 square of movement left (in other words, 5 feet of movement left).

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Moving Diagonally. Entering a square diagonally costs 1½ squares of movement. This rule means you must have at least 2 squares of movement left to enter your first square diagonally, and every 2 squares you move diagonally uses up 3 squares of movement.

Actions in Combat

This section describes the typical actions you can take during your turn. Some special abilities allow you to use several of these actions at once.

Attack

Whether you are swinging a sword, launching an arrow from a bow, or brawling with your fists, you are making an attack, the most common action to take in a battle. See “Attack Basics” below for the rules that govern attacks.

Cast a Spell

Many adventurers, such as mages and clerics, have access to spells and can use them to great effect in combat. A spell requires a single action to cast, unless noted otherwise. See the “Magic” section for rules on spellcasting.

Charge

To charge, you choose a target that is at least 10 feet away from you. You move up to half your speed to a position where that target is within your reach, and then you make a melee attack against it. After the attack, your turn ends.

Coup de Grace

When a foe is unconscious, you have any easier chance than normal to inflict a serious wound on it. You can use your action to perform a coup de grace against an unconscious creature within 5

feet of you. Doing so requires you to attack that creature. If you hit, the attack is automatically a critical hit. If the creature was already at 0 hit points, it dies.

Disengage

When you disengage, you move up to half your speed. If you leave a hostile creature’s reach during this movement, you do not provoke an opportunity attack from that creature.

Dodge

When you take the dodge action, you focus entirely on avoiding attacks. Until your next turn, attack rolls against you have disadvantage, and you make Dexterity saving throws with advantage. You lose this benefit if you cannot move or take actions, such as if you become paralyzed by a monster’s attack or stuck in quicksand.

Grapple

Using at least one free hand, you try to grab and hold a creature no more than one size larger than you by making a successful Strength check contested by the creature’s Strength check or Dexterity check (the creature chooses the ability). If you succeed, the creature’s speed becomes 0 and cannot increase until the grapple ends.

Moving a Grappled Creature. When you move, you can drag or carry a grappled creature with you, but every 5 feet costs you 5 extra feet of movement, unless the creature is two or more sizes smaller than you.

Restraining a Creature. As a separate action, you can restrain a grappled creature by making another successful Strength check contested by the creature’s Strength check or Dexterity check. If you succeed, the creature is restrained. While you’re restraining it, attacks against you have advantage, your attacks have disadvantage, and you have disadvantage on Dexterity saving throws. You can stop restraining the creature at any time.

Ending a Grapple. You can release a grappled creature whenever you like, and you must do so if you can’t take actions or if you lose control of the grabbing limb. If a force, such as the blast

created by the spell *thunderwave*, removes a grappled creature from your reach, the creature is freed, unless the force also targets you and moves you with the creature.

As an action, a grappled creature can escape by succeeding on a Strength or Dexterity check contested by your Strength check.

Initiating a Contest

Battle often involves pitting your physical or mental 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: grapple and knock down. The DM can use these contests as models for improvising others.

Help

You can lend your aid to another creature in the completion of a task. The creature you aid gains advantage for the next relevant ability check he or she makes to perform that task before your next turn.

Alternatively, you can aid another creature in one of its attacks against a creature within 5 feet of you. If the creature you help attacks the target before your next turn, the attack roll is made with advantage.

Hide

In battle, it is often advantageous to drop out of sight, but doing so can be difficult. Trying to hide takes up your action. See “Stealth” in the “Exploration” section for rules on hiding.

Hinder

You distract or otherwise hinder another creature within 5 feet of you. When you hinder a creature, describe the manner in which you do so. The creature has disadvantage on the next relevant ability check or attack roll it makes before your next turn.

Hustle

With the hustle action, you move up to your speed. If you combine the action with your regular move, your speed is effectively doubled for your current turn.

Knock Down

You knock a creature prone that is no more than one size larger than you by making a successful Strength check contested by that creature’s Strength check or Dexterity check (the creature chooses the ability).

Ready an Action

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you forgo your action on your turn to take an action later in the round using your reaction, an action that requires no more than a split second of forethought.

When you ready an action, you decide what perceivable event or circumstance will trigger your reaction, and you choose what action you’ll take: attack, grapple, hustle, knock down, or use an item. Examples include “As soon as the troll walks out from behind the corner, I shoot an arrow at it,” or “If the goblin moves next to me, I hustle away.”

When the trigger occurs, you can take your reaction, and you do so right after the trigger finishes. If the reaction interrupts another creature’s turn, that creature can continue its turn right after the reaction.

If the trigger never occurs or you ignore it, you simply wait for your next turn.

Search

Whether you’re searching for a creature or an object, trying to find something requires concentration—just enough to use your action in the midst of a fight. See “Perception” in the “Exploration” section for rules on perceiving things.

Use an Item

Both mundane objects and magic items, from a handful of caltrops to a *horn of blasting*, are useful tools in combat. Activating the special ability of such an item requires an action.

In contrast, you can combine drawing or stowing one weapon or shield with your action, your move, or both.

Many of the other most common interactions with items—moving through a door that opens easily, picking up a scroll, and withdrawing a

potion from your backpack—do not require an action at all. You are assumed to be able to incorporate such uses into your turn, while you move and take your action. Sometimes, however, the DM will require you to use your action when an item needs special care or when it presents an unusual obstacle. For instance, your DM could reasonably expect you to use an action to open a stuck door.

You also use this action to interact with objects in the environment. Your DM might require you to use this action to swing on a chandelier, knock over a stone statue, pull a lever to open a portcullis, or turn a crank to lower a drawbridge.

Improvising an Action

Your ability scores allow you to do things not covered by the actions described in this section, such as breaking down doors, intimidating your enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can take are your imagination and your ability scores.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack Basics

Attacks generally have the following structure.

- 1. Choose a target.** Before you attack, pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The DM determines if the target has cover. Also, check to see if 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.** After the DM has determined the situational modifiers that might apply, you make your attack roll as described below. If you hit, you roll damage, unless your attack specifies otherwise.

Attack Rolls

When you attack with a weapon or a spell, you must determine whether the attack hits or misses. You do so with an attack roll, a d20 roll

adjusted by modifiers that represent your natural skill with a weapon or spells, as well as any special skill or training you possess.

The DM might decide that you have a better or worse chance to hit because of factors beyond your control. For example, it is harder to hit an orc that is crouched behind a stone wall than one standing in the open.

An attack roll looks like this: d20 + ability modifier + weapon or magic training (if any) + situational modifiers. If the total of your roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

Ability Modifier. The ability modifier used for a typical melee attack is Strength, and the ability modifier used for a typical ranged attack is Dexterity. A magic attack uses the attacker's relevant magic ability score, which is usually determined by class. For instance, mages use Intelligence, and clerics use Wisdom.

Rolling a 1. If your d20 roll is a 1 before adding modifiers, your attack automatically misses.

Rolling a 20. If your d20 roll is a 20 before adding modifiers, your attack automatically hits. In addition, the attack is a critical hit (see the "Critical Hits" section).

Attacking without Proficiency. You make an attack roll with disadvantage if you're attacking with a weapon that you aren't proficient with.

Cover

Cover is provided by solid objects that stand between you and your target. Walls, pillars, and trees are common examples of things that can provide cover. A target behind cover that blocks at least half its body is harder to hit.

Half Cover. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether an enemy or a friend.

A target with half cover has a +2 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Three-Quarters Cover. 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.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Total Cover. A target has total cover if it is completely concealed by an obstacle. Under normal circumstances, a target with total cover cannot be targeted directly by an attack or a spell, although many spells can reach such a target by including it in an area of effect.

Attacking an Unseen Target

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll, whether or not you know where the target is located. Your attack might miss because you rolled too low or because the target is nowhere near where you struck!

Melee Attacks

A melee attack allows you to attack a foe within your reach. Melee attacks typically use a sword, a warhammer, an axe, or some other weapon, including bare fists. Some spells also involve making a melee attack.

Reach. Most creatures have a 5-foot reach, and can thus attack targets within 5 feet of them. Certain creatures have greater reach, as noted in their descriptions.

Two-Weapon Fighting. When you are wielding two light melee weapons, you can attack twice when you take the attack action on your turn, attacking once with each weapon. You don't add your ability modifier to the damage of the second attack, however.

If you haven't used your whole move for the turn, you can move between the attacks. And if either weapon has the thrown property, your attack with that weapon can be ranged.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a throwing axe, or otherwise use a projectile weapon to strike a foe at a distance. Many spells also involve making a ranged attack.

You can make ranged attacks only against targets within a specified range. A spell's description indicates its maximum range. You can't attack a target beyond this range.

A weapon has two ranges. The smaller number indicates the weapon's normal range. The larger number indicates long range. You have disadvantage when you attack targets beyond normal range and out to long range.

Damage Rolls

Each weapon and spell notes the damage it deals, such as 1d8 or 2d6. 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 your damage. In addition, certain special abilities give you extra damage represented by bonus dice.

The effects of taking damage and of dropping to 0 hit points are described in the "Damage and Dying" section.

Weapon Attacks. If you're attacking with a melee weapon, apply your Strength modifier to the damage, and if you're attacking with a ranged weapon, apply your Dexterity modifier.

Certain weapons and special abilities allow you to apply a different modifier. For example, a finesse weapon is a melee weapon that lets you attack with your Dexterity modifier instead of your Strength modifier.

Damage against Multiple Targets. If a spell or another effect deals damage to more than one target at the same time, roll the damage once for all the targets.

Critical Hits

When you score a critical hit against a target, the attack deals its maximum damage to it. This means you don't roll the attack's damage dice; you instead take the highest rolls that each of those dice could produce and then apply any modifiers.

In addition, the target takes extra damage. Roll one of the attack's damage dice, and add it to the damage. For example, if your attack normally deals 2d6 + 2 piercing damage, you would roll one extra d6 and add it to the damage of a critical hit.

If the attack has different damage dice, you choose which die to roll. For example, if the attack deals 1d6 piercing damage and 1d8 bludgeoning damage, you can roll one extra d6 or d8.

Damage Types

All damage has a type. The type of damage an attack deals helps describe how a creature or an object is being harmed when it loses hit points. Certain creatures and objects are resistant or vulnerable to certain types of damage.

Acid. An effect that corrodes, dissolves, or otherwise erodes an object or a creature's body deals acid damage. A black dragon's corrosive breath deals acid damage, as do the enzymes excreted by a black pudding and an ochre jelly.

Bludgeoning. When a creature or an object is subjected to blunt force, bludgeoning damage can be the result. Maces, flails, and hammers deal bludgeoning damage. When a creature falls, it takes bludgeoning damage from the surface it strikes. Attacks that constrict or crush can also deal bludgeoning damage.

Cold. Some attacks expose their targets to such severe cold that the creature's flesh freezes or blisters. Effects that deal cold damage include a white dragon's freezing breath, the elemental cold created by a *cone of cold* spell, or the infernal cold that radiates from an ice devil's spear.

Fire. Fire damage injures creatures by burning them. It might result from contact with actual flames, exposure to extreme heat, or being caught in an explosive burst. Fire damage is caused by such effects as a red dragon's breath, the fire surrounding a balor, the flames that make up a fire elemental's body, and the heat radiating from a salamander.

Force. Force is pure magical energy focused into a damaging form. It takes many shapes, including spectral objects that batter a target, invisible kinetic energy that tears a creature apart, and magical rays that disintegrate. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning. Some attacks rely on electricity and injure a creature by burning it and shocking its system. A *lightning bolt* spell, a blue dragon's

breath, and a lightning strike from a natural storm all deal lightning damage.

Necrotic. The physical and spiritual consequence of contact with negative energy is necrotic damage, which both kills the flesh and withers the soul. Negative energy comes from the Negative Energy Plane, a vast realm of anti-life that provides the animating essence for many undead creatures. A wight's energy drain attack, the breath of a shadow dragon, and a *chill touch* spell all deal necrotic damage.

Piercing. An attack that punctures or impales deals piercing damage. Common causes of piercing damage include spears, a monster's bite, and spikes lining the bottom of a pit trap.

Poison. An effect that causes internal damage to a creature's nerves, blood, or digestive system usually involves the use of poison. Many creatures, such as giant spiders and giant centipedes, deal poison damage, as do some diseases and the billowing clouds of a green dragon's breath.

Psychic. An attack against a creature's mind often involves psychic damage. Psionic abilities, such as a mind flayer's psionic blast power, typically deal psychic damage, but psychic damage does not always have a psionic source. It can also result from the casting of a *feeblemind* spell or when an evil character handles a profoundly good magic item, such as a *holy avenger*.

Radiant. Some effects create an intense, bright light infused with positive energy, which sears the flesh like fire and overloads the spirit with power, dealing radiant damage. Positive energy comes from the Positive Energy Plane, a realm of brilliant white radiance that is the furnace of creation and, as such, the antithesis of the Negative Energy Plane. Spells such as *flame strike*, and certain attacks of celestial creatures, deal radiant damage.

Slashing. Attacks that cause lacerations or abrasions often deal slashing damage. Most swords and axes deal this type of damage, as do a monster's claws.

Thunder. Thunder damage results from sudden, concussive bursts of sound, usually manifesting as a shock wave or a deafening noise. The *thunderwave* spell is an example of effect that deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or easy to hurt with certain types of damage because of two different traits: damage resistance and damage vulnerability.

Resistance Halves. If a target has resistance to a type of damage or to all damage, that damage is halved against the target.

Vulnerability Doubles. If a target has vulnerability to a type of damage or to all damage, that damage is doubled against the target.

After Other Modifiers. If a target has resistance or vulnerability, the damage is halved or doubled after all other modifiers to the damage have been applied.

For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 damage of that type. 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.

Damage and Dying

Injury and the risk of death are constant companions of those who would explore the worlds of D&D. A strike from a sword, a puncture from an arrow, or a blast of flame from a well-placed fireball 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. Hit points are an abstraction that represent a creature's ability to survive the many perils lying in wait.

Hit Point Maximum. A creature's hit point maximum is, simply, the number of hit points the creature has when it has all of its hit points.

Hit Dice. Every creature has 1 or more Hit Dice, short for Hit Point Dice. Player characters have 1 Hit Die per level.

A creature's hit point maximum is determined by rolling each Hit Die (or taking its average) and adding to it the creature's Constitution

modifier, but at 1st-level, a player character takes the Hit Die's maximum result, rather than rolling it. A creature has a minimum of 1 hit point per Hit Die.

After a creature rests, it can also spend Hit Dice to regain hit points (see "Resting" below).

Current Hit Points. A creature's current hit points, or just hit points, can be any number between the creature's hit point maximum and 0. This number often changes. As a creature receives healing or takes damage, its hit points rise or fall.

Damage

Whenever a creature takes damage, that damage is subtracted from its hit points. Creatures with more hit points are more durable and, therefore, more difficult to kill. Those with fewer hit points are more fragile. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Describing the Effects of Damage

Dungeon Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

Healing

A creature heals whenever it regains hit points. Creatures can heal by magical means, such as from a cure wounds spell or a potion of healing, or by resting.

Regardless of the method, add any hit points regained to your current hit points. Remember, your hit points cannot exceed your hit point maximum, so any hit points regained in excess of this number are lost.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.

Instant Death. Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if

the remaining damage equals or exceeds your hit point maximum.

Say you have 6 hit points and take 18 damage from an attack. After reducing you to 0 hit points, 12 damage remains. If your hit point maximum is 12 or less, you die.

Falling Unconscious. If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see “Conditions”). This unconsciousness ends if you regain any hit points.

Death Rolls. Whenever you start your turn with 0 hit points, you must make a special roll, called a death roll, to determine whether you creep closer to death or hang onto life.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself, but three of either does affect you.

On your third success, you become stable (see below). On your third failure, you die. The successes and failures do not need to be consecutive, and the number of both is reset to zero when you regain any hit points or become stable.

Rolling a 1. If your death roll is a 1, it counts as two failures.

Rolling a 20. If your death roll is a 20, you regain 1 hit point.

Damage at 0 Hit Points. Each time a creature with 0 hit points takes damage, it suffers a death roll failure. If the damage equals the creature’s hit point maximum, it dies.

Monsters and Death

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death rolls.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, you can, at least, stabilize the creature so that it isn’t killed by a failed death roll.

How to Stabilize. To stabilize a creature, you must use your action to tend to the creature, and

you must succeed on a DC 10 Wisdom (Medicine) check to administer first aid to it.

The Effects of Being Stable. A stable creature doesn’t make death rolls, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death rolls again, if it takes any damage.

A stable creature that is not healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Resting

The most expedient method of healing is through the use of magic, but when magic is not available, you can regain hit points by resting. You can take two different kinds of rests: a short rest and a long rest.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which you catch your breath, eat, drink, and clean and bind wounds.

You can spend one or more of your Hit Dice during a short rest, up to your maximum number of Hit Dice. For each Hit Die you spend in this way, roll the die and add your Constitution modifier to it. You regain hit points equal to the total. You can decide to spend an additional Hit Die after each roll. Once you have spent all your Hit Dice, you must complete a long rest to regain them.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which you sleep or perform light activity: reading, talking, eating, or standing watch for no more than 2 hours of the rest period. If the rest is interrupted by a strenuous activity—such as attacking, taking damage, or casting a spell—you must start the

rest over to gain any benefit from it, unless the interruption takes less than an hour.

You must have at least 1 hit point to take a long rest. At the end of the rest, you regain all your hit points and half of your maximum number of Hit Dice (round up).

You cannot benefit from more than one long rest in a 24-hour period.

Conditions

Conditions alter a creature's capabilities in a variety of ways and arise as a result of a spell or other effect. Most conditions, such as blinded and deafened, are impairments, but a few, such as incorporeal and invisible, can be advantageous.

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

If more than one effect impose the same condition on a creature, each instance of the condition has its own duration, but the effects of the condition are not compounded on the creature.

The following definitions specify what happens to a creature while it is subjected to a condition. Each definition is a starting point. It's up to the DM to determine additional details that might be appropriate for the condition in certain circumstances. For example, an intoxicated character normally makes ability checks with disadvantage, but the DM might decide that Charisma (Persuasion) checks made to influence ale-loving dwarves don't suffer this drawback.

Blinded

- A blinded creature automatically fails any ability check that involves sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature cannot attack the charmer or target the charmer with harmful abilities or magical effects.

- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature automatically fails any ability check that involves 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 cannot willingly move to a position where it would end a turn closer to the source of its fear than where it started.

Incorporeal

- An incorporeal creature has resistance against nonmagical damage, and the creature's targets have resistance against its nonmagical damage.
- The creature can move through an object or another creature, but can't stop there.

Intoxicated

- An intoxicated creature has disadvantage on attack rolls and ability checks.
- To cast a spell, the creature must first succeed on a DC 10 Constitution check. Otherwise, the spellcasting action is wasted, but the spell is not.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature cannot move, speak, or take any action that is not purely mental. It drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.

- Attack rolls against the creature have advantage.

Prone

- A prone creature's only movement option is to crawl, unless it stands up.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has disadvantage, unless the attacker is within 5 feet of the prone creature.

Restrained

- A restrained creature's speed becomes 0, and it cannot benefit from bonuses 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 cannot move or take actions.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature drops whatever it's holding and falls prone.
- The creature cannot move, take actions, or perceive its surroundings.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Magic

Spells are wielded by many of the heroes and villains of DUNGEONS & DRAGONS. Characters of different classes have different ways of learning and preparing their spells, but when it comes to casting them, the spells are very much alike.

This section provides an overview of the spell description format combined with a discussion of how spells work and what happens when magical effects combine.

Reading a Spell Description

A spell's description is organized into several sections.

Name, Level, and Descriptors. The description starts with the spell's name. The next line gives the spell's level, its school of magic, and any additional descriptors, such as the ritual tag.

These two lines are followed by a paragraph or two describing the spell.

Requirement. Some spells require special circumstances or specific items to be cast. If you cannot meet a spell's requirements, you cannot cast the spell. A spell's requirements are in addition to any requirements you normally have to meet for casting a spell.

Effect. This section describes the game mechanics for a spell.

Material Components. If a spell has material components, they are specified in this entry. Unless a spell says otherwise, material components are consumed when a spell is cast.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

First, to cast a spell you must have access to it, either from your class, a magic item, or some other source. Certain classes also require that you have the spell prepared in advance.

Second, in combat, you must cast a spell as an action (see "Actions in Combat" in the combat rules), unless a spell's description says otherwise. Outside combat, you can effectively

cast a spell whenever you want, but you must complete one spell before casting the next.

Spell Components

A spell's components are the physical requirements you must meet in order to cast it. Unless a spell's description says otherwise, a spell requires you to chant mystic words, which constitutes its verbal component, and to have use of at least one arm to gesture, which constitutes the spell's somatic component. Some spells also have material components, particular items or objects that are required for the casting.

If you can't provide a spell's components, you are unable to cast the spell. Thus, if you are silenced or your arms are bound, you cannot cast a spell.

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 a Spell at a Higher Level

When you cast a spell using a spell slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast the 3rd-level spell *fireball* using a 5th-level slot, that *fireball* is 5th level.

Some spells have more powerful effects when cast at a higher level, as detailed in an entry called At Higher Levels.

Casting Time

Casting a spell requires an amount of time specified in the spell. Most spells require a single action to cast, a few seconds of time during which you recite a magical word or phrase and complete a set of hand motions.

Swift Spells. A swift spell requires but an utterance. A spell that has a swift casting time can be cast as your action or as part of another action. If you cast the spell as part of another action, that other action cannot involve casting a spell or activating a magic item.

Reactions. Some spells can be cast as reactions. These spells take a fraction of a second

to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times. Certain spells require more time to cast: minutes or even hours. If you take damage while you are casting a spell that requires more than a single action or reaction, you must succeed on a Constitution saving throw to continue casting the spell. The DC equals half the damage you just took. If you take damage from multiple sources, such as from an arrow and a dragon's breath, you make a saving throw against each source of damage separately. If you fail the save, the spell fails, but it is not expended. If you want to cast the spell again, you must start over.

Range

The target or point of origin of a spell must be within the spell's range. Once the spell is cast, its effects are not limited by its range.

Most spells have ranges expressed in feet. Some spells can target only a creature (including yourself) that you touch. Other spells affect only the caster. For example, the *shield* spell protects you and only you.

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, a point of origin for an area of effect, or a combination of these things.

To target someone or something, you must have a clear path to it, so it cannot be behind total cover. If you place an area of effect at a point that you can't see and an obstruction is between you and that point, the point of origin comes into being on the near side of that obstruction.

If you are in the area of effect or within the range of a spell you cast, you can target yourself.

Areas of Effect

A *fireball* explodes, burning an entire group of orcs. A *cone of cold* blasts forth, freezing a gang of ogres in place. Spells such as these cover an area, allowing them to affect multiple creatures at once.

An area of effect has one of several different shapes. It also has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells require it to be a creature or an object.

Cloud. You select a cloud's point of origin, and the cloud spreads from that point. A cloud's size is expressed as a radius in feet that extends outward from the point.

The gas or other substance of a cloud expands outward from the point of origin to the distance of its radius, moving around objects such as walls and pillars.

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

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.

The energy in a cone expands in straight lines from the point of origin. Thus, if no unblocked straight line extends from the point of origin to a location within the cone, that location is not included in the cone's area of effect.

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.

The energy or substance in a cube expands outward from the point of origin to the maximum extent of the cube, moving around objects such as walls and pillars.

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 be on the ground. 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, out to a distance equal to the height of the cylinder.

Because the energy in a cylinder emanates in straight lines, a cylinder is similar to a cone in terms of which parts of its area the energy can

affect. If no unblocked straight line extends from the cylinder's base to a location within the cylinder, that location is not included in the area of effect.

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.

The energy in a sphere (like that in a cone or a cylinder) expands in straight lines from the point of origin. If no unblocked straight line extends from that point to a spot within the sphere, that spot is not included in the sphere's area of effect.

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

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 10 + your magic ability modifier. If you have a spellcasting bonus from your class or another source, add the bonus to the DC.

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.

Some spells are instantaneous. The spell harms, heals, creates, or alters something or someone in a way that cannot be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain your concentration in order to keep their magic active

after they're cast. If you lose concentration, such a spell ends.

A spell that requires concentration tells you so in its Duration entry, and the spell specifies how long you can concentrate on it. You can end your concentration at any time (no action required).

Normal activity, such as moving and attacking, does not interfere with your concentration. The actions and events that can interfere with it are discussed below.

Casting another spell that requires concentration. You lose your concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells as once.

Losing consciousness. You lose your concentration on a spell if you are stunned or knocked unconscious. By extension, the spell ends if you die.

Suffering severe distractions. You can lose your concentration if an event or an effect distracts you too much. If an attack or another effect can disrupt your concentration in this way, its description says so. For instance, you might need to make a Constitution save to maintain your concentration while a giant octopus grasps 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 make a DC 10 Constitution saving throw to maintain concentration on a spell.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without having to be prepared in advance. Repeated castings have fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over.

Mages and certain other spellcasters know cantrips, as do members of particular races, such as high elves.

Rituals

A ritual is a version of a spell that takes longer to cast than normal, and it doesn't expend a spell

slot. A spellcaster can perform the ritual version of a spell only if the caster has a feature that grants the ability to do so. Mages, clerics, druids, and bards can all perform rituals.

Casting Time. To cast a spell as a ritual, add 10 minutes to the spell's casting time.

Ritual Focus. A spellcaster must use a special object to focus the magic of a ritual: a component pouch or an object specified by the caster's ritual casting feature. The focus is a material component that is not consumed by the spell.

Combining Magical Effects

Although individual spells are fairly easy to adjudicate, sometimes the situation can be confusing when more than one spell is affecting the same creature.

Bonuses and penalties provided by spells all add together while the durations of those spells overlap, except for one case. Unless otherwise noted in a spell's description, the effects of the same spell cast multiple times (including higher- or lower-level versions of the same spell) do not add together. Instead, the highest bonus or worst penalty from those castings applies. Each spell still expires individually.

Magic Items

Magic items make characters more powerful and versatile, allowing them to fly like birds, walk on ceilings, resist damage, vanish without a trace, and do other amazing things. Such wonders are desirable, but characters do not need magic items to be effective, nor are they entitled to them.

A magic item is a wondrous treasure that adventurers find in a monster's hoard, in a trap-riddled dungeon, or in the possession of a slain foe. Every adventure holds the promise—but not a guarantee—of finding one or more magic items, and part of the fun of exploring a dungeon is the thrill of unearthing a unique item found nowhere else. Who knows what the next room or the next chest might hold?

Every magic item has a purpose. An especially rare item might have a proper name, a personality, and secrets. Even the most common, least powerful magic item can have a remarkable appearance and history, or idiosyncratic properties.

Encountering Magic Items

When you create your own adventures, it's up to you as the DM to determine where magic items are located. Such scarce commodities are usually hidden in deep dungeons, sealed inside trapped chests, buried in ancient treasure hoards guarded by monsters, or wielded by powerful foes.

The treasure tables in the DM Guidelines document include magic items, but you need not treat that as a hard and fast rule. Award magic items if you want to, and ignore them if a particular encounter doesn't seem like an appropriate place for such a grand reward. Trivially easy or unimportant encounters aren't the best place to award magic items—save them for climactic encounters and ones that carry a lot of story weight in the adventure.

Intelligent monsters and NPCs use the magic items in their possession, much as adventurers do. If there's a magic shield in a troglodyte warren, it is probably being worn by a troglodyte champion. Similarly, a ring of water walking taken from an ill-fated Underdark explorer is more likely to be

on a drow cleric's finger than hidden in her belt pouch.

Powerful villains sometimes bequeath magic items to their favored minions. For example, an evil duke's trusted guard captain might wield a magic sword, while the goblin chief's wizardly advisor might carry a magic staff.

Buying Magic Items

Unless you decide your campaign works otherwise, magic items are, by and large, so rare that no market exists for them. Situations might arise that allow characters to buy or sell magic items. Buying magic items might be easier in a city with a magical academy or a large temple, or in some other location that serves as a hub where adventurers can sell their loot. For example, an apothecary might offer a small selection of potions, or the adventurers might hear rumors of a black market auction where magic items are sold.

Common magic items, such as certain potions and scrolls, can sometimes be procured from an alchemist or a spellcaster. Individuals who aren't normally in the business of selling magic items might want something other than gold in exchange. For example, an NPC mage might create a scroll for adventurers if they complete a quest for her.

Selling Magic Items

If a player character wants to sell a magic item, the lack of an established market makes doing so difficult. Usually, selling anything more than a common item requires an interested buyer first. Finding someone willing to purchase a magic item for anything even approaching its true worth is no simple matter, though. The buyer might be a wizard in a lonely tower in the hills, a wealthy dwarf lord with a mountain stronghold, or some other isolated or powerful person. A few buyers can afford to pay in coins or gems, but it's more likely that someone who wants the magic item will offer to trade some other item or service. Such negotiations can lead to interesting quests.

If the characters do find someone willing to put up gold, they'll probably have to settle for less

than the item's true worth. An item's price is based on its rarity.

Rarity

Magic item rarity serves several purposes in the game. An item's rarity provides a rough measure of the strength of the magic in the item as compared to other magic items. If your campaign allows for trade in magic items, rarity can help you set prices for them. Rarity also gives you a sense of how likely characters are to find a particular item, given the characters' level. All that said, rarity shouldn't get in the way of your storytelling. If you allow a *ring of invisibility* to fall into the hands of a 1st-level character, then so be it. It might be an enjoyable feature of your campaign.

A magic item has one of six different levels of rarity, from most to least available: common, uncommon, rare, very rare, legendary, and artifact. The closer an item's rarity is to artifact, the less numerous such items become. Most legendary items and all artifacts are unique.

MAGIC ITEM RARITY

Rarity	Min. Level	Item Value
Common	2	50–100 gp
Uncommon	3	100–500 gp
Rare	5	500–5,000 gp
Very rare	7	5,000–10,000 gp
Legendary	9	10,000–50,000 gp
Artifact	11	50,000+ gp

Min. Level: The item should be in the hoard or possession of a creature of this level or higher.

Item Value: The recommended amount that the magic item is worth, in gold pieces.

Identifying a Magic Item

Magic items rarely disclose their true nature upon discovery. Player characters have some straightforward ways to determine whether an item is magical and, if so, how it works. There are also ways to uncover some of the magic item's history, or learn if the item carries a curse.

Divination Magic: Using the *detect magic* spell is a good way to determine if there is something special about an item. The *identify* spell provides considerably more information about a magic

item, including whether you can attune yourself to it (see "Magic Item Attunement").

Trial and Error: In the absence of divination magic, a character might simply experiment with an item and try different things. "I put the ring on and jump up and down, flapping my arms," a player might say. If the item happens to be a ring that allows one to fly or to jump long distances, then the experiment (and good guesswork) should be rewarded. Or, after putting on the same ring, the character might ask if he or she feels anything. In this case, you might say, "You feel lightheaded, and your stomach lurches upward," or "You feel particularly light on your feet."

With consumable magic items such as potions, minor experimentation is fine. A sip of a potion, for example, might be enough to give a character a tingling sensation and some sense of the potion's nature while leaving enough of the potion to be useful.

Examination: Close study of an item might provide some information. A ring might be activated by a command word, which could be etched in tiny letters on the inside, or a feathered design might hint that the ring allows one to fly. In such a case, examination might be enough to discern the item's purpose and properties.

Recall Lore: Someone who can recall lore might learn a magic item's function (though perhaps not specific properties). For example, a magic weapon crafted by devils might be familiar to a character well versed in forbidden lore. Similarly, a character with knowledge of magic might recognize *boots of elvenkind* on sight.

A character familiar with a magic item's lore typically knows (or can correctly guess) the command word(s) needed to activate it.

The Item Itself: An intelligent item might reveal its lore and properties through conversation (actual or telepathic) or provide the information through dreams, empathic sensations, illusory images, or other means. The magic or nature of a nonintelligent item could provide information about the item.

Attunement: A magic item might require a character to be attuned to it before all its properties are accessible to that character. See "Magic Item Attunement" for details.

Secrets

Some items have secrets. An item might be secretly cursed or possessed by a fiend, or it might have a hidden property that is revealed only when the item is worn by an elf or wielded by a lawful good creature.

A secret should be a surprise to the item's user, whether pleasant or unpleasant—if it comes to light at all. Each item with a secret specifies whether and how the information is revealed to the item's owner. The various methods of identifying items typically do not reveal any secrets of the item, although lore might hint at those secrets.

Wearing Magic Items

In most cases, a magic item that's meant to be worn will adjust its size to suit a creature regardless of the wearer's gender or race. If you have a good reason for why a magic item shouldn't fit, though, run with it. Armor made specifically by the self-absorbed drow might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters to keep such items from being used against them. Such items should be exceptions, however, not the rule.

Use common sense to determine whether more than one of a given kind of magic item can be worn. Can a character wear two necklaces? Of course! People in the real world wear multiple necklaces, amulets, medallions, and holy symbols at the same time, and there's no prohibition against a character employing a *necklace of fireballs* while wearing an *amulet of protection*. Two belts? Sure, that's easy to picture, perhaps with a weapon hanging from each one. But can a character wear two pairs of boots? No, that's silly.

The simple rule is that a character can't wear more than one pair of footwear (boots, sandals, slippers, and so on), more than one pair of gloves or gauntlets, more than one suit of armor, more than one cloak, or more than one item of headwear (a helmet, hat, circlet, crown, or similar item). Feel free to impose other limits or grant exceptions where appropriate. For instance, a *hat of disguise* might allow the wearing of a mask or a circlet, but a character is unlikely to be able to wear two sets of bracers.

Items that are meant to function in pairs, including boots, bracers, gauntlets, and gloves, do not impart their benefits unless the entire pair is worn. A character can't wear a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot to use the properties of either or both magic items.

Magic Item Attunement

Some magic items require a character to attune to them before the magical properties of those items can be enjoyed.

Attuning to a Magic Item: Attuning to a magic item requires that you first discover whether you can attune yourself to it. The *identify* spell is the most common way of discovering this fact. Unusual items magically reveal that fact to certain types of creatures or in certain circumstances.

The attunement process requires you to grasp or wear the item and spend 10 minutes concentrating on it. Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted.

When you are attuned to an item, you can use any magical properties that require attunement. You also learn how to activate those abilities and any necessary command words or phrases to do so. See "Using a Magic Item" for different methods of magic item activation.

An item can be attuned to only one creature at a time. A magic item might require you to meet one or more prerequisites before you can become attuned to it.

Maximum Number of Attuned Items: A creature can be attuned to no more than three magic items at any given time.

Ending a Magic Item's Attunement: Your attunement to an item ends when you no longer satisfy the item's attunement prerequisites, when the item has been more than 100 feet away from you for 24 hours, and when you die. You can also voluntarily end your attunement to an item with 10 minutes of uninterrupted concentration.

Experimental Rules

Here are two rules you can experiment with in your campaign.

Maximum Number of Attuned Items. A creature can have a number of magic items attuned to it at any time equal to its Charisma modifier (minimum 1).

Test of Wills. An intelligent or cursed magic item might resist any attempt to remove it, let go of it, attune to it, or end its attunement. Any such conflict is resolved as a Charisma contest between the magic item and its user. If the user fails to win the contest, he or she is forbidden from taking the specified action; however, another attempt can be made after 24 hours have elapsed. If the intelligent or cursed item does not have a specified Charisma score, assume it has Charisma 10 and a +0 modifier to its Charisma checks.

When attuned to you, some cursed items can terminate your attunement to other items. See the item's description for details.

Magic Item Durability

A magic item is at least as durable as a regular item of its kind. If an uncommon, rare, very rare, or legendary magic item takes damage, it has resistance against that damage unless its description says otherwise. Artifacts are practically indestructible and require extreme measures and special quests to destroy.

Using a Magic Item

Each magic item has one or more magical properties that it imparts to its user when properly held, wielded, or donned. How a user activates the item's properties varies from item to item.

Worn: Many items must be worn to gain their benefits. A suit of armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders, a ring placed on a finger, and so on. Simply carrying around an item that's meant to be worn is not sufficient to gain its benefits.

Wielded: Most magic weapon properties apply when the weapon is used in combat. A weapon might have properties that are useful when the item is drawn or held.

Action Activated: A magic item that falls into this category requires an action to activate. Potions, scrolls, and many wondrous items fall into this category.

Some item properties not only take an action to activate, but also require the item's user to speak a command word or phrase. The command word or

phrase must be spoken in an area where hearing is possible.

Consumable: Some magic items are used up when activated. Many consumable items are also action-activated items. Once activated, a consumable item loses its magic and no longer functions.

Special Activations: Sometimes a user must do something special to activate a magic item, as indicated in the magic item's descriptive text.

Magic Item Details

The following tables allow you to add flavorful details to magic items. They are particularly useful for turning a *+1 long sword*, a suit of *+1 chain mail*, and similarly basic magic items into more interesting discoveries. The tables can also give you and your players a sense of each item's history and purpose.

Some of the table entries are more appropriate for particular kinds of magic items. If a rolled result doesn't make sense for a particular item, roll again or choose a better result.

CREATOR

d20	Creator
1	Abyssal
2–4	Ancient human
5	Celestial
6	Draconic
7	Drow
8–10	Dwarven
11	Elemental (air)
12	Elemental (earth)
13	Elemental (fire)
14	Elemental (water)
15–17	Elven
18	Fiendish
19	Giant
20	Gnome

The item's creator was a specific type of creature, or it crafted the magic item to be used by specified creatures.

Abyssal: The item is made of black metal or horn, and any cloth or leather components are crafted from the tanned hide of demons. Runes appear on its surface here and there, spelling out nonsense words. The owner of this item suffers

nightmares, the substance of which he or she forgets immediately upon awakening.

Ancient Human: This item is old and of human manufacture. The meaning of any symbols or heraldry emblazoned upon it is likely lost to antiquity. Pick a fallen kingdom from your campaign or an ancient figure of legend. The item is connected to that place or person.

Celestial: The weapon is light (half its normal weight) and inscribed with feathered wings, suns, and other symbols of good. Evil creatures are put off by its wholesome presence.

Draconic: This item is made from scales and talons shed by a dragon during its life. The item incorporates precious metals and gems from the dragon's hoard. It grows warm when a dragon is within 100 feet of it.

Drow: The item is black as pitch, light (half its normal weight), and inscribed with spiders and webs in honor of Lolth, Demon Queen of Spiders. It might function poorly or disintegrate if exposed to sunlight for a significant time.

Dwarven: The item is durable and has Dwarven runes worked into its design. It is not easily broken, torn, or otherwise damaged.

Elemental (Air): A metal item is light (half the normal weight) and feels hollow, but is as tough as normal, while fabrics are wispy gauze and silk.

Elemental (Earth): This item is crafted from stone rather than metal, though it weighs as much as normal. Any cloth or leather elements are studded with finely polished rock.

Elemental (Fire): This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames and leering efreets cover its surface. Shades of red and orange are the prevailing color scheme.

Elemental (Water): Lustrous fish scales replace leather or cloth on this item, while metal portions are instead crafted from seashells and worked coral as hard as any metal.

Elven: The item is well preserved, light (half the normal weight), flexible where it needs to be, and adorned with leaf and vine motifs.

Fiendish: The item is made of black iron inscribed with runes, is warm to the touch, and features leering, fiendish faces on the guard or hilt. Any cloth or leather components are crafted from the hide of demons or devils. Good creatures are put off by its unwholesome presence.

Giant: The giants crafted many items for their smaller allies. Such an item appears a little bit oversized.

Gnome: The item is crafted to appear thoroughly unremarkable. The item might look tattered, battered, or well-worn—all the better to discourage thieves from stealing it.

NATURE

d8	Nature
1	Arcane
2	Bane
3	Storied
4	Ornament
5	Prophecy
6	Religious icon
7	Sinister
8	Symbol of power

The item has a special purpose or contains echoes of an important event or person.

Arcane: This item was created by a powerful mage and bears his or her symbol or sigil. A faint magical glow surrounds it, but the light is too dim to illuminate anything other than the item.

Bane: This item was created to slay or contend with a particular kind of enemy. The item is also recognized and hated by such creatures.

Storied: A great hero or villain once wielded this item.

Ornament: Used in parades or to commemorate a special occasion, the item is festooned with inset gemstones, gold or platinum inlays, and decorative filigrees. It might have been commissioned as a gift to commemorate a great deed.

Prophecy: Whoever bears this item is destined to play a key role in future events.

Religious Icon: This item was used in religious ceremonies dedicated to a particular god. It has holy symbols worked into it, and followers of that god will attempt to reclaim the item if they spot it.

Sinister: This item is linked to a terrible deed of evil, such as a massacre or assassination. Anyone who sees the item and succeeds at a DC 15 Intelligence (History) check recalls the item's role in that event.

Symbol of Power: This item was once used as part of royal regalia, an icon of a noble title, or a badge of office. Its former owner might desire it,

or someone might mistakenly assume its new owner is the item's legitimate inheritor.

MINOR PROPERTIES

d20	Minor Property
1	Beacon
2	Compass
3	Conscientious
4	Delver
5	Gleaming
6	Guardian
7	Harmonious
8	Hidden Message
9	Illusion
10	Key
11	Language
12	Sentinel
13	Song Craft
14	Strange Material
15	Temperate
16	Unbreakable
17	War Leader
18	Waterborne
19	Wicked
20	Roll twice, rerolling any additional 20s

- | | |
|----|--|
| 1 | Beacon |
| 2 | Compass |
| 3 | Conscientious |
| 4 | Delver |
| 5 | Gleaming |
| 6 | Guardian |
| 7 | Harmonious |
| 8 | Hidden Message |
| 9 | Illusion |
| 10 | Key |
| 11 | Language |
| 12 | Sentinel |
| 13 | Song Craft |
| 14 | Strange Material |
| 15 | Temperate |
| 16 | Unbreakable |
| 17 | War Leader |
| 18 | Waterborne |
| 19 | Wicked |
| 20 | Roll twice, rerolling any additional 20s |

This item has a minor but useful ability, which might be connected to its purpose.

Beacon: On command, this item emits bright light in a 10-foot-radius and dim light for an additional 20 feet. Speaking the command word again douses the light.

Compass: By taking an action to concentrate, the bearer knows which way is north from his or her current position.

Conscientious: When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.

Delver: While underground, the item's bearer always knows her or his depth and the direction (though not distance) to the nearest staircase, ramp, or other path leading upward.

Gleaming: Dirt and grime never accumulate on this item.

Guardian: The item whispers warnings to its bearer, granting a +2 bonus to initiative checks.

Harmonious: The item can be attuned in one-tenth the normal time (1 minute instead of 10 minutes).

Hidden Message: A message is hidden somewhere on the item. It might be visible only at

a certain time of the year, under the light of a specific phase of the moon, or in a specific location.

Illusion: The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded and have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.

Key: The item is used to open or otherwise unlock a container, chamber, vault, or perhaps an entire tomb or dungeon.

Language: The bearer can speak the item creator's language (or a language of the DM's choice).

Sentinel: Choose a kind of creature that is an enemy of the item's creator. This item glows when such creatures are within 100 feet of the item.

Song Craft: Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. Learning the song's lyrics might reveal a secret that the item was crafted to keep safe.

Strange Material: The item was created from a material (such as wood, bone, or glass) that is bizarre given its purpose.

Temperate: The bearer feels no effects of cold temperatures as low as 0° F or as warm as 120° F.

Unbreakable: The item cannot be broken.

War Leader: The bearer can cause his or her voice to carry clearly for up to 500 feet.

Waterborne: This item floats. Its bearer has advantage on Strength (Athletics) checks made to swim.

Wicked: When the bearer contemplates or undertakes a benevolent act, the item seeds the mind with doubt and rationalizations to work against the act.

MINOR QUIRKS

d20	Minor Quirk
1	Blissful
2–3	Confident
4	Coveted
5	Covetous
6–7	Frail
8–9	Hungry
10	Loud
11	Melancholy
12	Metamorphic
13	Mistaken
14	Muttering
15	Painful
16–17	Possessive
18	Repellent
19	Slippery
20	Slothful

This item has a flaw, a defect, or some other minor quirk that can be uncomfortable or irritating.

Blissful: While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.

Confident: The item makes its bearer feel nigh invincible. This sensation does not protect the bearer from fear effects.

Coveted: Other intelligent creatures that see the item desire it.

Covetous: The item's bearer becomes obsessed with material wealth.

Frail: The item crumbles, frays, chips, or cracks slightly when wielded, worn, or activated. This quirk has no effect on its properties, but if the item has seen much use, it looks decrepit.

Hungry: This item's magical properties function only if fresh, humanoid blood has been applied to it within the past day. It needs no more than a drop to activate.

Loud: The item makes a loud noise, such as a clang or a shout, when wielded or when one or more of its properties are activated.

Melancholy: While carrying the item, the bearer experiences sadness and might weep when confronted with failure or overwhelming odds.

Metamorphic: The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor transformations, which do not affect the item's use or magical properties.

Mistaken: While in possession of the item, the bearer is often mistaken for someone else.

Muttering: The item grumbles and mutters all the time. A character who listens carefully to what the item says might learn something.

Painful: The bearer experiences a lingering ache while wielding the item or has a flash of pain when activating one or more of its properties. The pain has no other adverse effects.

Possessive: The item demands attunement when first wielded or worn and does not allow its bearer to attune other items. (Other items already attuned to the bearer remain so until their attunement expires.)

Repellent: The bearer feels a sense of distaste on first touching or handling the item, and continues to sense foreboding or discomfort while using or carrying it.

Slippery: The item resists being picked up or drawn. Any attempt to do so requires a contest of Dexterity. The item has a +0 modifier on this Dexterity check. If the item wins the contest, it is dropped.

Slothful: As long as the item is in the bearer's possession, the bearer takes a -2 penalty to initiative.

Armor

Forged in a dwarf's furnace while the smith intones prayers to Moradin and invokes the might of the ancestors, crafted by elemental spirits in the fantastic City of Brass, or knit together from the scales of a vanquished dragon, magic armor provides much-needed additional protection for adventurers.

+1 Armor

The most basic form of magic armor is of fine make, a work as much of art as of utility.

Magic armor comes in all kinds, though exotic types are rare compared to the more common ones. You can choose a suit of armor from the equipment list or roll to determine its type randomly. If you know the magic armor's rarity already, find the appropriate section of the table and roll once to determine the armor type. Otherwise, roll first to determine its rarity.

d100	Rarity/Armor Type
01–40	Uncommon
01–30	Leather armor
26–54	Studded leather
55–78	Scale mail
79–00	Chain mail
41–75	Rare
01–35	Dragon leather
36–55	Studded dragon leather
56–75	Dragon scale
76–90	Splint
91–00	Banded
76–00	Very rare
01–40	Mithral shirt
41–75	Mithral scale
76–90	Plate
91–00	Mithral plate

Property: You gain a +1 bonus to AC while you wear this armor.

Armor with a Bonus Higher than 1

A basic suit of armor can have a bonus to AC that is greater than 1, but such armor is unusual. Typically, a higher bonus appears in a magic item such as *efreeti chain*, which has additional properties.

Black Dragon Scale of Resistance

Rare magic armor (dragon scale)

The midnight-black scales of this armor fit together perfectly and move with the smoothness of a slithering serpent. A suit of this armor usually has a matching helmet that incorporates a dragon's horns. The helmet is often mundane but sometimes has its own, distinct magical properties.

While worn, this armor trails a ghostly darkness resembling a dragon's folded wings and tail. When the wearer is agitated or attacked, this shadow cloak flares and spreads, suggesting outstretched wings, as the tail thrashes behind.

Crafting a suit of armor from the scales of a dragon is a monumental undertaking, beginning but hardly ending with killing the dragon.

Working the scales requires incredible temperatures that are hard to achieve with a mundane forge. The dwarves of old were masters of this art, but few smiths now remember the techniques required.

Property: While wearing this armor, you have acid resistance.

In addition, once per day, you can use an action to gain resistance to bludgeoning damage, piercing damage, and slashing damage. This resistance lasts for 5 minutes.

Efreeti Chain

Rare magic armor (chain mail)

The links of this suit of chain mail look like they're forged of brass, but they are stronger than ordinary iron.

Efreeti chain protects its wearer from extreme heat, so even the most sweltering temperatures feel comfortably warm. It gives off a dim white glow when exposed to flames.

This armor is said to come from the fabled City of Brass, the home of the efreet. Sometimes it is available for purchase in the extravagant markets of the city, but more commonly it is found in treasure hoards or the collections of eccentric and wealthy patrons.

Property: While wearing this armor, you gain the following benefits:

- a +2 bonus to AC
- fire resistance
- the ability to move across molten rock as if it were solid ground
- Draconic and Primordial added to the list of languages you know

Elven Chain

Very rare magic armor (mithral shirt)

Elven chain is exceptionally fine and light mithral chain mail, elaborately decorated with woven lines that twist like vines, and incorporating other precious metals, such as silver, gold, and platinum.

Donning the armor feels like slipping into a silk tunic, and the chain mail does not constrain the wearer's movement. The magic woven into the elven chain enables the wearer to cast spells freely as well.

Mithral armor is usually made by dwarves, who mine the metal deep in the earth. Where dwarves and elves come together for trade or another common purpose, elven smiths craft fine shirts of the metal.

The elves guard *elven chain* jealously. In ancient times, they sometimes bestowed such armor on a dwarf who had earned their friendship, but

generally it is meant for elves' use. A gift of such armor is a sign of deep respect.

Property: You can wear this armor as if you were proficient with it.

Glamoured Studded Leather

Uncommon magic armor (studded leather)

This armor resembles normal studded leather, but the metallic studs that cover its surface are etched with fine lines that trace complex patterns.

Crafted in conjunction with skilled illusionists, this armor is ideal for a spy or assassin who wants to blend into a crowd. Because of the origin of this armor, some cities where intrigue is the norm have passed laws outlawing glamoured armor—although the armor's nature makes such laws difficult to enforce.

Property: You gain a +1 bonus to AC while you wear this armor.

As an action, while wearing the armor, you can speak the armor's command word to change the armor's appearance. The armor assumes the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories. The armor retains its normal bulk and weight, however. The illusionary appearance lasts until you speak the command word again to change its appearance.

Plate Mail of Etherealness

Very rare magic armor (plate)

The metal plates of this armor resemble polished marble, with white markings in cloudlike patterns across their surfaces.

The plates are as light as cotton when lifted or worn. Donning the armor creates a sensation of light-headedness, reminiscent of intoxication, that quickly passes. The wearer also seems to fade slightly from reality, taking on a smoky and ghostlike appearance.

The armor is forged from an alloy of mithral and rare minerals mined from chunks of earth drifting in the Ethereal Plane. Working with this substance requires tremendous skill and magical aid, since it phases in and out of an ethereal state while being shaped.

The first suit of this armor was created by servants of a great khan of the dao (a genie race native to the Elemental Plane of Earth). Others

found in the world use the same pattern, crafted in exotically elegant styles.

Property: The armor has 6 charges.

As an action, you speak the command word and expend 1 charge. You step into the border regions of the Ethereal Plane, with all your equipment. You become incorporeal and invisible for 10 minutes or until you choose to end it by speaking the command word again (no action required). During this time, you can move in any direction. If you move up or down, every 5 feet of movement costs an extra 5 feet. You can see and hear, but everything looks gray, and you cannot see anything more than 60 feet away.

You regain all expended charges each day at dawn.

Spellguard Shield

Rare magic armor (shield)

This shield's face features a metallic circular design inscribed with various arcane runes, combining the straight, sharp lines of Dwarven letters with flowing Elven script. When the shield is held defensively, this rune-scribed circle seems to lift off the face of the shield, then rotate.

The design of this shield originated in a dwarven kingdom beset by drow. Its champions carried *spellguard shields* to defend against drow wizards and priestesses in battle.

Property: While you are using this shield, you have advantage on saving throws against spells.

Weapons

Whether crafted for some fell purpose of murder and mayhem or forged to embody the highest ideals of honor and chivalry, magic weapons are the pinnacle of the smith's craft.

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet is fired, it does not break or use up its magic under normal circumstances, whether or not it hits its target.

+1 Weapon

Uncommon magic weapon (varies)

The most basic form of magic weapon is a superb product of the forge.

Basic magic weapons are predominantly long swords, but other such weapons certainly exist.

The DM chooses a weapon from the equipment list or rolls to determine its type randomly.

d100 Weapon Type

01–30	Long sword
31–40	Dagger
41–50	Mace
51–55	Battleaxe
56–60	Warhammer
61–70	Rapier
71–75	Great axe
76–80	Great sword
81–85	Morningstar
86–90	Maul
91–93	Light crossbow
94–95	Heavy crossbow
96–97	Shortbow
98–00	Longbow

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

Weapons with a Bonus Higher than 1

A basic magic weapon can have a bonus to attack rolls and damage rolls that is greater than 1, but such a weapon is unusual. Typically, a higher bonus appears in a magic item such as the *rod of lordly might*, which has additional properties.

Arrow of Dragon Slaying

Rare magic ammunition (arrow)

Sigils of anathema twist around this arrow's shaft. The arrowhead is made from the fused scales and teeth of a reptilian monster, while the fletching is stiff, coarse, and black.

If the *arrow of dragon slaying* is fitted to a bowstring, the sigils blaze with fell light and the arrow emits a sound like a tolling bell of doom.

Property: When you use this arrow as ammunition for an attack using a bow, you gain a +3 bonus to the attack roll and the damage roll.

If you hit a dragon with an attack using this arrow, the dragon must make a DC 17 Constitution saving throw. The dragon takes 6d10 extra damage on a failed save, or half the extra damage on a successful save.

Dagger of Venom

Rare magic weapon (dagger)

The black, obsidian blade of this weapon is serrated on one edge. Its pommel is carved to resemble two fanged serpents that twine together, their outstretched heads forming the blade's quillon. Anyone wielding the blade notes a bitter, acrid scent from it.

A *dagger of venom* is most often crafted for the use of a yuan-ti or a powerful assassin. Each of these weapons has a distinct pattern to its blade or pommel that indicates its original owner. Assassins' guilds and yuan-ti cults prize these blades as relics. If news of such a dagger reaches them, they send agents to collect the weapon by trickery or force.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this dagger.

The saving throw DC of any poison you apply to the dagger increases by 2.

Once per day, you can use an action to cause thick, black poison to cover the dagger's blade. The poison remains for 1 minute or until you hit with an attack using this weapon. When you hit a living creature with this weapon while it's coated in this poison, the creature must make a DC 15 Constitution saving throw. On a failed save, it becomes paralyzed for 1 minute.

Dancing Sword

Rare magic weapon (long sword)

Etchings along the blade's length depict blowing, spinning leaves and leaping, twirling blades. Drawing the sword causes it to twitch and jerk, as if eager to be free of the hand holding it.

Such weapons are sought by warrior mages, who are adept with both sword and spell. They delight in harrying their foes in melee with *dancing swords* as they step back and unleash an onslaught of magic. The first *dancing sword* was forged at the request of a once-powerful king who gained the throne by force of arms. Grown old and tired, he commissioned a blade that fought with the strength and fury of his youth.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

On your turn, as part of your action, you can toss the sword into the air and command it to dance. The sword moves 30 feet and attacks a creature within 5 feet of it that you choose. You make this attack as if you were wielding the sword.

As part of your action on each of your turns after you use this effect, you can move the sword up to 30 feet and repeat the attack against a creature within 5 feet of it.

After 3 rounds, if it has an unobstructed path to you, the sword speeds back to your grasp, if you have a hand free. If you don't, the sword falls to the ground at your feet. Otherwise, it moves as close to you as it can and then drops to the ground.

Defender

Very rare magic weapon (great sword)

The broad blade of this great sword is sharp near the tip and notched with defensive rills near the cross guard. An enameled shield design is blazoned at the base of the hilt, over which is inset the symbol of a gauntlet.

When the blade is handled, its balance seems to shift from moment to moment—not unpleasantly, but intuitively, to match the wielder's grip.

Property [Attuned]: You gain a +3 bonus to the attack rolls and the damage rolls you make with this great sword. As part of any action, before using the sword to attack, you can allocate some or all of its bonus as a bonus to your Armor Class that lasts until the start of your next turn. Until then, only the unallocated bonus can be applied to your attack and damage rolls with the sword.

Dwarven Thrower

Very rare magic weapon (warhammer)

The sledge atop this warhammer is wrought to resemble a dwarf's visage, hair streaming out to form the claw at the back. When the weapon is swung, the dwarf's face moves as if yelling a battle cry.

When giants threatened their mountain kingdoms, the dwarves forged these weapons in the deeps and gave them to the greatest warriors of each clan. *Dwarven throwers* are one reason that dwarves remain in the world.

Most *dwarven throwers* are lost in ancient ruins, interred with the heroes who last wielded them. Dwarves who see someone wielding one of these

warhammers, regardless of the wielder's race, sometimes honor the wielder for having returned a weapon of storied wonder to the light.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this warhammer.

Property [Attuned]: If you are a dwarf, the weapon's bonus increases from +1 to +3.

In addition, this weapon has the thrown property with a range of 25/50 feet. If you hit with an attack made by throwing this weapon, the attack deals 1d8 extra damage, or 2d8 extra damage if the target is a giant.

Flame Tongue

Rare magic weapon (long sword)

This blade is etched with flame designs that sometimes flare as if they were real fire. It is warm to the touch. In combat, the blade roars to life. It burns like a red dragon's tongue might, flaming scarlet and orange, and the weapon's tip exhales a thick spiral of black smoke.

Property: As an action, you can speak the sword's command word to cause flames to erupt from the blade. The flames emit bright light in a 20-foot radius and dim light for 20 feet beyond that. The flames last until you speak the command word again or until you drop or stow the item. Your attacks made using the weapon while it's flaming deal 2d6 extra fire damage.

Frost Brand

Very rare magic weapon (long sword)

The blade of this long sword is constantly rimed with frost and ice, and its hilt is wrapped in white leather. When it is drawn from its scabbard, nearby fires gutter, and a plume of condensing air steams from the weapon's surface.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon. On a hit with this weapon, you deal 1d6 extra cold damage.

While you have this sword drawn and in hand, you have fire resistance.

While drawn and in hand in freezing temperatures, the sword also sheds bright light in a 10-foot radius and dim light for 10 feet beyond that.

Finally, once per hour, when you draw this weapon, you can choose to douse all nonmagical flames within 30 feet of you.

Hammer of Thunderbolts

Very rare magic weapon (maul)

This large, extra-heavy maul sports a storm motif on its sledge and along the metal haft. The weapon is quite heavy, weighing about 50 pounds. When first held, the maul sparks with tiny bolts of lightning.

Long ago, storm giants used these weapons to hunt the mountain heights for dragons and rival giants. Nearly all record of these thunderous mauls has been lost. If any remain, they are likely within the hoard of a dragon or a giant who was the match of its ancient hunter.

Property: If you are Medium or larger and have an 18 Strength or higher, you gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

Property [Attuned]: The weapon's bonus to attack rolls and damage rolls increases to +2, and you deal 3d6 extra damage when you hit a dragon or giant with this weapon.

In addition, the weapon gains the thrown property with a range of 50/120 feet. If you hit a creature with an attack made by throwing this weapon, it issues a deafening thunderclap. Each creature within 30 feet of the target must make a DC 15 Constitution saving throw. A creature takes 3d6 thunder damage on a failed save, and half as much damage on a successful one. A creature that fails the save is also deafened for 1 hour.

Holy Avenger

Legendary magic weapon (long sword)

This long sword's straight blade is white as alabaster, and the crossguard forms flaring angelic wings of gold. Its hilt and pommel boast symbols of law and good.

Whenever the blade is drawn, the sound of a distant horn fills the air, calling warriors to battle.

Holy avengers were forged in the heavens by angels. They were given as gifts by various gods to their most reverent martial followers in an age of demonic aggression, tipping the balance of favor from the fiends to the mortals. Any fiend that sees a *holy avenger* immediately knows that the blade

was used to destroy many of its kind, and that the wielder is an avowed warrior of the forces of good.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Property [Attuned]: You must be a paladin to become attuned to the weapon.

The weapon's bonus to attack rolls and damage rolls increases to +3, and your attacks made using the weapon deal 2d10 extra damage to fiends and undead.

While you have this weapon drawn and in hand, the sword creates a 5-foot-radius sphere centered on you. You and all creatures friendly to you in the sphere have advantage on saving throws against magic.

Javelin of Lightning

Rare magic weapon (javelin)

This wooden javelin was carved from an ash tree that was struck by lightning. The javelin is tipped with iron, and iron wires with thunderbolt designs trace the javelin's length.

When the weapon is handled, tiny bolts of lightning leap to the wielder's hand from the shaft.

Property: As an action, you can throw the javelin at a point within 100 feet of you. A 5-foot-wide line of lightning travels from you to that point. Each creature in the line must make a DC 13 Dexterity saving throw. The creature takes 4d6 lightning damage on a failed saving throw, and half as much damage on a successful one.

When you use the javelin in this way, it becomes a normal javelin until the next dawn, at which time the magical energy returns.

Keen Rapier

Rare magic weapon (rapier)

The straight blade of this rapier springs from an elaborately styled wire guard. While the blade can be bent into a near U-shape, it becomes as hard as adamantine in battle.

The blade has perfect balance. Its point is so sharp that even a child could force it through a thick sheet of steel with little effort.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this rapier.

In addition, when the number you roll on the d20 for your attack roll using this weapon is 20, your target takes 2d6 extra damage.

Mace of Disruption

Uncommon magic weapon (mace)

This heavy mace's handle is carved of pale hardwood inset with gold, and its head is cast from white ceramic harder than stone. When it is drawn in battle, the mace's head glows with a clear, celestial light.

These weapons are often found in the keeping of temples and other holy orders dedicated to gods of good. They may be lent out to those who take a vow to root out evil, whether it be destroying a nest of ghouls or razing a lich's tomb.

Property: When you attack and hit a fiend or an undead using this weapon, the attack deals 2d6 extra damage. If the creature has 25 hit points or fewer after taking this damage, it must make a DC 15 Wisdom saving throw. On a failed save, the creature is instantly destroyed. On a successful save, the creature becomes frightened until the end of your next turn.

While you wield this weapon, it sheds bright light in a 20-foot radius and dim light for 20 feet beyond that.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Oathbow

Very rare magic weapon (longbow)

This longbow is snow white and, despite its slender profile, exceptionally strong. When an arrow is nocked to its string, the bow whispers to its wielder in Elven, "Swift defeat to my enemies."

Oathbows are carried by elf heroes, who receive them as gifts of esteem from a Faerie monarch.

Elves who see an *oathbow* in the possession of a non-elf might assume the bearer stole it.

Property: You gain a +1 bonus to attack rolls and damage rolls you make with this weapon.

When you use this weapon to make a ranged attack, you can swear aloud an oath: "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it drops to 0 hit points or until dawn, seven days later. You can have only one such sworn enemy at a time. When your sworn enemy drops to 0 hit points, you can choose a new one after the next day dawns.

When attacking your sworn enemy with this weapon, you have advantage on your attacks rolls and deal an additional 3d6 damage on a hit. Furthermore, your attack rolls against your sworn enemy ignore cover, other than total cover, and suffer no disadvantage due to long range.

While you have a sworn enemy, you with disadvantage on attack rolls against all other creatures, whether you use this weapon or a different one.

Vorpal Sword

Legendary magic weapon (long sword)

This simple long sword is all but indistinguishable from an ordinary weapon. Close examination reveals faint elaborate script running the length of the blade.

When a sentient creature notes the script, the creature understands the meaning of the writing. It is a line from an ancient poem describing an epic battle between a young hero and a monstrous beast, which the blade beheaded.

In direct sunlight, a *vorpal sword* gleams with a hard, sharp edge. The blade produces a marked slicing sound as it cuts through the air.

Property: You gain a +1 bonus to attack rolls and damage rolls you make with this weapon.

Property [Attuned]: The weapon's bonus to attack rolls and damage rolls increases to +3. Attacks you make using this weapon ignore resistance to slashing damage.

When the number you roll on the d20 for your attack roll using this weapon is 20, make another attack roll against the same target. If you hit again, the target takes an additional 6d8 damage. If the second attack roll is also an unmodified 20 and the

target has 150 hit points or fewer, you lop off its head, killing it instantly. If the creature doesn't have a head, you instead chop the creature in half, with the same lethal result.

Staffs

A typical magic staff is about 5 or 6 feet long and as thick as a young sapling, about an inch and a half at one end, tapering to an inch at the other. Staffs vary widely in appearance: Some are of nearly equal diameter throughout and smooth, others gnarled and twisted; some are made of wood, and others of polished stone or crystal.

Common Properties: A magic staff can be wielded as a quarterstaff.

Many staffs hold one or more spells (or magical effects that closely resemble spells). A wielder who has the ability to cast spells can use the spells in a staff by expending charges from the item. A wielder uses his or her magic ability and spellcasting bonus (if any) for resolving the spell's effect. Casting a spell from a staff otherwise follows all the normal rules for spellcasting.

Staff of Charming

Rare magic staff

This length of oak has end caps of silver. Fine threads of bright light twine almost hypnotically through the grain of the wood. A person grasping this weapon feels confident in social situations and feels as if he or she can convince anyone of anything.

Property [Attuned]: You must be a mage to become attuned to this item.

The staff has 10 charges. As an action, you can expend 1 charge and cast one of the spells contained within the staff: *charm person*, *command*, or *comprehend languages*.

If you expend the staff's last charge, roll a d20. On a 1, the staff blackens and loses this property. The staff cannot regain charges and functions as a normal quarterstaff.

The staff regains $1d6 + 4$ expended charges each day at dawn.

Secret: The staff's secret is revealed to its wielder the first time that person is the target of an enchantment spell.

Once per day when you fail a saving throw against an enchantment spell, you can turn the failed saving throw into a successful one. Furthermore, you can expend 1 charge as your reaction to turn that enchantment spell against its caster, as if you had cast the spell yourself.

Staff of Striking

Rare magic staff

This sturdy staff is made of oak and lacks adornment, except for a single glyph carved near the head.

When held firmly, a *staff of striking* causes the wielder's hands to tingle slightly.

These staffs are thought to have originated among a sect of mendicant clerics who used them for self-defense.

Property: You gain a +3 bonus to attack rolls and damage rolls you make with this staff.

Property [Attuned]: You must be a cleric, a druid, or a mage to become attuned to this item.

The staff has 10 charges. When you hit with an attack using this staff, you can expend up to 3 charges. For each charge expended, the target of your attack takes $1d6$ extra force damage.

If you expend the staff's last charge, roll a d20. On a 1, the staff blackens and loses this property. The staff cannot regain charges and functions as a normal quarterstaff.

The staff regains $1d6 + 4$ expended charges each day at dawn.

Wands

Wands are typically about 15 inches long, crafted of ivory, bone, or wood. They are usually tipped with metal, crystal, stone, or something similar.

Common Properties: A wand is too fragile to be used as a weapon, even an improvised one.

Many wands hold one or more spells, or magical effects that closely resemble spells. A wielder who has the ability to cast spells can use the spells in a wand by expending charges from the item. A wielder uses his or her magic ability and spellcasting bonus for resolving the spell's effect. Casting a spell from a wand otherwise follows all the normal rules for spellcasting.

Wand of Binding

Rare magic wand

This wand is actually a length of chain held rigid by the magic that infuses it. The chain is crafted from adamantine, and runes of binding and imprisonment adorn each link.

Property [Attuned]: You must be a cleric, a druid, or a mage to become attuned to this item.

The wand has 7 charges. As an action, you can expend the specified number of charges to cast one of the following spells from the wand.

- *hold person* (2 charges)
- *hold monster* (6 charges)

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

In addition, while you hold the wand, you can expend a charge as a reaction whenever you make a saving throw to resist the *hold person* or the *hold monster* spell to gain advantage on your saving throw.

Wand of Enemy Detection

Uncommon magic wand

This pale wand is carved from aspen wood, capped on one end with a lens-shaped crystal. When the wand is held, the crystal glows faintly.

Property: The wand has 7 charges. If you are holding the wand when you roll initiative, you can expend 1 charge (no action required) to roll a d8 and add the number rolled to your initiative.

While you hold the wand, you can use an action to expend 2 charges from the wand. If any enemies are within 60 feet of you, one end of the wand rapidly pulses with red light, and the wand tugs your hand in the direction of the nearest hostile creature within range.

The wand detects an enemy even if it is invisible, hidden, or disguised. The wand's detection can penetrate barriers, but it is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

Wand of Magic Missiles

Uncommon magic wand

One end of this length of slender rosewood glimmers like a coal, but the gleam is cobalt blue.

Property: The wand has 7 charges. As an action, you can expend up to 3 charges to cast *magic missile* from the wand. Each charge expended after the first allows you to cast the spell as if using a spell slot one level higher (maximum 3rd level).

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

Potions

A potion can be any kind of magical liquid, from an elixir that is drunk to an oil applied to a creature or object. Most potions consist of about one ounce of liquid, but others are enough to anoint a creature.

Sampling a potion might give a character some sense of the potion's nature while leaving enough of the potion to be useful.

Using a Potion: Potions are consumable magic items. At minimum, drinking or applying a potion requires an action, consuming the entire potion. Similarly, administering a potion to someone else requires an action. Once used, a potion takes effect immediately, according to its effect.

Oil of Etherealness

Uncommon potion

This cloudy gray oil smells like rain.

Upon applying this oil to oneself, the user sees all color leach from the surroundings. Billowing fog boils out of thin air, making everything indistinct. The mist seems more real than the faded world.

Property [Consumable]: You must spend 10 minutes applying this oil to your body and all your equipment. When you finish, you—along with

your clothing, armor, weapons, and other equipment—become incorporeal and invisible for 1 hour. The oil enables you to exist on the border between the Ethereal Plane and the Material Plane. As an action, you can move from this planar border fully into the Material Plane or deeper into the Ethereal Plane, or you can move from the Material Plane to the planar border again. While you remain fully on the Material Plane, you are not incorporeal. When the effect ends, you return to the Material Plane.

Optional Rule: Mixing Potions

A character might drink one potion while a previously imbibed potion's effect persists, or pour several potions into a single container. The strange ingredients used in manufacturing potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, stacking up the results. Unless the effects are immediately obvious, reveal them only when they become evident.

POTION MISCELLITY

d100 Result

- | | |
|-------|---|
| 01 | The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer. |
| 02–03 | The mixture becomes a potion of poison. |
| 04–08 | The mixture becomes a potion of delusion that appears to have one of the mixed potions' effects. |
| 09–15 | Both potions lose their effects. |
| 16–25 | One potion loses its effect. |
| 26–35 | Both potions work, but with half their normal effects. If an effect cannot be halved, at least in duration, it is instead lost. |
| 36–90 | Both potions work normally. |
| 91–99 | One potion has twice the normal effect. If no effect can be doubled, at least in duration, both potions work normally. |
| 00 | Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a <i>potion of healing</i> might increase the drinker's maximum hit points by 4, or <i>oil of ethereality</i> might permanently make the user incorporeal. At your discretion, <i>dispel magic</i> or <i>remove curse</i> might end this lasting effect. |

Potion of Climbing

Common potion

This potion is separated into brown, silver, and gray layers resembling bands of stone. If the container is shaken, upon settling, the potion separates once more. A person who samples the potion feels his or her fingers and toes itch and is momentarily filled with the desire to climb. Drinking it causes the person to notice on every vertical surface paths composed of tiny ledges, imperfections, and cracks that offer handholds and footholds.

Property [Consumable]: As an action, you drink the potion. For 1 hour, you automatically succeed on any Strength (Athletics) check you make to climb.

Potion of Delusion

Rare potion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion.

Drinking the potion causes a wave of bliss to ripple through the imbiber.

Property [Consumable]: As an action, you drink the potion. You believe you have consumed another potion and behave as though affected by that potion for as long as that effect normally lasts, until something happens to reveal the truth, or until you complete a long rest. For example, if the delusion is of a *potion of healing*, you believe you have healed. If the delusion is of a *potion of flying*, you might skip along the ground or leap from a rooftop in the belief that you can fly.

Potion of Diminution

Rare potion

A character who samples this transparent fluid feels his or her body being squeezed slightly. Observers notice that the character becomes a bit smaller for a moment.

On drinking this potion, everything the imbiber sees seems to grow larger, as if the imbiber has entered a land of giants.

Property [Consumable]: As an action, you drink the potion. You shrink to 10 percent of your normal size and weight. Although you retain your

game statistics, you deal only 10 percent of the damage you normally deal (minimum 1). Thanks to your reduced size, you can gain cover from smaller objects than normal and can more easily attempt to hide behind such objects. You can also stow away inside containers that would ordinarily be too small to hold you. The effect lasts for 1d4 hours.

Potion of Flying

Very rare potion

This sky-blue liquid has cloudy impurities drifting in it. Sampling the potion produces a momentary sense of weightlessness. The sense becomes continuous on drinking the potion.

Property [Consumable]: As an action, you drink the potion. For 1 hour, you have a fly speed equal to your normal speed. If the effect ends while you're flying, you must use your movement to descend. If you fail to land before 1 minute passes, you fall the remaining distance to the ground.

Potion of Healing

Common potion

This liquid is a faintly phosphorescent blue. Sampling the potion produces a brief sense of well-being. A creature that drinks this potion feels the pain of its wounds lessen.

Property [Consumable]: As an action, you drink the potion and regain $2d4 + 2$ hit points.

Potion of Heroism

Rare potion

This colorless potion steams as if boiling. Sampling or drinking it causes the imbiber to feel immensely healthy and robust.

Property [Consumable]: As an action, you drink the potion. You gain 10 temporary hit points. These hit points can cause you to exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first. In addition, you gain a +2 bonus to ability checks, attack rolls, and saving throws. Finally, the saving throw DC of any spell you cast or magic item you use, or that results from something else you do by increases by 2.

The effects wear off after 1 hour.

Potion of Invisibility

Rare potion

Sampling this transparent liquid causes the imbiber's body to flicker out of sight for a moment. A creature that drinks the potion instantly vanishes.

Property [Consumable]: As an action, you drink the potion. You—along with your clothing, armor, weapons, and other equipment—become invisible for 1 hour. The effect ends after you make an attack or cast a spell that affects a creature other than yourself.

Potion of Longevity

Rare potion

This pink, frothy liquid smells sweet. A sample tastes of sugar and a hint of grass. Upon drinking this potion, the imbiber looks younger and feels refreshed.

Property [Consumable]: As an action, you drink the potion. Your physiological age is reduced by $1d6 + 6$ years (no lower than the age of maturity for your race), restoring the appropriate amount of youth and vigor.

Special: Each time you drink a *potion of longevity*, you must succeed on a DC 5 Constitution saving throw, or you age $1d6 + 6$ years instead.

Potion of Mind Reading

Rare potion

This cloudy liquid constantly and visibly moves in its container. A character who samples it hears phantom voices for a moment. Drinking the potion causes the imbiber to briefly hear such voices from every side.

Property [Consumable]: As an action, you drink the potion. Choose a creature within 50 feet of you. The target must make a DC 15 Wisdom saving throw. On a failed save, you can read the target's surface thoughts and sense its emotional state for 1 minute. On a successful save, you gain no benefit, but the target doesn't know you attempted to read its mind. A target that suspects you're reading its thoughts can make a DC 15 Wisdom check as an action to end the effect. If the target moves more than 50 feet away from you, the effect ends.

Potion of Poison

Uncommon potion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion. A character who drinks the potion is racked with pain, as though from a dagger in the gut.

Property [Consumable]: As an action, you drink the potion. At the start of your next turn after you drink the potion, you take 3d6 poison damage. At the end of each of your turns in which you took damage from the potion, you make a DC 12 Constitution saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. If the poison damage is reduced to 0, the effect ends.

A *dispel magic* spell or a *greater restoration* spell immediately ends the effect.

Potion of Speed

Very rare potion

This orange fluid is streaked with black. The liquid races without pause around the interior of the vessel.

A character who samples the potion feels minor muscle spasms twitch across his or her body and briefly senses the world slowing. On drinking this potion, all action slows down to the imbiber, and sounds grow deeper and longer.

Property [Consumable]: As an action, you drink the potion. You roll initiative twice. You take a turn each time your initiative count comes up, and your ability to take a reaction renews each time you start a new turn.

The effects last for 1 minute. Starting on your turn after the effect ends, you become paralyzed until the start of your next turn.

Potion of Water Breathing

Uncommon potion

This greenish-blue fluid smells of the sea. A character who samples the potion coughs involuntarily.

Property [Consumable]: As an action, you drink the potion. You can breathe underwater for 1 hour.

Rings

Rings can hold amazing magical potency, and many require the wearer to be attuned to them.

Ring of Feather Falling

Rare ring

This ring is carved from the bone of an enormous bird, such as a roc, to look like a wreath of feathers.

On first putting on the ring, the wearer feels weightless for a moment.

Property: Whenever you fall while wearing the ring, you instead descend at a rate of 10 feet per round. You take no falling damage when you land and you land on your feet.

A few rings of this type are flawed or aged, so that if the wearer falls more than a specified distance, the ring fails to slow the fall at that point. A few such rings burn out altogether when they fail in this way, becoming nonmagical.

Ring of Invisibility

Legendary ring

Examples of this simple gold band are sometimes engraved with a faint saying in Elven script, such as "The wind is unseen, yet it presses the grass as it flows."

Property [Attuned]: You can use an action to become invisible, along with your clothing, armor, weapons, and other equipment. The effect persists until the ring is removed or until you attack or cast a spell that affects a creature other than you. You can also mentally will the invisibility to end (no action required).

Ring of Mind Shielding

Very rare ring

This fine ring is wrought from heavy gold.

Property [Attuned]: Wearing the ring makes you immune to any effect that allows another creature to read your thoughts, to discern whether you are telling the truth, or to determine your alignment. Telepathic communication with you succeeds only if you allow it.

As an action, while you wear the ring, you can render it invisible. The ring remains invisible until you use an action to make it visible, you remove the ring, or you die.

Secret: Upon the your death, if you're wearing the ring, your soul is transferred to the ring. When this happens, you can have your soul stay in the ring or depart at any time for the afterlife.

While a soul remains in the ring, it can telepathically communicate with a new wearer, who becomes aware of the ring's secret. The wearer cannot prevent this telepathic communication but might be able to take measures to force the soul out of the ring.

Ring of Protection

Rare ring

This silver ring has a setting in the form of a stylized shield, which holds a gleaming, polished agate.

Property [Attuned]: You gain a +1 bonus to AC and saving throws.

Ring of the Ram

Very rare ring

This ornate iron band features a ram's-head device.

Property: The ring has 3 charges. You can expend up to 3 charges at a time when you use the ring.

As an action, you can use the ring to attack a creature within 50 feet of you. When you do so, you can expend up to 3 charges from the ring. The ring produces a ram's head made of force and makes its attack roll with a +7 bonus to hit. On a hit, for each charge you expended, the target takes 1d6 force damage and is pushed back 5 feet.

You can also use the ring to break a door within 50 feet of you. Again, you can expend up to 3 charges from the ring. The ring makes a Strength check to break the door. It has a Strength bonus equal to $5 + 1$ per charge expended.

The ring regains all of its expended charges each day at dawn.

Ring of Regeneration

Very rare ring

This iron band is wrapped in the rubbery, preserved hide of a troll.

Property [Attuned]: You regain 1d6 hit points every 10 minutes you wear this ring. If you lose any body part while wearing the ring, the body

part regenerates and returns to full functionality after $1d6 + 1$ days.

Ring of Water Walking

Uncommon ring

This silver ring is inscribed with notches that resemble stylized waves. When the wearer is near enough to see a large body of water, the notches animate, and the waves sweep around the ring.

Property [Attuned]: You can move across any liquid surface as if it were solid ground.

Ring of Wizardry

Very rare ring

Silver sigils of stars, comets, and suns are engraved on this bone ring.

Crafting a *ring of wizardry* involves several astounding feats of magic now lost to academic spellcasters. A mage must grow a clone, invest the clone with the knowledge of magic, and harvest a finger from it. From this finger's bones a *ring of wizardry* is carved. A story exists about the "Nine-Fingered Mage," a clone who escaped the complete ring-making process, but not soon enough to save every digit.

Property: If you are a mage, add one to the number of spell slots you have for each level of spell you can cast up to 4th level.

Scrolls

A scroll is typically a spell stored in written form. Some scrolls bear unique incantations that produce potent wards or other magical effects.

Using a Scroll: A scroll is a consumable magic item. Whatever the nature of the magic contained in a scroll, unleashing that magic requires reading it. When its magic has been invoked, the scroll cannot be used again. Its words fade, or it crumbles into dust.

Scroll of Protection from Undead

Rare scroll

This tube of leather is inscribed with symbols of skulls and capped by a plug of obsidian. Inside is a rolled-up piece of fine vellum scribbled with spidery script. A faint odor of rot wafts up from the page.

Property [Consumable]: If you can cast spells, you can use an action to read this scroll.

Reading the scroll causes an invisible barrier to spring up around you in a 5-foot-radius sphere that lasts for 5 minutes. The barrier moves with you to remain centered on you. Undead creatures cannot pass through the barrier, or affect targets on the other side of the barrier in any way.

An undead creature can attempt to overcome the barrier by using an action to make a DC 15 Wisdom check. On a success, the creature is not affected by the barrier.

If a creature inside the barrier attacks an undead creature outside the barrier, the barrier ceases to affect that undead creature.

If you move in a way that would force an undead creature into the barrier, the creature must make a DC 15 Wisdom saving throw. On a failed save, you push the creature away from you so that the creature does not pass through the barrier. You cannot push the creature into any place that might be harmful to it. If you cannot push the creature, because of harmful terrain or other factors, the barrier collapses and the scroll's effect ends.

Spell Scroll

Uncommon scroll

Often found in a tube of ivory, jade, leather, metal, or wood, a *spell scroll* bears the magical words of a single spell, written in a mystical cipher.

Property [Consumable]: If the spell written on the scroll appears on your class's spell list, you can use an action to cast it without having to meet any of the spell's requirements.

If the spell is of a higher level than you can normally cast, you must first make a magic ability check to cast the spell. The DC equals $10 +$ the spell's level. On a failed check, the spell on the scroll disappears and has no effect.

Optional Rule: Scroll Mishaps

A caster who fails at using a *spell scroll* must make a DC 10 saving throw using his or her magic ability. If the saving throw fails, roll on the Scroll Mishap table.

SCROLL MISHAP

d6 Result

- | | |
|---|---|
| 1 | A surge of uncontrolled magical energy deals $1d6$ psychic damage per level of the spell to the caster. |
| 2 | The spell affects the caster or an ally instead of the intended target, or affects a random target nearby if the caster was the intended target. |
| 3 | The spell takes effect at a random location within the spell's range. |
| 4 | The spell's effect is contrary to its normal effect, but is neither harmful nor beneficial. For instance, a <i>fireball</i> might produce an area of harmless cold. |
| 5 | The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 2d10 minutes for spells that take effect instantaneously. For example, a <i>fireball</i> might cause smoke to pour from the caster's ears for 2d10 minutes. |
| 6 | The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away. |

Wondrous Items

A wondrous item is a magic item that doesn't fit neatly into another category. Wondrous items include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, including amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this category.

Bag of Holding

Uncommon wondrous item

This appears to be an ordinary cloth sack, roughly 2 feet in diameter at the mouth and 4 feet deep. Opening the sack reveals an interior space considerably larger than its outside dimensions.

Property: This bag can hold up to 500 pounds of weight, not exceeding a volume of 70 cubic feet. The bag always weighs 15 pounds, despite the weight of any contents.

Placing an object in the bag does not require an action, but retrieving an item from the bag does.

The bag has a few limitations. If the bag is overloaded, or if a sharp object pierces it or tears it, the bag ruptures and is destroyed. If the bag is destroyed, its contents are lost forever, although an artifact always turns up again somewhere in the world. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a breathing creature is placed within the bag, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Secret: Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creatures within a 10-foot radius are drawn to the Astral Plane, the rift closes, and the *portable hole* and *bag of holding* are destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar rift appears, but it leads to a random plane of existence.

Belt of Giant Strength

Wondrous item

This thick, wide leather belt is decorated with studs made of a material that varies depending on the type of belt. For example, a *belt of fire giant strength* might have black iron studs, while a *belt of storm giant strength* might have studs made of coral and mother-of-pearl.

Upon cinching this belt around the waist, the wearer feels no special effect. But his or her strength is so greatly increased that the wearer might accidentally pull a door off its hinges or crush a drinking cup while attempting to pick it up.

Property: The DM either rolls to determine the belt's type or chooses one from the options available.

d100	Type	Strength	Rarity
01–50	Hill giant	21	Rare
51–70	Stone/frost giant	23	Very rare
71–85	Fire giant	25	Legendary
86–95	Cloud giant	27	Legendary
96–00	Storm giant	29	Artifact

While you wear the belt, your Strength score becomes that granted by the belt. If your Strength is already equal to the belt's score or higher, the item has no effect.

Although they look different, a *belt of stone giant strength* and a *belt of frost giant strength* are functionally identical.

Boots of Elvenkind

Uncommon wondrous item

These soft, supple boots feature intricate leaf patterns sewn into the leather.

An elf who sees a non-elf wearing these boots typically assumes that they are stolen. In some cases, however, *boots of elvenkind* are presented as gifts to the elves' most trusted and valued allies.

Property: While you wear *boots of elvenkind*, your movement makes no sound, regardless of the surface you move across, even if dry leaves cover it, it is a creaky floor, or is covered by loose gravel or broken glass.

Boots of Speed

Rare wondrous item

These supple leather boots have polished buckles that sparkle in the light, along with silver inlay at their heels. After donning the boots, a wearer notices that everything—even sound—seems to move at a slightly slower pace. This increased speed is endurable for only so long each day.

Property: While you wear these boots, you can use an action to click the boots' heels together. You can take another action as part of the same action, but not if it involves casting a spell or activating a magic item.

When they are activated, the boots double your speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

You can end the effect by clicking your heels again on your turn (no action required).

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you complete a long rest.

Boots of Striding and Springing

Uncommon wondrous item

These leather boots have springy soles and are cushioned inside to provide a comfortable fit.

On donning the boots, the wearer feels a sudden, brief urge to travel—a fleeting ambition to walk from one end of the world to the other.

Property: You never take a penalty to speed from being encumbered or from wearing armor while wearing these boots. In addition, whenever you jump, you jump three times the normal distance.

Bracers of Defense

Rare wondrous item

These wide metal bracelets each bear a single symbol: a kite shield of burnished silver. The bracers have hinges that allow them to be clasped and unclasped, and they magically tighten to fit snugly on their wearer's forearms. When first donned, they briefly shine with soft light that spreads across the wearer's body before fading away.

Property: If you wear these bracers while wearing no other armor and using no shield, your AC is $13 + \text{your Dexterity modifier}$.

Cloak of Elvenkind

Uncommon wondrous item

This long cloak is fashioned from gray cloth, expertly crafted, and is half the weight of a normal cloak.

An elf who sees a non-elf wearing a cloak of this sort might assume the cloak is stolen. In some cases, however, *cloaks of elvenkind* are presented as gifts to the elves' most trusted and valued allies.

Property: While you wear a *cloak of elvenkind* with the hood up, you can attempt to hide in any natural environment, as long as no creatures are within 20 feet of you. You do not have to be obscured to make the attempt, but you must stay quiet.

Cloak of Invisibility

Legendary wondrous item

This exquisitely crafted cape is half the weight of a normal cloak and smooth in texture. A *cloak of invisibility* reveals its power when donned.

Property: While you wear a *cloak of invisibility*, you—along with your clothing, armor, weapons, and other equipment—become invisible. When the cloak has been worn for a total of 2 hours, its magic ceases to function. For every uninterrupted period of 12 hours that it is not in use, the cloak regains 1 hour of functionality.

Crystal Ball

Legendary wondrous item

Mist swirls inside this 6-inch-diameter crystal sphere, and in it you can spy visions of distant people and places. The orb is as heavy as a similarly sized piece of marble, and holding a *crystal ball* feels like running one's hand through a cool mist.

The few *crystal balls* known to exist are old even by the standards of the ancient world. Although many sages and spellcasters can create scrying devices from pools and mirrors, the art of crafting crystal balls has been lost since time beyond memory. They are among the great mysteries of the world and are greatly prized.

Most sages are cautious when using a *crystal ball*, and most describe the sensation of being watched while using the item. Frightening rumors whisper that something else—something from a place beyond mortal knowledge—looks back through the sphere at the user.

Property: You use a *crystal ball* by peering into it for at least 10 minutes. During this time, you must choose a target—a creature, object, or place known to you, which can be at any distance away from you or even on another plane of existence. At the end of this time, you must make an Intelligence (Arcana) check. Your familiarity with the target determines the DC.

Knowledge of the Target	DC
None*	25
Secondhand (you have heard of the target)	20
Firsthand (you have met the target)	15
Familiar (you know the target well)	10

*You must have some sort of connection to the target, such as an image of it, one of its possessions, or a lock of its hair or an object taken from the location.

On a successful check, the *crystal ball* projects a scrying sensor to a location where you can see the target and are within 20 feet of it. You can see and hear through the sensor as if you were there. The sensor has the same senses as you.

The sensor is invisible, starts hidden, and cannot move from its position, but you can see and hear in all directions from its position.

Any creature within 20 feet of the sensor can detect its presence by making a Wisdom (Perception) check against a DC equal to $15 + \text{your}$

Intelligence modifier. On a successful check, a creature knows it is being observed. A creature does not, however, know the sensor's exact location unless it can see invisible objects. A creature that can see invisible objects perceives the sensor as a spectral projection of you.

Your sensor has an AC of 10 + your Intelligence modifier, makes saving throws using your ability scores, and has 1 hit point. It is immune to all damage except psychic damage. When the sensor drops to 0 hit points, it disappears, the scrying effect ends immediately, and you take 10d6 psychic damage.

You can end the effect at any time (no action required). As long as the sensor exists, you are restrained and cannot take actions.

Dust of Dryness

Uncommon wondrous item

This fine-grained gray powder sparkles in the light and is usually stored in a small pouch or envelope made of folded parchment.

A sniff of the powder reveals the scent of sunbaked clay and leaves one with a parched mouth. Touching *dust of dryness* dries the skin temporarily, and tasting a pinch causes thirst.

Property: You have 1d6 + 4 pinches of this magic dust. As an action, you can sprinkle a pinch of it over water. The dust turns up to 100 gallons of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet can be picked up and carried; its weight is negligible.

The pellet can be smashed against a hard surface as an action, which causes the pellet to shatter and releases the same volume of water that the dust absorbed.

Dust of dryness is particularly deadly to water creatures. A water creature exposed to a pinch of dust must make a DC 12 Constitution saving throw. The creature takes 5d6 necrotic damage on a failed save, and half as much damage on a successful one.

Flying Carpet

Very rare wondrous item

Unrolling this large silken rug reveals a beautiful design woven of multicolored threads. Playful arabesque designs scud across a background of

repeating geometrical calligraphy, all bordered with a pattern that suggests clouds.

When rolled out and laid down, a *flying carpet* hangs above the ground for a moment, buoyed by the air beneath. It then settles to the ground unless it is activated.

A typical *flying carpet* measures 5 feet by 10 feet and can carry up to two Medium or smaller creatures.

Property: When you sit on the rug and use an action to speak the command word, the *flying carpet* rises into the air. You use your movement to control the *flying carpet*, and the carpet has a fly speed of 40 feet. A *flying carpet* can move at full speed as long as it carries no more than 400 pounds. It can carry up to double this weight, but if it does so, its speed is halved.

Speaking the command word again causes the carpet to descend at a rate of 10 feet per round until it lands.

Gauntlets of Ogre Power

Uncommon wondrous item

Made from thick leather, these gauntlets have iron studs on the back that run halfway down the length of each finger. The gauntlets are heavier than they look—as if lead were sewn between the layers of leather. A creature that dons the gauntlets feels as strong as an ogre.

Property: While you wear these gauntlets, your Strength becomes 19. If your Strength is already 19 or higher, the gauntlets have no effect on you.

Gem of Seeing

Very rare wondrous item

This finely cut and polished diamond is the size of a human eye.

A creature that holds a *gem of seeing* to its eye notices that the gem is transparent, and peering through it in no way blurs or distorts the creature's vision. One can turn a *gem of seeing* into a pendant by setting it in a loop of metal, so that the gem is always within easy reach and hard to lose. A dread pirate lord had one set in an ornate eye patch.

Property: As an action, you can peer through the gemstone. You automatically spot hidden or invisible creatures or objects within your line of sight. In addition, you automatically recognize

creatures or objects created by illusions as illusions. You can also see into the Astral Plane and the Ethereal Plane.

Secret: A character who uses a *gem of seeing* has a 5 percent chance with each use of seeing a hallucination or mistaking a real object for an illusion.

Hat of Disguise

Uncommon wondrous item

A *hat of disguise* looks like a cheap, well-worn wool cap. Its colors have faded from many years of hard use.

Putting the hat on for the first time causes a ripple of spontaneous and random illusory changes to the wearer's appearance. The effect is fleeting.

Property: As an action while wearing the hat, you make yourself—including clothing, armor, weapons, and other equipment—look different. You can change your height by up to 25 percent and your weight by up to 50 percent. You must maintain the same body type, such as humanoid, but otherwise, the extent of the apparent change is up to you. All changes are illusory, and a creature justifiably suspicious of your appearance can make a Wisdom (Perception) check opposed by your Charisma (Deception) check. The hat grants a +5 bonus to your check, but if you lose the contest, the creature sees through the illusion.

Removing the hat ends the effect.

Horn of Blasting

Rare wondrous item

This plain brass horn is badly dented, but despite the apparent damage, it is fully functional.

A *horn of blasting* functions as a normal trumpet unless someone speaks the command word and then blows the horn. Even without the command word, the horn emits a deep, roaring rumble when blown. The blast causes the ground in front of the horn to quake slightly, and dust kicks into the air as if disturbed by a sudden gale.

Property: As an action, you speak the horn's command word and then blow the horn. It emits a thunderous blast in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage, and it is deafened for 1 minute.

On a successful save, a creature takes half as much damage and is not deafened. Crystalline creatures and objects have disadvantage on the saving throw and take 7d6 damage instead of 5d6.

Each use of the horn's magic beyond the first during a single day has a 20 percent cumulative chance of causing the horn to explode. The explosion deals 10d6 thunder damage to the blower and destroys the horn.

Ioun Stone

Wondrous item

Ioun stones are named after Ioun, a god of knowledge and prophecy revered by sages and seers. How they came to be attributed to the god is a hotly debated topic among Ioun's faithful, but it remains a mystery. Some believe that worshipers of Vecna, the undead god of secrets, stole and hid this ancient lore.

When tossed into the air, one of these tiny gems orbits the head of its owner and confers a benefit based on its color and shape.

Property: As an action, you can release an *Ioun stone* into the air. When you do so, it orbits around your head at a distance of 1d3 feet. Thereafter, the stone must be grasped or netted to separate it from you. You can voluntarily seize and stow a stone, and the stone's effect ends immediately.

A stone has AC 24, 10 hit points, and resistance to all damage.

Many different *Ioun stones* exist, including those described here.

Clear Spindle (Rare): You do not suffer from hunger or thirst and do not need to eat or drink.

Dusty Rose Prism (Rare): You gain a +1 bonus to AC.

Deep Red Sphere (Very Rare): Your Dexterity score increases by 1.

Incandescent Blue Sphere (Very Rare): Your Wisdom score increases by 1.

Pale Blue Rhomboid (Very Rare): Your Strength score increases by 1.

Pink Rhomboid (Very Rare): Your Constitution score increases by 1.

Pink and Green Sphere (Very Rare): Your Charisma score increases by 1.

Scarlet and Blue Sphere (Very Rare): Your Intelligence score increases by 1.

Dark Blue Rhomboid (Rare): You gain a +3 bonus to Wisdom (Perception) checks and Intelligence (Search) checks.

Vibrant Purple Prism (Legendary): You can store spell slots in the stone. The stone can hold up to three levels of spell slots (one 3rd-level slot, three 1st-level slots, or one 1st- and one 2nd-level slot). Storing a spell slot expends it as normal and requires an action. At any time after doing so, you can cast a spell you have prepared by using one or more of the spell slots stored in the stone. When you use a spell slot stored in the stone, that slot is no longer stored in the stone.

Pale Lavender Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted by a spell of 4th level or lower, you can use the stone to absorb the spell without harm. The stone can't absorb spells, such as *fireball*, that target more than you alone.

When the stone has absorbed 20 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Pearly White Spindle (Legendary): Each hour, you regain 1 hit point.

Pale Green Prism (Legendary): You gain a +1 bonus to attack rolls, saving throws, ability checks, and AC.

Orange Prism (Legendary): Once per day, you can cast the any spell you have prepared without using a spell slot or any other resource.

Lavender and Green Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted by a spell of 8th level or lower, you can use the stone to absorb the spell without harm. The stone can't absorb spells, such as *fireball*, that target more than you alone.

When the stone has absorbed 50 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Necklace of Fireballs

Rare wondrous item

Red beads in gold fittings hang from a delicate golden chain, and the ends of the chain can be tied

together to form a necklace. The beads sometimes quiver, as if struggling to contain a powerful force.

Property: A *necklace of fireballs* has 1d6 + 3 beads hanging from it.

As an action, you can detach a bead and throw it up to 100 feet. At the end of its trajectory, the bead explodes in a 20-foot-radius cloud of flame. Each creature in the area must make a DC 13 Dexterity saving throw. A target takes 5d6 fire damage on a failed save, or half that damage on a successful one.

You can hurl multiple beads or even the entire necklace as one action. The effect is the same as described above except that the explosion deals 1d6 extra fire damage for each additional bead after the first.

The fire created by this item ignites combustibles.

When all of its beads are expended, the necklace melts away.

Pearl of Power

Uncommon wondrous item

This pearl comes in many colors but is average in size and luster. When grasped, it feels warm to the touch. After the pearl's magic is discharged, it feels like any other pearl.

Property: Once per day, as an action, you can speak the pearl's command word to regain one expended spell slot of up to 3rd level.

Portable Hole

Rare wondrous item

This fine cloth, soft as silk, unfolds into a circular sheet. When spread across a surface, the sheet seems to vanish, dropping away into a hole that wasn't there before.

Property: You can use an action to unfold or fold up a portable hole. When opened fully, a *portable hole* covers a 6-foot-diameter surface. At the other extreme, it can be folded up to the dimensions of a handkerchief.

When spread across any solid surface, a *portable hole* creates an extradimensional hole that is 10 feet deep. Since the space within the hole does not exist in the same plane as the item, a *portable hole* can't be used to create open passages through floors, walls, doors, and other surfaces.

A *portable hole* can be stowed by taking hold of the edges of the cloth and folding it up. Folding the

cloth closes the hole, and any creatures or objects within remain in the hole's extradimensional space. Creatures or objects placed in a *portable hole* do not add to the item's weight, which is negligible.

A creature inside a *portable hole* can exit the hole by walking, crawling, or climbing out of it. If the item is folded up, a creature can make a DC 10 Strength check as an action to force its way out. On a successful check, it appears within 5 feet of the *portable hole* or the creature possessing it.

There's enough air in a closed *portable hole* to sustain creatures for up to 10 minutes.

Each *portable hole* has its own extradimensional space.

Secret: Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creatures within a 10-foot radius are drawn to the Astral Plane, the rift closes, and the *portable hole* and *bag of holding* are destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar rift appears, but it leads to a random plane of existence.

Robe of the Archmagi

Legendary wondrous item

This elegant garment is made from exquisite cloth and adorned with silvery runes. It is clearly a vestment of power and authority. The robe's color is always white, gray, or black.

Property: If you can cast at least one spell from the mage spell list, you gain the following benefits while you wear this item.

- If you're not wearing armor, your AC is 15 + your Dexterity modifier.
- You have advantage on saving throws against magical effects.
- Your spellcasting bonus increases by 2.

Secret: The robe's color corresponds with the alignment for which the item was created. A white robe is made for good alignments, gray for neutral alignments, and black for evil alignments. If a character dons a *robe of the archmagi* that doesn't correspond to the character's alignment, the wearer has disadvantage on attack rolls, ability checks, and saving throws. Furthermore, creatures

have advantage on saving throws against the wearer's spells.

Rod of Absorption

Legendary wondrous item

This scepter-like rod is crafted from dark metal. If picked up, the rod vibrates in its wielder's hand.

Property: While wielding a *rod of absorption*, as a reaction when you are attacked by or targeted by a spell, you can use the rod to absorb that spell without harm. The rod can't absorb spells, such as *fireball*, that target more than you alone. The rod nullifies the spell's effect and stores its energy, which a spellcaster can use to fuel his or her own spells. You detect a spell's level as the rod absorbs it.

The amount of energy (spell points) stored in the rod depends on the level of the spell absorbed.

Spell Level	Spell Points
1	1
2	2
3	3
4	5
5	6
6	7
7	9
8	11
9	14

As the rod accumulates absorbed spells, you can spend the stored spell points to cast any spell you know and have prepared. To do so, you must take an action and spend a number of spell points equal to the number of spell points the rod would gain by absorbing a spell of that level.

For example, an enemy spellcaster targets you with *charm person*, a 1st-level spell. The *rod of absorption* nullifies the spell and converts it to 1 spell point. On your next turn, you can use the rod to cast a 1st-level spell by expending the spell point, or you can wait for the rod to absorb more spells so that you can use the stored spell points to cast higher-level spells.

A *rod of absorption* can store up to 20 spell points. A newly found rod has 1d10 spell points stored within it. If you are targeted by a spell whose level would convert to more spell points than the rod has available, it cannot absorb the spell.

Rod of Lordly Might

Legendary wondrous item

This metal rod resembles a mace with a flanged head at one end and six brass buttons in a row along the haft.

Property [Attuned]: You can use a *rod of lordly might* as a +2 mace.

Additionally, you can use the following properties, each of which requires an action unless otherwise noted.

Immobilizing Strike (1/day): Use the rod to make a melee attack against a creature within 5 feet of you. On a hit, the target is also restrained for 1 minute. The target can take an action to make a DC 13 Strength check, ending the restrained condition early on a success.

Invoke Fear (1/day): Each enemy within 30 feet of you that can see you must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. The target can take an action to make a DC 13 Wisdom check, ending the frightened condition early on a success.

Drain Life (1/day): Use the rod to make a melee attack against a creature within 5 feet of you. If the attack hits, it deals an additional 4d6 necrotic damage, and you regain 2d6 hit points.

Buttons: Once per round as part of another action, you can press one of the rod's six buttons. The button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

1. A fiery blade sprouts from the end opposite the rod's flanged head. The rod becomes a *flame tongue*.
2. The rod becomes a +3 *battleaxe* as its flanged head folds down and two crescent-shaped blades spring out.
3. The rod becomes a +3 *spear* as its flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft.
4. The rod transforms into a climbing pole. A spike at the bottom anchors the pole in surfaces as hard as granite, while the other end sprouts three sharp grappling hooks. The rod stretches to a maximum length of 50 feet, stopping at whatever length you choose. Horizontal bars 3 inches long fold out from the

sides, 1 foot apart, in a staggered progression, forming a ladder. The rod is firmly held in position by the spike and hooks, and it can bear up to 4,000 pounds.

5. The rod transforms into a handheld battering ram, which can be used to break down doors, barricades, and other objects. The force exerted by the rod is equivalent to Strength 30.
6. The rod indicates magnetic north and gives you knowledge of your approximate depth beneath the surface or your height above it.

Slippers of Spider Climbing

Uncommon wondrous item

Woven from spider silk, these soft slippers fit snugly and comfortably.

The wearer quickly notices that the soles of the slippers adhere slightly to surfaces that aren't slippery.

Property: While you wear these slippers, you can move up, down, or across vertical surfaces or even upside down along ceilings while leaving your hands free. You move in this way at your normal speed and without needing to make a Strength (Athletics) check.

The slippers are not useful on very slippery surfaces, including those that are icy, oiled, or greased.

Tome of the Stilled Tongue

Very rare wondrous item

This thick, leather-bound volume has a desiccated tongue nailed to the front cover.

Five of these tomes exist, and it's not certain which one is the original. The grisly cover decoration on the first *tome of the stilled tongue* once belonged to a former servant of Vecna who betrayed the lich-god of secrets. The tongues pinned to the covers of the four copies came from spellcasters who also crossed Vecna.

The first few pages of each tome are filled with indecipherable scrawls. The remaining pages are blank and pristine.

Property: If you are a mage (wizard), you can use this tome as a spellbook.

Once per day while you are holding the tome, as an action, you can cast a spell you have written in this tome without expending a spell slot, having to speak, or having to make gestures. You can take

another action as part of the same action, but not if it involves casting a spell or activating a magic item.

Secret: Vecna watches and keeps tabs on the individual using this tome, and he can write cryptic messages in the book that appear at midnight. Anyone who uses the book or prepares spells from it learns that a new message is within. After the message is read, it fades away.

Winged Boots

Rare wondrous item

These fine boots appear to be ordinary footwear. When the boots are donned, tiny wings sprout from the ankles and flutter gently as if longing to take flight.

Property: While you wear *winged boots*, you have a fly speed equal to your normal speed.

You can use the boots to fly up to 4 hours each day, all at once or in several shorter flights. Attempting to fly beyond that time causes the magic to gradually fade, and you descend at a rate of 10 feet per round until you land.

For every uninterrupted period of 12 hours that they are not in use, the boots regain 2 hours of flying.

Multiclassing

Your character is not bound by the class choice you make at character creation. As you advance in levels, you can sample the benefits and features offered by other classes by multiclassing. You might remain primarily a member of your original class with just a few new features added, or you might change course entirely, never looking back at the class you left behind. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

How Multiclassing Works

When you first decide to multiclass, instead of gaining the next level in your current class, you can choose a different class and gain a level in that class. The level in the new class is layered on top of your existing abilities, and your character's total level is a combination of all your class levels.

For example, Gary is playing a 4th-level fighter. Upon achieving enough experience points to reach 5th level, Gary decides that instead of continuing to progress as a fighter his character will multiclass. Gary's fighter has been spending a lot of time with Dave's rogue, and has even been doing some jobs on the side for the local thieves' guild as a bruiser. Gary decides that his character will multiclass into the rogue class, and thus his character becomes a 4th-level fighter and 1st-level rogue (often written as fighter 4/rogue 1).

As you continue to gain levels, you can continue to progress in your new class, switch back to the original class, or even start progressing in yet another class, all based on the way that your character is developing.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for the class, as shown

in the Multiclassing Prerequisites table. Adopting a new class without the full extent of training that a beginning character has means that you must be a quick study, with natural aptitude reflected in unusually high ability scores.

MULTICLASSING PREREQUISITES

Class	Ability Scores
Barbarian	Strength 13+, Constitution 13+
Bard	Charisma 15+
Cleric	Wisdom 15+
Druid	Wisdom 15+
Fighter	Strength 15+
Mage	Intelligence 15+
Monk	Dexterity 13+, Wisdom 13+
Paladin	Strength 13+, Charisma 13+
Ranger	Dexterity 13+, Wisdom 13+
Rogue	Dexterity 15+

Advancement

The experience point cost to gain a level is always based on your total character level, not your class level. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

Hit Points. You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

Hit Dice. You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10 for their hit dice, so if you are a paladin 5/fighter 5, you have 10d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have 5d10 and 5d8 Hit Dice.

Proficiency Bonus. When you multiclass, your proficiency bonus is based on your total character level, not your class level. You add together your levels in all classes, and have the proficiency bonus for a character of that level.

For example, if you are a fighter 2/rogue 2, you have the proficiency bonus of a 4th-level character, which is +2.

Proficiencies. You gain all the proficiencies of your new class when you multiclass.

Class Features. When you gain a new level in a class, you get the class features described in the entry for that class, according to your level in the class. Only a few features have exceptions to this general rule: Channel Divinity, Extra Attack, and Spellcasting.

Channel Divinity

If you already have the Channel Divinity class feature and multiclass into another class that grants the feature, you gain the Channel Divinity effects granted by that class, but do not gain any additional uses of Channel Divinity. You gain additional uses only when you reach a class level that grants them to you. For example, if you are a 6th-level cleric/4th-level paladin, you can use Channel Divinity twice between rests, and each time you use it you can choose any of the options available to you from both your classes.

Extra Attack

You gain the Extra Attack class feature when you meet one of the following conditions:

- You have five levels in the fighter class
- You have eight combined levels in any classes that have the Extra Attack feature

Once you have Extra Attack, you don't gain an additional Extra Attack unless you have eleven levels in the fighter class.

Spellcasting

Your spellcasting ability depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes.

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually. If you are a bard 4/mage 3, for

example, you know two bard cantrips and three 1st-level bard spells based on your levels in the bard class. Your spellbook has three mage cantrips and eight mage spells, two of which (the two you gained when you reached 3rd level as a mage) can be 2nd-level spells. You can prepare 4 mage spells each day.

Spells per Day. You determine your spells per day by adding together all your levels in the cleric, druid, and mage classes, and half of your levels, rounded down, in the bard, paladin, and ranger classes. Use this total to determine your spells per day by consulting the Multiclass Spells per Day table.

This table is likely to give results that include spells of a higher level than you can cast. As usual, you can use higher-level castings to cast spells you know or have prepared at a higher level, potentially achieving greater effect.

For example, if you are the aforementioned bard 4/mage 3, you cast spells as a 5th-level character (four 1st-level spells, three 2nd-level spells, and two 3rd-level spells). However, you don't know any 3rd-level spells, nor do you know any 2nd-level bard spells. You can use those available castings to cast the spells you do know.

Magic Ability. When you cast a spell belonging to one of your classes, you use the magic ability for that class. If you cast a spell belonging to more than one of your classes, you can choose which class's magic ability to use.

Proficiency and Spellcasting. When you cast a spell belonging to one of your classes, you can apply your proficiency bonus only if you meet the conditions specified for that class. For example, when you cast a cleric spell, you must present a holy symbol to apply your proficiency bonus to that spell. When you cast a spell belonging to more than one of your classes, you can apply your proficiency bonus as long as you meet the conditions for one of those classes.

MULTICLASS SPELLS PER DAY

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

Races

The worlds of DUNGEONS & DRAGONS feature a rich tapestry of cultures and societies, kingdoms and empires, lands populated by beings both strange and familiar. Although humans are the most common peoples in the game's worlds, they exist alongside many other humanoid races. The most common are dwarves, elves, and halflings, followed by gnomes, half-elves, and half-orcs. Your Dungeon Master might allow other races as well; this document also includes dragonborn, drow, kender, tieflings, and warforged. Your character belongs to one of these peoples.

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

Each race's description includes information to help you roleplay a character of that race, including personality, physical appearance, and features of society. These details are only suggestions to help you think about your character; adventurers can and do deviate widely from the norm for their race.

Dwarf

Many ages have passed since the dwarven kingdoms commanded the world. Their mightiest strongholds, delved into misty mountains, have long since fallen into shadow's hands. The magnificent walls now lie in rubble, shattered by giants' boulders and invaders' siege engines. Where once dwarf miners tunneled through rock and toiled at the forges, now orcs and goblins roam. The fabulous riches for which they are famed have been plundered by enemies from below. And yet, the dwarves remain. They remember their ancient glories. And they crave vengeance against the enemies who brought them low.

The world knows dwarves for their skill in battle, their ability to withstand physical and magical punishment, and their knowledge of the earth's secrets. They are as renowned for their hard work as for their ability to quaff large quantities of ale. Their ancient and mysterious kingdoms, carved into the hearts of mountains, are famed for their marvelous treasures.

Tenacious to a Fault

They fight neither recklessly nor timidly, but with measured courage and tenacity. Their sense of justice is strong, but at its worst it can become a thirst for vengeance. Among gnomes (who get along well with dwarves), a mild oath is "If I'm lying, may I cross a dwarf." Dwarves highly value gold, gems, jewelry, and art objects made with these precious materials, but their love of such things can easily turn to covetousness.

Short and Stout

Dwarves stand only 4 to 4-1/2 feet tall, but they are so broad and compact that a dwarf, on average, weighs almost as much as a human. Male dwarves are slightly taller and noticeably heavier than females. Dwarves' skin is typically deep tan or light brown, and their eyes are dark. Their hair is usually black, gray, or brown, and worn long. Male dwarves value their beards highly and groom them very carefully. Dwarves favor simple styles for their hair, beards, and clothes. A dwarf is considered to be adult at about age forty and can live to be more than 400 years old.

Slow to Trust

Dwarves are slow to laugh or jest and suspicious of strangers, but they are generous to those few who earn their trust. They like to say, "The difference between an acquaintance and a friend is about a hundred years." Humans, with their short life spans, have a hard time forging truly strong bonds with dwarves: The best such friendship is often between a dwarf and a human whose parents and grandparents he or she liked.

Dwarves get along fine with gnomes, and passably with halflings. They fail to appreciate elves' subtlety and art, regarding such folk as unpredictable, fickle, and flighty. All the same, through the ages the two peoples have found common cause against orcs, goblins, and gnolls. Through many such joint campaigns, the elves have earned the dwarves' grudging respect. Dwarves mistrust half-orcs in general, and the feeling is mutual. Still, dwarves are fair-minded, and they grant individuals the opportunity to prove themselves.

Clans and Kingdoms

Although their mightiest and most glorious kingdoms have fallen, smaller dwarven kingdoms survive deep beneath the stony mountain peaks. There, the dwarves mine gems and precious metals and forge items of wonder. Whatever wealth the dwarves 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, and recognize related dwarves. To be clanless is the worst fate that can befall a dwarf.

Dwarves in other lands are typically weaponsmiths, armorers, jewelers, and artisans; some are mercenaries. Dwarf bodyguards are sought out for their courage and loyalty, and they are well rewarded for their service.

Cultural Details

Alignment: Dwarves are usually lawful, and they tend toward good. Adventurers and dwarves in other lands often break that mold, however, since they often do not fit well into their society.

Religion: The chief deity of the dwarves is Moradin, the Soul Forger. He is the creator of the race, and he expects his followers to work for the betterment of his people.

Language: Dwarves speak Dwarvish, which has its own runic script. The Dwarvish alphabet is also used (with minor variations) for the Gnome, Giant, Goblin, and Orc languages. Dwarvish literature includes comprehensive histories of kingdoms and wars through the millennia.

Many dwarves also speak the languages of their friends (such as humans and gnomes) and their enemies (including goblins and orcs). Some also learn Primordial, the strange tongue of elemental creatures.

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. If he or misuses or brings shame to it, the clan will strip that dwarf of the name. Anyone whose name is so stripped is forbidden by law to use any dwarven name in its place.

Male Names: Adrik, Alberich, Baer, Barendd, Brottor, Dain, Darrak, Eberk, Einkil, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Oskar, Rangrim, Rurik, Taklinn, Thoradin, Thorin, Tordek, Traubon, Travok, Ulfgar, Veit, Vondal.

Female Names: Artin, Audhild, Bardryn, Dagnal, Diesa, Eldeth, Falkrunn, Gunnloða, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, RTiswynn, Sannl, Torbera, Torgga, Vistra.

Clan Names: Balderk, Dankil, Gorunn, Holderhek, Loderr, Lutgehr, Rumnaheim, Strakeln, Torunn, Ungart.

Adventuring Dwarves

Dwarves who take up the adventuring life might be motivated by religious zeal, a love of excitement, or simple greed. As long as their accomplishments bring honor to the clan, their deeds earn them respect and status. Defeating giants and claiming powerful magic weapons are sure ways to win the admiration of other dwarves.

Traits

As a dwarf, you have the following racial traits.

Ability Score Adjustment: Your Constitution score increases by 1.

Size: Medium.

Speed: 25 feet. Your speed is not reduced by wearing heavy armor with which you have proficiency or for carrying a heavy load.

Darkvision: You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Weapon Training: You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

Stonecunning: You have advantage on any Intelligence (History) check related to the origin of particular stonework. Additionally, when exploring underground environments, you cannot become lost.

Languages: You can speak, read, and write Common and Dwarvish.

Subrace: Choose a subrace. Two subraces are described here: hill dwarf and mountain dwarf.

Hill Dwarf

Hill dwarves claim foothills, low mountains, and other rugged lands, digging in the earth for gold and gems as most dwarves do. They avoided much of the destruction and warfare responsible for the collapse of the old dwarven kingdoms and thus exist in the greatest numbers.

Ability Score Adjustment: Your Strength score increases by 1.

Dwarven Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

Mountain Dwarf

The mountain dwarves found in the world today descend from those who ruled from their mighty citadels. Those ancient dwarves studied and mastered runic magic, taught proper praise for the dwarf-father Moradin, and first learned to forge steel. The few who remain cling to the strongholds still left to them and guard their realms with a ferocious tenacity.

Ability Score Adjustment: Your Wisdom score increases by 1.

Armor Mastery: You have proficiency with light and medium armor. While wearing medium or heavy armor, you gain a +1 bonus to Armor Class.

Elf

Elves are an ancient and powerful people, whose years are long and whose passions run deep. They form tight communities in hidden forests but mingle freely with other humanoids, always welcome yet never at home. Elves favor things of natural and simple beauty and are famed for their poetry, dance, song, lore, and magical arts. When danger threatens their woodland homes, however, they reveal a stern martial side, demonstrating skill with sword, bow, and battle strategy.

Taking the Long View

Elves are more often amused than excited, and more likely to be curious than greedy. With such a long life span, they keep a broad perspective on events, remaining 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.

Slender and Graceful

Elves are about the same height as humans, though they vary more widely. They range from under 5 feet tall to just over 6 feet, but they are slender, weighing only 100 to 145 pounds. Males are about as tall as and only marginally heavier than females. Elves tend to be pale-skinned and dark-haired, with deep-green eyes. They have no facial or body hair. With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They prefer simple, comfortable clothes, especially in pastel blues and greens, and they enjoy simple yet elegant jewelry. An elf reaches adulthood at about 110 years of age and can live to be more than 700 years old.

Proud but not Cold

Elves have high expectations and do not hide that fact. They consider humans rather unrefined, halflings a bit staid, gnomes somewhat trivial, and dwarves not at all fun. They look on half-elves with some degree of pity, and they regard half-orcs with unrelenting suspicion. While they can be haughty, elves are generally pleasant and gracious even to those who fall short of their standards (a category that encompasses just about everybody who's not an elf).

Hidden Woodland Realms

Most elves dwell in forest settlements, each numbering less than two hundred souls. Their well-hidden villages are built among and blend into the trees, doing little harm to the forest. 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, favored artists, or wandering sages. Human nobles compete for the services of elf instructors to teach swordplay to their children.

Cultural Details

Alignment: Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. Generally, they value and protect others' freedom as well as their own, and they are more often good than not.

Religion: Above all others, elves worship Corellon Larethian, the Protector and Preserver of Life. Elven myth holds that the race arose from his blood, shed in battles with Gruumsh, the god of orcs. Corellon is a patron of magical study, arts, dance, and poetry, as well as a powerful warrior god.

Language: The Elvish language is fluid, with subtle intonations and intricate grammar. While elves' literature is rich and varied, their songs and poems are most famous among other people.

Many bards learn their language so they can add Elvish ballads to their repertoires. Others simply memorize them by sound. The Elvish script, as flowing as the spoken word, also serves as the written form of Sylvan, the tongue of many woodland beings, and of Undercommon, spoken by drow and other subterranean creatures.

Names: Elves are considered children until they declare themselves adults, some time after the hundredth birthday, and during this period they are called by "child names." On declaring adulthood, an elf also 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. 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, while others use the Elvish version.

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, Bethrynnna, Birel, Caelynn, Drusilia, Enna, Felosial, Ielenia, Jelenneth, Keyleth, Leshanna, Lia, Meriele, Mialee, Naivara, Quelenna, Quillathe, Sariel, Shanairra, Shava, Silaqui, Theirastra, Thia, Vadania, Valanthe, Xanaphia.

Family Names (Common Translations): Amastacia (Starflower), Amakiir (Gemflower), Galanodel (Moonwhisper), Holimion (Diamonddew), Liadon (Silverfrond), Meliamne (Oakenheel), Nailo (Nightbreeze), Siannodel (Moonbrook), Ilphelkiir (Gemblossom), Xiloscient (Goldpetal).

Adventuring Elves

Elves take up adventuring out of wanderlust. Being long-lived, they can enjoy centuries of exploration and discovery. They dislike the pace of human society, which is both regimented from day to day but ever changing over decades, so they find careers that let them to 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 be rebels, usually against unjust repression, while others might be champions of just causes.

Traits

As an elf, you have the following racial traits.

Ability Score Adjustment: Your Dexterity score increases by 1.

Size: Medium.

Speed: 30 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

Elf Weapon Training: You have proficiency with the long sword, short sword, shortbow, and longbow.

Keen Senses: You have advantage on Wisdom (Perception) checks.

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

Trance: Elves do not need to sleep. Instead, they meditate deeply 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.

Subrace: Choose a subrace. Two subraces are described here: high elf and wood elf.

High Elf

The high elves were the first people to master arcane magic, and many spells used today originated with elf wizards of old. They benefit still from the magical mastery achieved so long ago, and nearly every high elf knows something of magic. High elves tend to be guarded and aloof, more serious and focused than their woodland kin.

Ability Score Adjustment: Your Intelligence score increases by 1.

Cantrip: You know one cantrip of your choice from the mage’s cantrip list. Intelligence is your magic ability for it.

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

Wood Elf

Where high elves are serious and civilized, wood elves are anything but. Free spirits, capricious and whimsical, they claim sylvan lands untouched by civilization. Some have close ties to other neighboring races while others can be xenophobic, keeping to themselves and finding even small towns unpleasant and uncomfortable. Wood elves lack the innate magic enjoyed by high elves, but they have an uncanny ability to move undetected through the wilderness.

Ability Score Adjustment: Your Wisdom score increases by 1.

Fleet of Foot: Your speed increases by 5 feet.

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

Halfling

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. They appear harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. Some halflings live quiet and peaceful lives in remote agricultural communities, while 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.

Kind and Curious

Halflings are an affable, warm, and cheerful people. They cherish the bonds of family and friendship as well as the comforts of hearth and home. Practical and down-to-earth, they concern themselves with basic needs and simple pleasures, 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.

Small and Practical

Halflings stand about 3 feet tall and inclined to be stout, weighing between 40 and 45 pounds. Their skin is ruddy, 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 are almost unseen. They like to wear simple, comfortable, and practical clothes, favoring bright colors. A halfling reaches adulthood at the age of twenty and generally lives into the middle of his or her second century.

Blend into the Crowd

Halflings try to get along with everyone else. They are adept at fitting into a community of humans, dwarves, or elves, making themselves valuable and welcome. Though they work readily with others, they often make true friends only among their own kind. However, halflings are fiercely loyal to their friends, whether halfling or otherwise, and can show remarkable fierceness when their friends, families, or communities are threatened.

Pastoral Pleasantries

Most halflings have small, peaceful communities with large farms and well-kept groves. They have never built a kingdom of their own or even held much land beyond their quiet shires. They don't recognize any sort of nobility or royalty of their own, instead looking to family elders to guide them. This emphasis on family and community has enabled halflings to maintain their traditional ways for thousands of years, unaffected by the rise and fall of empires.

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

Cultural Details

Alignment: Most halflings are lawful good. As a rule, they are good-hearted and kind, hating to see others in pain and having 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.

Religion: The chief halfling deity is Yondalla, the Blessed One, protector of the race. She blesses those who heed her guidance, defend their clans, and cherish their families. Their lesser gods are Yondalla's children and embody the halfling ideals of community, hospitality, and agriculture.

Language: Halflings speak their own language, which uses the Common script. While the Halfling language isn't secret, halflings are loath to share it with others. They write very little, unlike dwarves and elves, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to deal with the people in whose lands they dwell or through which they are traveling.

Names: A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so well 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, 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, Tealeaf, Thorngage, Tosscobble, Underbough.

Adventuring Halflings

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 adventurers are brave and faithful companions, relying on stealth and trickery in battle rather than raw might or magic.

Traits

As a halfling, you have the following racial traits.

Ability Score Adjustment: Your Dexterity score increases by 1.

Size: Small.

Speed: 25 feet.

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

Brave: You have advantage on saving throws against being frightened.

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

Languages: You can speak, read, and write Common and Halfling.

Subrace: Choose a subrace. Two subraces are described here: lightfoot and stout.

Lightfoot

Lightfoot halflings have spread the farthest and thus are the most common subrace in the worlds of D&D. They are more prone to wanderlust than other halflings, and more often dwell alongside other races or take up a nomadic life. They make excellent rogues.

Ability Score Adjustment: Your Charisma score increases by 1.

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

Stout

Stout halflings commonly lack the desire to explore the world, and many feel content to stay within their communities, living simple lives. However, they tenaciously guard their homes and families, so some become fighters.

Ability Score Adjustment: Your Constitution score increases by 1.

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

Human

Short-lived but influential far beyond their years, humans have rapidly spread across the worlds of D&D. Most are the descendants of pioneers,

conquerors, traders, travelers, refugees, and others on the move. As a result, human lands are home to a mix of people—physically, culturally, religiously, and politically diverse. Hardy or fine, light-skinned or dark, showy or austere, primitive or civilized, devout or impious, humans run the gamut.

Variety in All Things

Humans are the most adaptable, flexible, and ambitious people among the common races. They have widely varying tastes, morals, customs, and habits. Others accuse them of having little respect for history, but with their relatively short life spans and constantly changing cultures, humans naturally have a shorter collective memory than dwarves, elves, or halflings. They might plan for the future, but most humans live fully in the present—which suits them well to the adventuring life. Individually and as a group, humans are adaptable opportunists, and they stay on top of changing political and social dynamics.

A Broad Spectrum

With their penchant for migration and conquest, and their brief lives, 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, though males are usually taller and heavier than females. Human skin shades range from nearly black to very pale, and hair color from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. Plenty of humans have a dash of nonhuman blood, revealing hints of elf, orc, or other lineages. Members of this race are often ostentatious or unorthodox in their grooming and dress, sporting unusual hairstyles, fanciful clothes, tattoos, body piercings, and the like. Humans reach adulthood at about age fifteen and rarely live even a single century.

Everyone's Second-Best Friends

Just as readily as they mix with each other, humans mingle with members of other races. They get along with almost everyone, though they might not be close to many. Humans often

serve as ambassadors, diplomats, magistrates, merchants, and functionaries of all kinds.

Ever-Changing Societies

Human lands are usually in flux, with new ideas, social changes, innovations, and leaders constantly coming to the fore. Members of longer-lived races find human culture exciting but a little wearying or even bewildering. Human leaders are very young compared to the political, religious, and military leadership of the more long-lived races. Even in societies where individuals are conservative traditionalists, human institutions change with the generations, adapting and evolving faster than parallel institutions among other peoples.

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

Cultural Details

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

Religion: Humans do not have a chief racial deity but worship (or do not) as they choose. Some humans are the most ardent and zealous adherents of a given faith, while others are the most irreligious people around. Pelor, the sun god, has the most followers in human lands, but he can claim nothing like the central place that the dwarves give Moradin or the elves give Corellon Larethian in their respective pantheons.

Language: Humans speak Common. They typically learn the languages of other peoples they deal with as well, including obscure ones. Humans are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Names: Human names vary greatly. Without a unifying pantheon as a touchstone for their culture, and with such short generations, human society changes quickly. Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such

as Dwarvish or Elvish (pronounced more or less correctly).

Adventuring Humans

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 might champion causes rather than territories or groups.

Traits

As a human, you have the following racial traits.

Ability Score Adjustment: Your ability scores each increase by 1.

Size: Medium.

Speed: 30 feet.

Languages: You can speak, read, and write Common and one extra language of your choice.

Unusual Races

The races described in this section are less common than humans, dwarves, elves, and halflings. Some of them are unique to a specific world—kender to Krynn, the world of the DRAGONLANCE saga, and warforged to the EBERRON setting. Half-elves and half-orcs are rare simply because of their unusual parentage, and tieflings and dragonborn have even more exotic origins. Gnomes and drow appear in almost every world, but they are rarely seen among the other races and don't often adopt adventuring careers.

Dragonborn

A dragon requires the blessing of Bahamut or Tiamat to give birth to true dragons. If a dragon has a clutch of eggs that hasn't received the proper blessing, the hatchlings are not true dragons, but dragonborn. A dragonborn is a Medium humanoid with a scaly hide, clawed hands and feet, and draconic features (albeit no tail or wings). Its features resemble its draconic parents'. A dragonborn with red dragon parents, for example, has red scales and the distinctive horns and cheek frills of a red dragon.

In some worlds, dragonborn are a race unto themselves, having interbred for so long that they have taken on a more uniform appearance, with scales of reddish-brown or gold.

Traits

As a dragonborn, you have the following racial traits.

Ability Score Adjustment: Your Strength and Charisma scores increase by 1.

Size: Medium.

Speed: 30 feet.

Draconic Ancestry: You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your scales match the color of your dragon forebears, and your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

DRACONIC ANCESTRY

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

Breath Weapon: You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

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

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

Damage Resistance: You have resistance to the damage type associated with your draconic ancestry.

Languages: You can speak, read, and write Common and Draconic.

Drow

Traits

As a drow, you have the following racial traits.

Ability Score Adjustment: Your Dexterity and Charisma scores increase by 1.

Size: Medium.

Speed: 30 feet.

Darkvision: You can see in darkness within 120 feet of you as if it were dim light. When you do so, your vision is in black and white.

Keen Senses: You have advantage on Wisdom (Perception) checks, except when you make a check to see in sunlight.

Sunlight Sensitivity: While in sunlight, you have disadvantage on attack rolls and on Wisdom (Perception) and Intelligence (Search) checks that rely on sight.

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

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

Trance: Drow do not need to sleep. Instead, they meditate deeply 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, Elvish, and Undercommon.

Gnome

Traits

As a gnome, you have the following racial traits.

Ability Score Adjustment: Your Intelligence score increases by 1.

Size: Small.

Speed: 25 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

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.

Subrace: Choose a subrace. Two subraces are described here: forest gnome and rock gnome.

Forest Gnome

Forest gnomes gather in hidden communities in sylvan forests, often far from civilization's highways and byways. Shy and secretive, these gnomes avoid confrontation whenever possible, using illusions and trickery to conceal themselves from threats or to mask their escape should they become detected. Forest gnomes tend to be friendly with other good-spirited woodland folk, and they regard elves and good faeries 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 Adjustment: Your Dexterity score increases by 1.

Natural Illusionist: You know the *minor illusion* cantrip. Intelligence is your magic ability for it.

Speak with Small Beasts: Through sounds and gestures, you can communicate simple ideas with small or smaller beasts.

Rock Gnome

The rock gnomes build their communities in rolling foothills and in mountains, where they have access to the materials they need to build and tinker. These master artisans are unsurpassed when it comes to gem cutting, clockwork devices, mechanics, and other technological wonders, and their works are sought the world over.

Ability Score Adjustment: Your Constitution score increases by 1.

Artificer's Lore: You have advantage on Intelligence checks related to alchemy, magic items, and technological devices.

Tinker: You have artisan's tools. Using those tools, you can spend 10 minutes to construct a

Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. You can have up to three such devices active at a time.

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

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

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

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

Half-Elf

Traits

As a half-elf, you have the following racial traits.

Ability Score Adjustment: Your Charisma score increases by 1. Choose one other ability score. That score also increases by 1.

Size: Medium.

Speed: 30 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

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

Keen Senses: You have advantage on Wisdom (Perception) checks.

Languages: You can speak, read, and write Common, Elvish, and one extra language of your choice.

Half-Orc

Traits

As a half-orc, you have the following racial traits.

Ability Score Adjustment: Your Strength score increases by 2, and your Constitution score increases by 1.

Size: Medium.

Speed: 30 feet.

Darkvision: You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Menacing: You have advantage on Charisma (Intimidation) checks.

Languages: You can speak, read, and write Common and Orcish.

Kender

Kender are a small race similar to halflings. Known to exist only on the world of Krynn—the DRAGONLANCE setting—kender are utterly fearless, insatiably curious, and unstoppably mobile and independent. They pick up anything that is not nailed down, and kender with claw hammers will get those things as well.

Traits

As a kender, you have the following racial traits.

Ability Score Adjustment: Your Dexterity and Charisma scores increase by 1.

Size: Small.

Speed: 25 feet.

Fearless: You cannot be frightened.

Taunt: You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action, you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you. If you are out of range, it must charge at you or, failing that, hustle toward you. The target attacks you with disadvantage during this action.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Kender Pockets: Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a 25 percent chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one

day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Languages: You can speak, read, and write Common and Kenderspeak. (Kenderspeak is a language unique to the DRAGONLANCE setting. If you are playing a kender in a different setting, check with your DM.)

Tiefling

Tieflings are descended from humans who mingled their blood with that of devils. In the world of the FORGOTTEN REALMS, they are infused with the blood of Asmodeus, overlord of the Nine Hells, as a result of a pact struck by thirteen warlocks a century ago.

Some members of a similar race, the planetouched, also carry fiendish blood, but it is diluted in comparison to the tieflings' infernal heritage.

Traits

As a tiefling, you have the following racial traits.

Ability Score Adjustment: Your Intelligence and Charisma scores increase by 1.

Size: Medium.

Speed: 30 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

Hellish Resistance: You have resistance to fire damage.

Infernal Wrath: When you're not at full hit points, you can draw on a diabolical fury to make your attack or spell more potent. When you make an attack with Infernal Wrath, you have advantage on the attack roll. When you cast a spell with it and the spell requires a saving throw, targets of the spell have disadvantage on their saving throws against the spell's effects.

After you use this trait, you can't do so again until you have completed a short rest or a long rest.

Languages: You can speak, read, and write Common and Infernal.

Warforged

In the world of EBERRON, warforged were made as the ideal soldiers to serve in the devastating

Last War. Although they are constructs, they have more in common with living creatures, including circulation, emotions, and even a soul.

Traits

As a warforged, you have the following racial traits.

Ability Score Adjustment: Your Strength and Constitution scores increase by 1.

Size: Medium.

Speed: 30 feet.

Composite Plating: You gain a +1 bonus to Armor Class.

Living Construct: Even though you were constructed, you are a humanoid. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter a sleep-like state. You need to remain in it for only 4 hours each day. You do not dream; instead, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages: You can speak, read, and write Common and one other language of your choice.

Spells

Bard Spells

Cantrips

Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Read Magic

Level 1 Spells

Animal Friendship
Cause Fear
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Faerie Fire
Feather Fall
Healing Word
Identify
Longstrider
Sleep
Speak with Animals
Thunderwave

Level 2 Spells

Animal Messenger
Heat Metal
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Phantasmal Force
Silence
Sound Burst
Suggestion
Zone of Truth

Level 3 Spells

Aura of Invisibility
Dispel Magic
Plant Growth

Speak with Dead
Stinking Cloud

Level 4 Spells

Confusion
Dimension Door
Freedom of Movement
Polymorph

Level 5 Spells

Awaken
Dominate Person
Feeblemind
Hold Monster
Mass Cure Wounds
Raise Dead
Scrying
Seeming
Teleportation Circle
True Seeing

Cleric Spells

Cantrips

Guidance
Light
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

Level 1 Spells

Bless
Cause Fear
Command
Create or Destroy Water
Cure Wounds
Detect Good and Evil
Detect Magic
Detect Poison and Disease
Healing Word
Inflict Wounds
Protection from Evil
Purify Food and Drink
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Augury
Gentle Repose
Hold Person
Lesser Restoration
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Zone of Truth

Level 3 Spells

Animate Dead
Beacon of Hope
Create Food and Water
Daylight
Dispel Magic
Holy Vigor
Mass Healing Word
Prayer
Protection from Energy
Remove Curse
Speak with Dead
Water Walk

Level 4 Spells

Air Walk
Death Ward
Divination
Freedom of Movement
Guardian of Faith

Level 5 Spells

Commune
Flame Strike
Insect Plague
Mass Cure Wounds
Raise Dead
Scrying
True Seeing

Level 6 Spells

Banishment
Blade Barrier
Greater Dispel Magic
Harm
Heal

Planar Ally

Level 7 Spells

Destruction
Greater Restoration
Fire Storm
Holy Word
Plane Shift
Regenerate
Resurrection

Level 8 Spells

Antimagic Field
Earthquake
Holy Aura

Level 9 Spells

Astral Projection
Gate
Mass Heal
True Resurrection

Druid Spells

Cantrips

Druidcraft
Fire Seeds
Guidance
Read Magic
Resistance
Shillelagh

Level 1 Spells

Animal Friendship
Charm Person
Create or Destroy Water
Cure Wounds
Detect Magic
Detect Poison and Disease
Entangle
Faerie Fire
Fog Cloud
Goodberry
Gust of Wind
Healing Word
Longstrider
Purify Food and Drink
Speak with Animals
Thunderwave

Level 2 Spells

Animal Messenger
Barkskin
Darkvision
Heat Metal
Flame Blade
Flaming Sphere
Hold Person
Lesser Restoration
Locate Animals or Plants
Moonbeam
Pass without Trace
Protection from Poison
Spike Growth

Level 3 Spells

Call Lightning
Daylight
Dispel Magic
Elemental Mantle
Meld into Stone
Plant Growth
Protection from Energy
Sleet Storm
Water Breathing
Water Walk

Level 4 Spells

Air Walk
Blight
Confusion
Dominate Beast
Freedom of Movement
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Awaken
Commune
Feeblemind
Insect Plague
Mass Cure Wounds
Plant Door
Scrying
Wall of Stone

Level 6 Spells

Heal
Move Earth
Sunbeam

Wall of Thorns

Wind Walk

Level 7 Spells

Creeping Doom
Finger of Death
Fire Storm
Greater Restoration
Plane Shift
Regenerate

Level 8 Spells

Earthquake
Sunburst

Level 9 Spells

Foresight
Storm of Vengeance

Mage Spells

Cantrips

Chill Touch
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Read Magic
Shocking Grasp

Level 1 Spells

Alarm
Burning Hands
Cause Fear
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Gust of Wind
Identify
Longstrider

Mage Armor
Magic Missile
Protection from Evil
Shield
Sleep
Thunderwave

Level 2 Spells

Arcane Lock
Blur
Darkness
Darkvision
Flaming Sphere
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Magic Weapon
Melf's Acid Arrow
Mirror Image
Ray of Enfeeblement
Phantasmal Force
Rope Trick
Scorching Ray
Sound Burst
Spider Climb
Suggestion
Web

Level 3 Spells

Animate Dead
Aura of Invisibility
Blink
Dispel Magic
Fireball
Fly
Haste
Lightning Bolt
Major Image
Protection from Energy
Remove Curse
Sleet Storm
Slow
Stinking Cloud
Water Breathing

Level 4 Spells

Arcane Eye
Blight
Confusion
Dimension Door

Evard's Black Tentacles
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Cloudkill
Cone of Cold
Contact Other Plane
Dominate Person
Feeblemind
Hold Monster
Passwall
Scrying
Seeming
Telekinesis
Teleportation Circle
True Seeing
Wall of Stone

Level 6 Spells

Arcane Gate
Banishment
Chain Lightning
Circle of Death
Disintegrate
Flesh to Stone
Greater Dispel Magic
Mass Suggestion
Move Earth
Sunbeam

Level 7 Spells

Etherealness
Finger of Death
Mass Invisibility
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Teleport

Level 8 Spells

Antimagic Field
Clone
Dominate Monster
Maze
Otto's Irresistible Dance
Power Word Stun
Sunburst
Trap the Soul

Level 9 Spells

Astral Projection
Foresight
Gate
Mass Hold Monster
Meteor Swarm
Power Word Kill
Time Stop
Wish

Paladin Spells

Level 1 Spells

Bless
Command
Cure Wounds
Demand
Detect Magic
Detect Poison and Disease
Divine Favor
Protection from Evil
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

Level 2 Spells

Aid
Branding Smite
Holy Accord
Lesser Restoration
Magic Weapon
Protection from Poison
Righteous Shield
Zone of Truth

Level 3 Spells

Aura of Vitality
Create Food and Water
Crusader's Mantle
Daylight
Dispel Magic
Elemental Weapon
Prayer
Remove Curse
Sunburst Smite

Level 4 Spells

Aura of Life
Aura of Purity

Death Ward
Divine Power

Level 5 Spells

Circle of Power
Damning Smite
Disintegrating Smite
Raise Dead
True Seeing

Level 5 Spells
Commune
Conjure Volley
Swift Quiver

Ranger Spells

Level 1 Spells

Alarm
Animal Friendship
Cure Wounds
Detect Magic
Detect Poison and Disease
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Longstrider
Speak with Animals

Level 2 Spells

Animal Messenger
Barkskin
Cordon of Arrows
Darkvision
Hunter's Veil
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
Silence
Spike Growth

Level 3 Spells

Conjure Barrage
Daylight
Plant Growth
Protection from Energy
Water Breathing
Water Walk

Level 4 Spells

Freedom of Movement
Grasping Vine

Spell Descriptions

The spells are presented in alphabetical order.

Aid

2nd-level abjuration

Casting Time: 1 action

Range: 25 feet

Duration: 8 hours

Your prayer calls down a divine blessing of toughness and resolve. Choose up to three creatures within range that are not currently affected by this spell. Each target's hit point maximum and current hit points increase by 5 for the duration. This spell has no effect upon undead or constructs.

Air Walk

4th-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 hour

Choose a willing creature within range. Until the spell ends, the target can tread on air as if walking on solid ground. The target can move upward or downward at a 45 degree angle at half its speed. Treat strong winds (twenty miles per hour or more) as difficult terrain.

If the spell ends while the target is airborne, it falls if this spell is the only thing keeping it aloft.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can add one target for each level above 4th.

Alarm

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 25 feet

Duration: 8 hours

Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. Also, choose whether the alarm is mental or audible.

A mental alarm alerts you with a psychic ping if you are within 1 mile of the warded area. This ping awakens you from sleep.

An audible alarm produces the sound of a hand bell for 10 seconds. Anyone within 50 feet of the warded area can hear the bell. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each interposing wall.

Material Components: A tiny bell and a piece of fine silver wire.

Animal Friendship

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 24 hours

This spell lets you show an animal or similar beast that you mean it no harm. Choose a beast within range that can see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you until the spell ends. If you or one of your companions harms the target, the spell ends early.

Material Components: A morsel of food the animal likes.

Animal Messenger

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 25 feet

Duration: 8 hours

By means of this spell, you can use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf." You also speak a message of up to 25 words. The target beast travels as fast as it can to the specified location. When the animal arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave.

If the messenger does not reach its destination before the spell ends, the message is lost.

Material Components: A morsel of food the animal likes.

Animate Dead

3rd-level necromancy

Casting Time: 1 minute

Range: 10 feet

Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. As part of your action, you can mentally command any creature you made with this spell if the creature is within 50 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor.

To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than animating a new creature.

Animating the dead is not a good act, and only evil casters use this spell frequently.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you create or reassert control over one additional undead creature for each level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Material Components: A drop of blood, a piece of flesh, and a pinch of bone dust.

Antimagic Field

8th-level abjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible cloud of antimagic surrounds you. This area is divorced from the weave of magical energy that suffuses the multiverse. Within the cloud, spells fizzle out, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the cloud moves with you, centered on you.

Magical effects, except those created by an artifact or a deity, are suppressed in the cloud and cannot protrude into it. While an effect is suppressed, it does not function, but the time it spends suppressed counts against its duration.

Targeted Effects: Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the cloud have no effect on that target.

Areas of Magic: The area of another spell or magical effect, such as *fireball*, cannot extend into the cloud, and if the cloud overlaps an area of magic, the part of that area that is covered by the cloud is suppressed. For example, the flames created by a *wall of fire* are suppressed within the cloud, creating a gap in the wall if the overlap is large enough.

Magic on Creatures and Objects: Any active magical effect on a creature or an object in the cloud is suppressed while the creature or object is in it.

Magic Items: The properties and powers of magic items are suppressed in the cloud. For example, a *+1 long sword* in the cloud functions as a nonmagical long sword.

A magic weapon's properties and powers are suppressed if it is used against a target in the cloud or wielded by an attacker in the cloud. If a magic weapon or a piece of magic ammunition fully leaves the cloud (for example, if you fire a magic arrow or throw a magic spear at a target outside the cloud), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel: Teleportation fails to work in the cloud, whether the cloud is the destination or the departure point for such magical travel. A portal to another world or plane of existence, as well as an opening to an extradimensional space, such as that created by a *rope trick* spell, temporarily closes while in the cloud.

Summoned Creatures: A creature summoned by magic temporarily winks out of existence in the cloud. Such a creature instantly reappears

once the space the creature occupied is no longer within the cloud.

Dispel Magic: Spells and magical effects such as *dispel magic* and *greater dispel magic* have no effect on the cloud. Likewise, the clouds created by different *antimagic fields* do not nullify each other.

Material Components: A pinch of powdered iron or iron filings.

Arcane Eye

4th-level divination

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 10 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Material Components: A bit of bat fur.

Arcane Gate

6th-level conjuration

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 10 minutes

Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. The portals remain open for the duration.

Any creature or object entering one portal exits from the other portal as if the two were adjacent to each other. The mist that fills each portal prevents vision through it.

Arcane Lock

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Permanent

Touch a door, window, gate, chest, or other entryway that is closed. The chosen object is locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break; the DC to break it increases by 10.

Material Components: Gold dust worth at least 25 gp

Astral Projection

9th-level necromancy

Casting Time: 1 hour

Range: 10 feet

Duration: Permanent

You and up to eight willing creatures within range project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it does not need food or air and does not age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends out from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane, your astral form disappears, and you gain a body capable of surviving on the plane you

visit. Your game statistics do not change. If you return to the Astral Plane by casting this spell again, or by some other means, the body created for the plane you visited disappears, and your astral body reappears.

The spell ends for you and your companions when you use your action to end it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end prematurely for you or one of your companions. A successful *dispel magic* or *greater dispel magic* used against an astral or physical body ends the spell for that creature. And if a creature's second body or its astral form is reduced to 0 hit points, the spell ends for that creature. The silver cord returns to the creature's body where it rests, reviving it from its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Material Components: For each creature you will affect with this spell, you must provide a jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp.

Augury

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Describe a course of action that you plan to take within the next 30 minutes. By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an answer from an otherworldly entity about the results of that course of action. The DM chooses from the following possible answers:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that are not especially good or bad

The spell does not take into account any possible circumstances that might change the outcome,

such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Specially marked sticks, bones, or similar tokens worth at least 25 gp, which are not consumed when you cast the spell.

Aura of Invisibility

3rd-level illusion

Casting Time: 1 action

Range: Self

Duration: 1 hour

An aura of invisibility surrounds you to a distance of 10 feet. You and the creatures you designate in the area become invisible for 1 hour. The spell ends for an affected creature that attacks, casts a spell that affects an enemy creature, or moves more than 10 feet away from you. The spell ends for all affected creatures if you attack or cast a spell that affects an enemy creature, or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Aura of Life

4th-level abjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

The power of life radiates out from you, protecting friendly creatures within 25 feet of you from death's hold. For the duration, each friendly creature in the area, including you, has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, whenever a friendly creature with 0 hit points starts its turn in the area, it regains 1 hit point.

Aura of Purity

4th-level abjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Holy energy radiates out from you, protecting friendly creatures within 25 feet of you from bodily corruption. For the duration, each friendly creature in the area, including you, cannot become diseased, has resistance to poison damage, and has advantage on all saving throws against harmful conditions.

Aura of Vitality

3rd-level evocation

Casting Time: 1 action**Range:** Self**Duration:** Concentration, up to 1 minute

Healing power links you to friendly creatures within 10 feet of you, and with each strike you land on a foe, your allies receive a surge of vitality. For the duration, once on each of your turns when you deal damage to a hostile creature, each friendly creature in the area, including you, regains 1d6 hit points.

Awaken

5th-level transmutation

Casting Time: 8 hours**Range:** Touch**Duration:** Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, touch a Large or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 2 or less. The target permanently gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Material Components: You must provide an agate worth at least 1,000 gp.

Banishment

6th-level abjuration

Casting Time: 1 action**Range:** 50 feet**Duration:** Instantaneous

Choose one celestial, elemental, or fiend within range that is not on its plane of origin. That creature must make a Charisma saving throw as you adjure it to depart. On a failed save, the creature instantly returns to its plane of origin, disappearing with a faint pop. If the creature succeeds on the saving throw, it is still repulsed by you, which gives it disadvantage on any attacks it makes against you before the end of its next turn.

You can increase the saving throw DC by presenting items the creature hates, fears, or otherwise opposes. For each such item you present, the DM might increase the DC by 1 or more.

Material Components: Any item that is distasteful to the target.

Barkskin

2nd-level transmutation

Casting Time: 1 action**Range:** Touch**Duration:** Concentration, up to 1 hour

Touch a willing creature. The creature's skin takes on a rough, bark-like appearance and becomes as tough as wood, giving the creature a +2 bonus to AC for the duration.

Beacon of Hope

3rd-level abjuration

Casting Time: 1 action**Range:** 25 feet**Duration:** 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

Blade Barrier

6th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of magical force. The wall appears within range and lasts for the duration. You can choose to make the wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

Any creature that enters the wall's area or starts its turn there must make a Dexterity saving throw. On a failed save, the creature takes $6d10$ slashing damage. On a successful save, the creature takes half as much damage, and unless it can't take actions, it can move 5 feet so it is not in the wall.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Blight

4th-level necromancy

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Choose a creature within range that you can see. Necromantic energy washes over that creature, draining moisture and vitality from its body. The creature must make a Constitution saving throw. The creature takes $8d8$ necrotic damage on a failed save, and half as much damage on a successful one. This spell has no effect upon undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that is not a creature, such as a tree or shrub, it does not make a saving throw; it simply withers and dies.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal $1d8$ extra necrotic damage for each level above 4th.

Blink

3rd-level transmutation

Casting Time: 1 action

Range: Self, but only if you are not on the

Ethereal Plane

Duration: 1 minute

Roll a d20 at the end of each of your turns before the spell ends. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane. At the start of your next turn, you return in a space of your choice within 10 feet of the space you vanished from.

Unless you have magic that can reach across planes, you can affect and be affected only by creatures and objects on the Ethereal Plane while you are there.

If you roll a 1 on the d20, roll again. If you roll another 1, you are lost in the Ethereal Plane for $2d6$ hours. At the end of that time, you reappear as described above.

Blur

2nd-level illusion

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with the *true seeing* spell.

Branding Smite

2nd-level evocation

Casting Time: Swift

Range: Self

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn.

Your weapon gleams with astral radiance as you strike, the light leaping toward your foe, and the attack deals 2d6 extra radiant damage to the target. If the target is invisible, it becomes visible. The target also emits dim light in a 5-foot radius and cannot become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each level above 2nd.

Burning Hands

1st-level evocation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Call Lightning

3rd-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

A roiling stormcloud appears over your head, flashing with lightning. When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, and half as much damage on a successful one.

Until the spell ends, you can use your action to call down another lightning strike from the cloud.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. When you call down a bolt of lightning from the storm, it deals 6d10 damage.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each level above 3rd.

Cause Fear

1st-level illusion

Casting Time: 1 action

Range: 10 feet

Duration: 1 minute

You create a phantasmal image of sheer terror in the minds of your enemies. Each creature of your choice within range must succeed on a Wisdom saving throw or be frightened for the duration. This spell has no effect upon undead or constructs.

On its turn, a creature affected by this spell can use its action to make a Wisdom check against your spell save DC. If the creature succeeds on the check, it is no longer affected by the spell.

Chain Lightning

6th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You create a bolt of lightning that strikes a target you choose within range. Three bolts then leap from that target to as many as three secondary targets, each of which must be within 25 feet of the primary target. Divide the three bolts among the potential secondary targets as you wish. A secondary target can be a creature or an object, and one target can be struck by only one of the bolts.

For each bolt that strikes a target, that target must make a Dexterity saving throw. The target takes 10d6 lightning damage on a failed save, and half as much damage on a successful one.

Material Components: A bit of fur; a piece of amber, glass, or a crystal rod; plus three silver pins.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Chill Touch

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 round

Make a melee attack roll to touch a creature and assail its life force with the chill of the grave. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 necrotic damage, and it cannot regain hit points until the start of your next turn. This spell has no effect upon undead or constructs.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Circle of Death

6th-level necromancy

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose a point within range that you can see. A wave of raw negative energy washes out from that point to a distance of 50 feet, threatening to snuff the life force of creatures it touches. Each creature in that area must make a Constitution saving throw. The creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect upon undead or constructs.

Material Components: The powder of a crushed black pearl worth at least 500 gp.

Circle of Power

5th-level abjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Divine energy radiates out from you, distorting and diffusing magical energy within 25 feet of your. For the duration, each friendly creature in the area, including you, has advantage on saving throws against spells and other magical effects.

Clone

8th-level necromancy

Casting Time: 1 hour

Range: 5 feet

Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death. You must have a tiny portion (at least a cubic inch) of its flesh within range. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, the creature's soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical with the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and cannot thereafter be restored to life, since the creature's soul is elsewhere.

Material Components: A diamond worth at least 1,000 gp. In addition, you must provide a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature. This might be a huge urn, an elaborate coffin, a mud-filled cyst in the ground, or an elaborate crystal container filled with salt water, for example. It is not consumed when you cast the spell.

Cloudkill

5th-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Choose a point within range. You create a 20-foot-radius cloud of poisonous, yellow-green fog centered there. It lasts for the duration, and its area is heavily obscured.

When the cloud appears, each creature in it must make a Constitution saving throw. A creature takes $6d8$ poison damage on a failed save, and half as much damage on a successful one. A creature must also make this saving throw when it enters the cloud or ends its turn there. Undead and constructs take no damage from the cloud.

The cloud moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by $1d8$ for each level above 5th.

Color Spray

1st-level illusion

Casting Time: 1 action

Range: Self

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Each creature in a 15-foot cone must make a Wisdom saving throw, provided the creature can see. For every creature that fails its saving throw, roll a d6 to determine the spell's effect on that creature.

- 1–2 Until the end of the creature's next turn, the creature's speed is halved, and it has disadvantage on attack rolls and ability checks.
- 3–4 The only action the creature can take on its next turn is an attack against a randomly determined target within range.
- 5–6 Until the end of the creature's next turn, the creature is frightened by you and must move as far away from you as possible before taking any action.

Material Components: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

1st-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 1 round

You speak a one-word command to a creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it. This spell has no effect upon undead or constructs.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and then ends its turn.

Halt: The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Commune

5th-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: 1 minute

You contact your deity, or a divine proxy, and ask up to three questions that can be answered with a yes or a no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings of the Outer Planes are not necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's

knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as answer instead.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get no answer. The DM makes this roll in secret.

Material Components: Incense and a vial of holy or unholy water.

Comprehend Languages

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you understand the literal meaning of spoken language that you hear and of written language that you can see, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell does not reveal secret messages that are concealed in a text, and it does not allow you to read magical writing or inscriptions, such as those deciphered by the *read magic* spell.

Material Components: A pinch of soot and a few grains of salt.

Cone of Cold

5th-level evocation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed save, and half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Material Components: A very small crystal or glass cone.

Confusion

4th-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius cloud centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

A creature affected by this spell must roll a d10 at the start of each of its turns to determine its behavior during that turn.

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
- 2–6 The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.
- 7–8 The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9–10 The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Material Components: Three nut shells.

Conjure Barrage

3rd-level conjuration

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You throw a weapon or fire a piece of ammunition into the air to create a cone of identical weapons that barrage your enemies. Each creature in a 60-foot cone must succeed on a Dexterity saving throw or take 3d8 damage (half damage on a successful save). The damage type is the same as that of the weapon or ammunition used as a component.

Material Components: One piece of ammunition or a thrown weapon. If you use a

thrown weapon, it is not consumed when you cast the spell.

Conjure Volley

5th-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You fire a piece of ammunition from a ranged weapon into the air, and choose a point within range. Hundreds of duplicates of the piece of ammunition fall in a massive volley from above. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, and half as much damage on a successful one. The damage type is the same as that of the ammunition used as a component.

Material Components: One piece of ammunition for a ranged weapon.

Contact Other Plane

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other, mysterious entity from another plane. You can ask it up to five questions that can be answered with a single word. You must ask your questions before the spell ends.

The DM answers each question with one word, such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or “unclear” (if the entity doesn’t know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

Contacting this extraplanar intelligence can strain or even break your mind. When you receive the answer to each question, make an Intelligence or a Charisma check (your choice). The DC for the first question is 5, and the DC increases by 5 for each subsequent question. If you fail the check, you take 6d6 psychic damage, the spell ends, and you can’t cast spells until you complete a long rest.

Cordon of Arrows

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: 1 minute

You plant four arrows or crossbow bolts in the ground around you while laying a spell upon them to protect you. Until the spell ends, each time a creature moves to within 5 feet of you, one of the bolts or arrows flies up to strike at it and is then destroyed. The creature must make a Dexterity saving throw or take 1d6 piercing damage. When no bolts or arrows remain, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the number of bolts or arrows increases by one for each level above 2nd.

Material Components: Four or more arrows or bolts.

Create Food and Water

3rd-level conjuration

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

You create 30 pounds of food and 20 gallons of water within range, enough to sustain up to ten humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and does not go bad.

Create or Destroy Water

1st-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

You either create or destroy water.

Create Water: You create up to 2 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 25-foot cube within range, extinguishing exposed flames in the area.

The spell produces enough clean, drinkable water to sustain one Small or Medium creature for 24 hours.

Destroy Water: You destroy up to 2 gallons of water in an open container within range. Alternatively, you destroy fog in a 25-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 2 additional gallons of water for each level above 1st.

Material Components: A drop of water if creating water or a few grains of sand if destroying it.

Creeping Doom

7th-level conjuration

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

A swarm of spiders, ants, and centipedes covers the ground in a 50-foot-radius cloud centered on a point you can see within range. The swarm remains for the duration, biting and stinging everything in its path.

When the swarm appears, each creature in it must make a Constitution saving throw. A creature takes 4d6 piercing damage and 4d6 poison damage on a failed save, and half as much damage on a successful one. A creature also must make this saving throw if it ends its turn in the swarm or if it moves through it, but not more than once per turn.

On each of your turns until the spell ends, you can move the swarm up to 20 feet.

Crusader's Mantle

3rd-level evocation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Holy power radiates from you, awakening boldness in friendly creatures within 25 feet of you. For the duration, each friendly creature in the area, including you, deals 1d8 extra radiant damage with weapon attacks that hit.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains $2d8 + 2$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $2d8$ for each level above 1st.

Damning Smite

5th-level abjuration

Casting Time: Swift

Range: Self

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon crackles with purifying flame, and the attack deals $5d10$ extra fire damage to the target. Additionally, if this attack reduces the creature to 50 hit points or fewer, the creature is banished to a location of the Dungeon Master's choosing in the Nine Hells.

Dancing Lights

Evocation cantrip

Casting Time: 1 action

Range: 200 feet

Duration: Concentration, up to 1 minute

You create up to four lights within range, making them appear as torches, lanterns, or glowing orbs. You can also combine the four lights into one glowing, vaguely humanoid form. Whichever form you choose, the lights shed dim light in a radius up to 30 feet.

On your turn, you can move the lights up to 50 feet to a new spot within range. No two of the lights can be more than 20 feet apart, and a light winks out if it exceeds the spell's range.

Darkness

2nd-level evocation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You touch an object you are holding or one that is not being worn or carried. Magical darkness spreads from the object to fill a 15-foot-radius sphere for the duration. Not even a creature with darkvision can see through this darkness, and no natural light can illuminate it.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the entire area of light is dispelled.

Material Components: A drop of pitch or a piece of coal.

Darkvision

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 8 hours

You touch a willing creature. For the duration, that creature has darkvision with a range of 60 feet.

Material Components: Either a pinch of dried carrot or an agate.

Daylight

3rd-level evocation

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object you are holding or one that is not being worn or carried. For the duration, the object emits bright light in a 120-foot-radius sphere and dim light for an additional 120 feet.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the glow.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the entire area of darkness is dispelled.

Death Ward

4th-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 8 hours

You touch a creature. Until the spell ends, the first time the target is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the target, and the spell ends. Or the first time the target drops to 0 hit points because of damage, the target instead drops to 1 hit point, and the spell ends.

This spell has no effect upon undead or constructs.

Demand

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

One creature you choose within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and it cannot willingly move more than 25 feet away from you. If you attack any other creature, or if you end your turn more than 25 feet away from the target, the spell ends.

Destruction

7th-level necromancy

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Choose a creature within range that you can see. The target must make a Constitution saving throw as your words threaten to unmake its very existence. The target takes $15d6$ necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it dies, and the spell consumes its remains utterly, leaving behind only clothing and other possessions. A creature killed by this spell cannot be restored to life by any means short of a *true resurrection* or a *wish* spell.

Material Components: You must have a silver holy symbol worth at least 500 gp, which is not consumed when you cast the spell.

Detect Good and Evil

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you detect the presence of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, if there is poison, a poisonous creature, or a disease within 25 feet of you, you know it, where the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dimension Door

4th-level conjuration

Casting Time: 1 action

Range: 500 feet

Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45-degree angle, 300 feet.”

You can bring along objects as long as their weight doesn’t exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its maximum load. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell is lost but fails to teleport you.

Disguise Self

1st-level illusion

Casting Time: 1 action

Range: Self

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can’t change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a Wisdom check against your spellcasting DC.

Disintegrate

6th-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A thin green ray springs from your pointing finger to a target within range that you can see. The target can be a creature, an object other than a magic item, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the ray strikes the target. If the target has 60 hit points or fewer, it is disintegrated. Otherwise, it takes $17d6$ force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it wears or carries are reduced to a pile of fine gray dust. It can be restored to life only by means of a *true resurrection* or a *wish* spell.

A Large or smaller object or creation of magical force targeted by this spell is automatically disintegrated. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it.

Material Components: A lodestone and a pinch of dust.

Disintegrating Smite

5th-level transmutation

Casting Time: Swift

Range: Self

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. A pulse of green light flashes from your weapon, and the attack deals $5d10$ extra force damage to the target. Additionally, the target must make a Constitution saving throw or take $2d10$ force damage at the start of each of its turns until the spell ends. The spell ends when the target makes a successful saving throw against it. If the target

is reduced to 0 hit points by this spell, the target is disintegrated.

Dispel Magic

3rd-level abjuration

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals $10 +$ the spell's level. On a successful check, the spell ends.

Divination

4th-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Your prayer and offering put you in contact with your god or the god's servants. Ask a single question concerning a specific goal, event, or activity to occur within 1 week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on your query. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

1st-level evocation

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Your prayer empowers you and your weapon with divine radiance. Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.

Divine Power

4th-level transmutation

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Intoning a prayer fills you with unearthly might. For the duration, you gain a +4 bonus to Strength checks and Strength-based attack rolls and damage rolls.

Dominate Beast

4th-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Choose a beast within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your companions are fighting it, it has advantage on the saving throw. The charmed target can't take reactions, and you have a telepathic link with it while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

The target can communicate simple concepts to you through the telepathic link, and you can use your action to gain an awareness of the target's surroundings until the start of your next turn, as interpreted by the target's senses.

The target makes a new saving throw against the spell if you or your companions do anything harmful to it.

Dominate Monster

8th-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 hour

Choose a creature within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. This spell has no effect upon undead or constructs.

You have a telepathic link with the charmed target while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. You can also command the target to take a reaction, which requires the use of your reaction. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

The target can use the telepathic link to communicate simple concepts to you. You can use your action to gain an awareness of the target's surroundings until the start of your next turn, as interpreted by the target's senses.

The target makes a new saving throw against the spell if you or your companions do anything harmful to it.

Dominate Person

5th-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Choose a humanoid within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your companions are fighting it, it has advantage on the saving throw. This spell has no effect upon undead or constructs.

The charmed target can't take reactions, and you have a telepathic link with it while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

The target can communicate simple concepts to you through the telepathic link, and you can use your action to gain an awareness of the target's surroundings until the start of your next turn, as interpreted by the target's senses.

The spell fails if you give the target an order that is obviously self-destructive. The target makes a new saving throw against the spell if you give it an order that is counter to its alignment or if you or your companions do anything harmful to it.

Druidcraft

Transmutation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- You produce up to five wisps of light that last for up to 1 minute. Each wisp emits dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Earthquake

8th-level evocation

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

Choose a point on the ground within range that you can see. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating on a spell must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone, and if it has 50 hit points or fewer, it cannot take actions until it leaves the area or the spell ends.

This spell has additional effects depending on the terrain in the area.

Open Ground: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. Each Medium or smaller creature on the ground in the spell's area must succeed on a Dexterity saving throw or fall $1d10 \times 10$ feet into a fissure, taking falling damage as normal. The DC to climb out is the same as the spell save DC.

Any pools of liquid in the area drain into the fissures.

Falling Rubble: In any indoor area, rubble falls from the ceiling. Each creature in the affected area must make a Dexterity saving throw. On a failed save, the creature takes $5d6$ bludgeoning damage, is knocked prone, and becomes buried in the rubble. On a successful save, it takes half as much damage and does not fall prone or become buried.

A creature buried in rubble cannot move and might not be able to see or hear beyond the

rubble. For each full minute the creature spends buried, it takes 2d6 bludgeoning damage. A buried creature can spend one minute to make a Strength check to try to dig out of the rubble. The DM sets the DC based on the material: DC 15 is appropriate for a typical mixture of earth and stone. On a successful check, the creature digs itself free. Another creature can spend a minute to dig out a creature buried in rubble.

The DM might decide that digging out from the rubble takes more than a minute, depending on the amount of rubble involved. For example, a structure that has entirely collapsed produces more rubble than a ceiling that has simply dropped debris.

Cliff: If the spell's area touches or includes a vertical surface, such as a cliff, that does not have a ceiling, the vertical surface crumbles away and becomes a landslide. The landslide pushes out from the affected surface horizontally as far as it falls vertically. For example, if the affected area is 100 feet tall, the landslide spreads out 100 feet from the cliff's base in any direction where its path is unobstructed. The landslide begins at the start of your turn after you cast the spell.

Each creature in the landslide's path is affected by falling rubble (see above). If a creature successfully saves against the rubble, the landslide moves the creature along with it in a straight line away from the vertical surface to a space on the slide's leading edge.

Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses.

Elemental Mantle

3rd-level transmutation

Casting Time: 1 action

Range: Self

Duration: 10 minutes

Wrapping yourself in power from the Elemental Planes, you assume an elemental mantle for the duration. The effects of the mantle are determined by the element you choose.

Air: You are unaffected by difficult terrain on the ground. The range of all your weapon attacks is doubled, and ranged weapon attacks have

disadvantage against you or targets within 5 feet of you.

Earth: You are unaffected by difficult terrain that results from rock or rubble, and the ground within 20 feet of you is difficult terrain to others. Additionally, when you take bludgeoning, piercing, or slashing damage, you can use your reaction to halve that damage.

Fire: You are immune to fire damage. When a creature within 5 feet of you hits or misses you with a melee attack, or otherwise makes physical contact with you, that creature takes 1d6 fire damage. In addition, your melee attacks deal 1d6 extra fire damage.

Water: You have a swim speed equal to your land speed, and you can breathe underwater. You also have fire resistance. Finally, whenever you take fire or lightning damage, choose a point within 20 feet of you. Steam fills a 20-foot radius centered on that point, heavily obscuring the area until the end of your next turn.

Elemental Weapon

3rd-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: 4 hours

Choose a weapon within range. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. Additionally, choose one of the following damage types: acid, cold, fire, lightning, or thunder. The weapon's normal damage type is replaced by the damage type you choose until the spell ends.

At Higher Levels: If you cast this spell using a spell slot of 5th level or higher, the weapon's bonus to attack and damage rolls increases to +2. If you use a spell slot of 7th level or higher, the bonus increases to +3.

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on

that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Etherealness

7th-level transmutation

Casting Time: 1 action

Range: Self

Duration: 4 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with the Material Plane. You become incorporeal and invisible for the duration or until you use your action to end the spell. During this time, you can move in any direction. If you move up or down, every 5 feet of movement costs an extra 5 feet. You can see and hear, but everything looks gray, and you cannot see anything more than 60 feet away.

Once you are in the Ethereal Plane, you can travel away from the Material Plane to the Deep Ethereal, and from there to the Inner Planes, including the Elemental Planes, the Feywild, or Ravenloft. In the Deep Ethereal, you can no longer perceive the Material Plane, and creatures in the Material Plane can no longer perceive or interact with you in any way. The *Dungeon Master's Guide* has more information about planar travel.

Evard's Black Tentacles

4th-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

The mage Evard studied the Plane of Shadow to learn its secrets. This spell is a legacy of that research.

Choose a point on the ground within range that you can see. Squirming, ebony tentacles appear within a 20-foot radius centered on that

point and turn the ground in the area into difficult terrain for the duration.

Any unrestrained creature that enters the affected area or starts its turn there must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles.

A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

Material Components: A piece of tentacle from a giant octopus or a giant squid.

Faerie Fire

1st-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Choose a point within range. Each object in a 10-foot radius centered on that point is outlined in blue, green, or violet light and emits dim light in a 10-foot radius for the duration. Any creature in the area is also outlined in light on a failed Dexterity saving throw.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the creature or object cannot benefit from being invisible.

False Life

1st-level necromancy

Casting Time: 1 action

Range: Self

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life energy, you gain $1d4 + 4$ temporary hit points for the duration. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each level above 1st.

Material Components: A small amount of alcohol or distilled spirits.

Feather Fall

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 50 feet of you falls

Range: 50 feet

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 100 feet per round until the spell ends. The spell also ends on the creature when it lands. If the creature lands before the spell ends, it takes no falling damage and can land on its feet.

Feeblemind

5th-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: Permanent

Choose a creature within range that you can see. You blast the creature's mind, attempting to shatter its intellect and personality. If the target's hit point maximum is less than 150, it takes 4d6 psychic damage and must make a Wisdom saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature cannot cast spells, use magic item powers, understand language, or communicate in any coherent way. The creature can, however, identify its friends, follow them, and even protect them.

The spell can be ended by *greater restoration*, *heal*, *limited wish*, or *wish*.

At Higher Level: When you cast this spell using a spell slot 6th level or higher, the hit point maximum that *feeblemind* can effect increases by 25 for each level above 5th.

Material Components: A handful of clay, crystal, glass, or mineral spheres.

Find Familiar

1st-level conjuration (ritual)

Casting Time: 1 day

Range: Self

Duration: Permanent

You gain the service of a familiar, a spirit that takes an animal form you choose. The familiar has the following statistics.

Familiar

Tiny Celestial, Fey, or Fiend

Armor Class: 12

Hit Points: $10 + 2 \text{ hp}$ for each of your levels beyond 3rd
Speed: 20 ft.

Str: 2 (-4)	Dex: 12 (+1)	Con: 6 (-2)
Int: 2 (-4)	Wis: 10 (+0)	Cha: 2 (-4)

TRAITS

Familiar: When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. The familiar cannot reappear until you recall it by performing a minor ritual during a short rest.

TRAITS BY TYPE

Bat: Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet.

Cat: Gains a +5 bonus to Dexterity (Stealth) checks; subtracts 20 feet from any fall when determining falling damage against it.

Hawk: Has a speed of 5 feet and a fly speed of 30 feet.

Owl: Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

Rat: Gains a +5 bonus to all Strength checks to climb and a +5 bonus to Dexterity (Stealth) checks.

Raven: Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chittering).

Snake: Gains a +5 bonus to Dexterity (Stealth) checks, and a +5 bonus when rolling its initiative.

Toad: Can jump up to 10 feet.

Weasel: Gains a +5 bonus to all Strength checks to climb and a +5 bonus to Dexterity (Stealth) checks.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar cannot make attacks.

While you are within 100 feet of your familiar, you can communicate with it telepathically.

Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature. The familiar touches the creature on your behalf, provided nothing is preventing it from taking actions. If the spell requires an attack roll, you use your attack modifier for the roll.

You can release the familiar at any time. Doing so ends the effect. You cannot have more than one familiar at a time.

Material Components: A brass brazier, charcoal, and incense and herbs worth 100 gp. The brazier is not consumed when you cast the spell.

Finger of Death

7th-level necromancy

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Choose a creature within range that you can see. Negative energy courses through the creature, causing searing pain. If the creature has 40 hit points or fewer, it dies. Otherwise, it must make a Constitution saving throw. The creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect upon undead or constructs.

A humanoid killed by this spell rises at the start of your next turn as a zombie under your command.

Fire Seeds

Conjuration cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

You create two fiery acorns, pinecones, or holly berries and throw them at one or two creatures within range. Make a ranged attack roll for each seed. You have a bonus to the attack roll equal to your magic ability modifier + your spellcasting

bonus, if any. On a hit, the target takes 2 fire damage as the seed erupts in orange-red flames.

At Higher Levels: The spell's damage increases when you reach a caster level of 5th (4 fire), 10th (6 fire), 15th (9 fire), and 20th (11 fire).

Material Components: A handful of acorns, holly berries, or pine cones.

Fire Storm

7th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose a point within range. A 100-foot cube made up of sheets of roaring flame appears centered on that point. Each creature in the area must make a Dexterity saving throw. A target takes 7d10 fire damage on a failed save, or half that much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

Fireball

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose a point within range. A streak flashes from your pointing finger to that point and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A tiny ball of bat guano and sulfur.

Flame Blade

2nd-level evocation

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

You evoke a fiery blade from one of your hands, similar in size and shape to a scimitar. The blade lasts for the duration or until you drop it.

You can use your action to make a melee attack with the fiery blade, with a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 3d6 fire damage.

The flames created by this spell emit bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Flame Strike

5th-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, and half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each level above 5th.

Flaming Sphere

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Flesh to Stone

6th-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Choose one creature within range that you can see. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature is not affected. This spell has no effect upon undead or constructs.

A creature restrained by this spell must make another Constitution saving throw at the start of your next turn. On a successful save, the creature breaks free of the spell. On a failed save, the creature turns to stone and remains that way for the duration.

A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is permanently turned to stone and dies.

Material Components: Lime, water, and earth.

Fly

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Touch a willing creature. The target gains a fly speed of 60 feet for the duration. When the spell ends, the target falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Material Components: A wing feather from any bird.

Fog Cloud

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 hour

You create a 20-foot-radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

Foresight

9th-level divination

Casting Time: 1 minute

Range: Touch

Duration: 1 hour

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target cannot be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

Material Components: A hummingbird feather.

Freedom of Movement

4th-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Touch a willing creature. For the duration, the target is unaffected by difficult terrain, and magical effects can neither reduce the target's

speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target.

Material Components: A leather thong, bound around the arm or a similar appendage.

Gate

9th-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Choose a point within range. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears; it is not visible from the back. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their demesnes.

When you cast this spell, you can speak a creature's true name that you have learned. If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. Uttering a creature's true name to accomplish this act gives you no power over the creature, and it is free to act as the Dungeon Master deems appropriate. It might leave, attack you, or help you.

Material Components: A diamond worth at least 5,000 gp.

Gentle Repose

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: 5 feet

Duration: 7 days

Choose a corpse or other remains within range. For the duration, the target is protected from decay and cannot become an undead creature.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Material Components: A pinch of salt and one copper piece for each eye the corpse has or had.

Goodberry

1st-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 24 hours

Up to ten berries in your hand are infused with life-giving magic for the duration. A creature can use its action to eat one berry or feed it to someone else. Eating a berry restores 1 hit point, and the berry provides the same nourishment as a meal.

Grasping Vine

4th-level conjuration

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You conjure a vine that sprouts from the ground at a point you designate within range. When you cast this spell, you can direct the vine to lash out at a creature within 25 feet of it. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Once on each of your turns for the duration, as a part of your move or your action, you can direct the vine to lash out at the same creature or another one.

Grease

1st-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Choose a point on the ground within range. Slick grease covers the ground in a 10-foot square centered on that point and turns it into difficult terrain for the duration.

When the grease appears, each creature on it must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must succeed on a Dexterity (Acrobatics) check against the spell's save DC or fall prone.

Material Components: A bit of pork rind or butter.

Greater Dispel Magic

6th-level abjuration

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 4th level or lower on the target ends. For each spell of 5th level or higher on the target, make a magic ability check. The DC equals $10 + \text{the spell's level}$. On a successful check, the spell ends.

Greater Restoration

7th-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo any debilitating effects it suffers. Choose one of the following effects.

Break Enchantment: End one effect causing the target to be charmed.

Lift Curse: End one curse on the target. This benefit can break the target's attunement to one cursed magic item.

Restore Ability: Return any of the target's reduced ability scores to their normal values.

Restore Hit Point Maximum: End any effect that reduces the target's hit point maximum.

Stone to Flesh: Restore a creature turned to stone or some other inorganic material back to its original form.

Material Components: Diamond dust worth at least 100 gp.

Guardian of Faith

4th-level conjuration

Casting Time: 1 action

Range: 25 feet

Duration: 4 hours

Choose a point within range. A Large spectral guardian appears and hovers there for the duration. The ghostly guardian is indistinct except for a radiant sword and a gleaming shield emblazoned with the symbol of your deity.

Creatures you designate when you cast the spell are not affected by the guardian.

Any other creature that enters the area within 10 feet of the guardian must succeed on a Dexterity saving throw or take 15 radiant damage (half damage on a successful save). The guardian vanishes when it has dealt a total of 60 damage.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Gust of Wind

1st-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A line of swiftly moving air that is 50 feet long and 10 feet wide emanates from you in a direction you choose. Each creature in the line must succeed on a Strength saving throw or fall prone.

The spell creates a strong wind (30 miles per hour) that can disperse gas or vapor.

In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Hail of Thorns

1st-level conjuration

Casting Time: Swift

Range: Self

Duration: Instantaneous

You can cast this spell when you make a ranged weapon attack on your turn. This spell creates a rain of long, sharp thorns to sprout from your ranged weapon or ammunition, falling upon your enemies. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw or take 1d10 piercing damage (half damage on a successful save).

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10.

Harm

6th-level necromancy

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Choose a creature within range that you can see. You unleash a virulent disease that runs rampant through the creature's body, leaving it with significant injuries. Roll 14d6.

If the target has fewer hit points than the total you rolled, its hit point maximum becomes 1 for the duration.

If the target's hit points are equal to or greater than the total you rolled, it must make a Constitution saving throw. On a failed save, it takes necrotic damage equal to the total you

rolled, and on a successful one, it takes half as much damage. The damage cannot reduce the target's hit points below 1.

This spell has no effect upon undead or constructs.

Haste

3rd-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 minute

Choose a willing creature within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns.

The hasted action can be used only to cast a cantrip, make a single attack, disengage, or hustle.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Material Components: A shaving of licorice root.

Heal

6th-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Choose a creature within range. A surge of positive energy washes through the creature, causing it to regain 60 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect upon undead or constructs.

Healing Word

1st-level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains $1d8 + 2$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by $1d8$ for each level above 1st.

Heat Metal

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: 1 round

Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range that you can see. You cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing the object, as well as any creature that touches it, takes $3d8$ fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for each level above 2nd.

Hold Monster

5th-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Choose a creature within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect upon undead or constructs.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Hold Person

2nd-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Holy Accord

2nd-level enchantment

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

An aura of harmony radiates from you, facilitating communication in a 25-foot radius. For the duration, each creature in the area that can speak, including you, can understand the speech of any other creature in the area, regardless of what language is spoken.

Holy Aura

8th-level abjuration

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 minute

You and up to eight willing creatures within range are bathed in a soft glow of divine radiance. Each affected creature emits dim light in a 5-foot radius for the duration.

A creature lit in this way has advantage on all saving throws, and other creatures have disadvantage on attack rolls against it. In addition, when a fiend or an undead creature hits a protected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

Requirement: You must have a tiny reliquary worth at least 1,000 gp that contains a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text.

Holy Vigor

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Your touch imbues a willing creature with blessed vigor. It gains $3d8 + 6$ temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by $2d8$ for each level above 3rd.

Holy Word

7th-level evocation

Casting Time: Swift

Range: 25 feet

Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures within range. Each one must make a Charisma saving throw. On a failed save, the creature suffers an effect based on its current hit point total.

- 50 hit points or fewer—deafened for 1 minute
- 40 hit points or fewer—deafened and blinded for 10 minutes
- 30 hit points or fewer—blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer—dead

A celestial, elemental, or fiend that fails its save is forced back to its plane of origin (if it is not there already) and cannot return to your current plane for 24 hours by any means short of a *wish* spell.

Hunter's Mark

1st-level divination

Casting Time: Swift

Range: 100 feet

Duration: Concentration, up to 1 hour

You choose a creature within range and mystically mark it as your quarry. Until the spell ends, your attacks deal 1d6 extra damage to that creature, and you have advantage on any

Wisdom (Perception) or Intelligence (Search) check you make to find it.

Hunter's Veil

2nd-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

A veil of shadows and silence radiates from you, masking you and your companions within 25 feet of you from detection. For the duration, each friendly creature in the area, including you, has a +10 bonus to Dexterity (Stealth) checks and cannot be tracked except by magical means.

Ice Storm

4th-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, and half as much damage on a successful one.

Until the end of your next turn, hailstones turn the storm's area of effect into difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

Material Components: A pinch of dust and a few drops of water.

Identify

1st-level divination (ritual)

Casting Time: 1 hour

Range: 5 feet

Duration: Instantaneous

You learn the properties of a magic item of your choice within range. If the item has any special lore associated with it, you learn that lore as well.

Material Components: An infusion that includes wine, an owl feather, and crushed pearl

Inflict Wounds

1st-level necromancy

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Choose a creature within range that you can see. It must make a Constitution saving throw. It takes 3d8 necrotic damage on a failed save, and half as much damage on a successful one. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Insect Plague

5th-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius cloud centered on a point you choose within range. The cloud remains for the duration and is lightly obscured.

A creature in the cloud when it appears must make a Constitution saving throw. A creature takes 2d10 piercing damage on a failed save, and half as much damage on a successful one.

The cloud's area is difficult terrain. A creature that ends its turn there takes 2d10 piercing damage.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each level above 5th.

Invisibility

2nd-level illusion

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Touch a willing creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Knock

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Choose an object within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect for 1 minute, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 50 feet, emanates from the target object.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects.

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Levitate

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Choose a willing creature or an object within range that weighs up to 500 pounds. The target

rises vertically, up to 20 feet, and remains suspended there for the duration or until you use your action to end the spell. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows the creature to move at half speed at its current altitude.

You can change the target's altitude on your turn. If the target is another creature or object, you can use your action to move the target 20 feet up or down. If you are the target, you can use your move to change your own altitude by the same amount.

Material Components: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Lightning Bolt

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

A line of lightning 100 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes $6d6$ lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Locate Animals or Plants

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Material Components: A bit of fur from a bloodhound.

Longstrider

1st-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10 feet.

Mage Armor

1st-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Touch a willing creature that is not wearing armor. Until the spell ends, a magical force surrounds the target's body, shielding the creature from harm. The target's base AC becomes $13 + \text{its Dexterity modifier}$. The spell ends early if the target dons armor or if you dismiss the spell as an action.

Material Components: A piece of cured leather.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is ever more than 25 feet away from you.

While the hand is present, you can use your action to control it. You can use the hand to manipulate an object, open a door or a container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 25 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals $1d4 + 1$ force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

Magic Weapon

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: 4 hours

Choose a nonmagical weapon within range. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. If you use a spell slot of 6th level or higher, the bonus increases to +3.

Major Image

3rd-level illusion

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon of size Large or smaller. The image appears at a spot within range and lasts for the duration. The image seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You cannot create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

A creature that uses its action to examine the image can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Material Components: A bit of fleece.

Mass Cure Wounds

5th-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A wave of healing energy washes out from a point within range. Any number of creatures of your choice within 25 feet of that point regain $4d8 + 15$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the healing increases to $6d8 + 20$.

Mass Heal

9th-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 500 hit points, divided as you choose among any creatures within range. This spell has no effect upon undead or constructs.

Mass Healing Word

3rd-level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer of restoration, choose up to six creatures within range. Each target regains $1d8 + 2$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the healing increases by $1d8$ for each level above 3rd.

Mass Hold Monster

9th-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Choose a point within range. Each creature you choose within 25 feet of that point that you can see must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect upon undead or constructs.

At the end of each of its turns, a creature affected by this spell makes another saving throw. On a success, the spell ends on that creature.

Material Components: A small, straight piece of iron.

Mass Invisibility

7th-level illusion

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Choose one willing creature within range to become the center of a 50-foot sphere of invisibility that lasts for the duration. Every willing creature within the sphere when it appears becomes invisible. Affected creatures can see each other, and themselves, as if unaffected by the spell.

If any creature affected by this spell attacks or casts a spell that affects an enemy creature, the invisibility sphere ends. Furthermore, if at any time an affected creature leaves the sphere, the spell ends for that creature; reentering the sphere does not turn the creature invisible.

Material Components: An eyelash encased in a bit of gum arabic.

Mass Suggestion

6th-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 day

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures within range that can hear and understand you and are not undead or constructs. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a band of orcs to stop attacking your party so that the orcs and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration, such as in the case of the orc band mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of

soldiers give all their money to the first beggar they meet. If the condition is not met before the spell duration expires, the activity is not performed.

Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Maze

8th-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range that you can see. You banish the target into an extradimensional labyrinth, a different plane of existence. The target remains there for the duration or until it escapes the maze.

To escape, the target must use its action to make an Intelligence check contested by your magic ability check. (A minotaur automatically wins this contest.) On a success, the target escapes and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the unoccupied space nearest its former space.

Meld into Stone

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Choose a point you can touch on a stone object or surface large enough to fully contain your volume. You can step into the stone at that point using your movement, melding yourself and all the equipment you carry with the stone for the duration. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you cannot see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell.

Minor physical damage to the stone does not harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals you 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels you and deals you 50 bludgeoning damage. If expelled, you fall prone in an open space closest to where you first entered.

Melf's Acid Arrow

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged attack roll against the target, with a bonus equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 3d6 acid damage immediately and 3d6 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each level above 2nd.

Material Components: Powdered rhubarb leaf and an adder's stomach.

Mending

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

Touch an object that is no larger than a 5-foot cube, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. A single break or tear in the object is mended, and any trace of the former damage is erased. An object with multiple breaks can be fixed with multiple applications of *mending*.

This spell can physically repair a magic item or construct, but the spell cannot restore magic to such an object.

Message

Transmutation cantrip

Casting Time: 1 action

Range: 100 feet

Duration: 1 round

You point your finger at a creature within range and whisper a message. The creature you indicate hears the message as a whisper. The creature can then reply to your message, which you hear as a whisper.

You can cast this spell through solid objects provided you are familiar with a creature beyond the barrier. Magical *silence*, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell does not have to follow a straight line and can travel around corners, through gaps, and other openings freely.

Material Components: A short piece of copper wire.

Meteor Swarm

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius cloud centered on each point you choose must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 bludgeoning damage on a failed save, and half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that are not being worn or carried.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you

dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Mirror Image

2nd-level illusion

Casting Time: 1 action

Range: Self

Duration: 1 minute

Two illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack or a harmful spell while a duplicate remains, that creature randomly determines whether it targets you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate's AC equals 10 + your Dexterity modifier, and it uses your saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals hit point damage, the duplicate disappears.

A creature is unaffected by this spell if it can't see or if it relies on senses other than sight, such as blindsight or tremorsense.

Moonbeam

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

Each creature that enters the light on its turn or starts its turn there is engulfed in ghostly flames that cause searing pain. The creature must make a Constitution saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 3d8 radiant damage on a failed save, and half as much damage on a successful one. Shapechangers that fail the saving throw also instantly revert back to their natural forms and cannot assume different forms until they leave the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 50 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Mordenkainen's Sword

7th-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration or until you cast this spell again.

When the sword appears, it makes a melee attack against a target of your choice within 5 feet of it. The attack roll has a bonus equal to your magic ability modifier + your spellcasting

bonus, if any. On a hit, the target takes 3d10 force damage.

Once on each of your subsequent turns, you can direct the sword to move up to 20 feet and repeat the attack against a target of your choice within 5 feet of it. Directing the sword requires no action, but you must be able to take actions.

This spell was invented by the famed archmage Mordenkainen, a native of the world of GREYHAWK, though it has since spread throughout the multiverse.

Requirement: You must have a miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct and is not consumed when you cast the spell.

Move Earth

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape earth, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes cannot exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. You can choose the same area of terrain multiple times to make more drastic changes to it.

Because the terrain's transformation occurs slowly, creatures in the area cannot usually be trapped or injured by the ground's movement.

This spell cannot manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell does not directly affect plant growth. The moved earth carries any plants along with it.

Material Components: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Otto's Irresistible Dance

8th-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 minute

Choose one creature within range that you can see. The target must make a Wisdom saving throw. On a successful save, the creature is not affected. On a failed save, the target begins a comic dance in place—shuffling, tapping its feet, and capering for the duration. This spell has no effect upon undead or constructs.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on all saving throws. The only action a dancing creature can take is to make a Wisdom check against the spell's save DC to regain control of itself. On a successful check, the spell ends.

If you know and use the target's true name when you cast this spell, the enchantment instead lasts for 10 days, until you use your action to end the spell, or until the creature dies of exhaustion.

The archmage Otto was a member of the Circle of Eight in the world of GREYHAWK, a lover of fine food and music, and if his eponymous *irresistible dance* spell is any indication, something of a practical joker.

Pass without Trace

2nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Duration: 1 hour

Choose up to five willing creatures within range. For the duration, the creatures can move through any type of mundane terrain—mud, snow, dust, grassland, forest, or the like—and leave no physical evidence of their passage, including footprints and scent. Tracking the creatures is impossible except by magical means.

Passwall

5th-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range. A passage appears at that point and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Casting this spell multiple times lets you create a deeper passage.

Material Components: A pinch of sesame seeds.

Phantasmal Force

2nd-level illusion

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

You reach into the mind of a creature within range that you can see, and craft an illusion that takes root in the creature's thoughts. The target must make a Wisdom saving throw. On a failed save, you create an illusory object, creature, or other visible phenomenon of your choice that is visible only to the target for the duration. This spell has no effect upon undead or constructs.

The illusion includes sound, temperature, and other stimuli, also evident only to the creature. The illusion can appear to occupy up to 500 cubic feet, or a cube about 8 feet on a side—about the size of a typical Large creature.

A target affected by this spell can use its action to try to disbelieve the illusion. When it does so, it makes a Wisdom check against the spell's saving throw DC. On a successful check, the spell ends.

While a target is affected by the spell, it treats the phantasm as if it were real. It rationalizes any illogical outcomes from interacting with the

illusion. For example, a target attempting to walk across a phantasmal bridge that spans a chasm will fall once it steps onto the bridge. If the creature survives the fall, it still believes that the bridge exists, and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, you can cause the phantasm to deal 1d6 damage to the target if it is in the phantasm's area or within 5 feet of it. The damage is of a type appropriate to the illusion. A fire deals fire damage, a monster armed with a longsword deals slashing damage, and so on.

Material Components: A bit of fleece.

Planar Ally

6th-level conjuration

Casting Time: 10 minutes.

Range: 50 feet.

Duration: Instantaneous

You beseech an otherworldly entity known to you, such as a god, a primordial, a demon prince, or some other being of cosmic power for aid. That entity causes a celestial, an elemental, or a fiend loyal to it to appear in an unoccupied space within range. If you know a creature's true name, you can speak that name when you cast this spell to call that creature. In that case, the creature can be of any type.

When the creature appears, it acts normally (that is, under no compulsion to behave a certain way). You might ask the creature to perform a service in exchange for payment. The requested task could range from simple (fly us across the chasm, help us fight a battle) to complex (spy on our enemies, protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a direct gift of

treasure. Some creatures might exchange their service for a favor from you.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible.

Some general guidelines about payments for tasks of a certain length follow. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived.

- 100 gp per minute for a task taking up to 10 minutes
- 1,000 gp per hour for a task taking up to 24 hours
- 10,000 gp per day for a task taking up to 10 days

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

A creature enlisted to join your group counts as a member of your group, receiving a full share of experience points awarded.

Plane Shift

7th-level conjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to its exact

location. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature you can touch. That creature must make a Dexterity saving throw. On a failed save, you touch the creature, which must then make a Charisma saving throw. If the creature fails this save, it is shunted to the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Material Components: A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence.

Plant Growth

3rd-level transmutation (ritual)

Casting Time: 1 action or 8 hours

Range: 150 feet

Duration: Instantaneous

This spell channels life and vitality into plants within a specific area. There are two possible uses for the spell, granting either short-term or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 15 extra feet of movement for every 5 feet it would travel.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Polymorph

4th-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

Choose a creature within range that you can see. If the target is willing, you transform it into a new form. This spell has no effect upon undead or constructs.

If the target is unwilling and its hit point maximum is 150 or higher, or if it is a shapechanger, it is unaffected. If the target is unwilling and its hit point maximum is lower than 150, it must make a Wisdom saving throw. On a failed save, you transform the creature into a new form.

The transformation lasts for the duration. The new form can be any beast whose number of Hit Dice is equal to or less than that of the target. The target gains the capabilities and limitations of the new form, and loses the capabilities and limitations of its original form. But the target retains its current hit points, as well as its Intelligence, Wisdom, and Charisma scores.

The target continues to wear or carry any gear in its new form if that form is physically capable of doing so. Otherwise, the gear melds into the new form and becomes nonfunctional until the spell ends.

Material Components: An empty cocoon.

Power Word Kill

9th-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

You utter a word of power that can compel a creature to die instantly. Choose one creature within range. If the creature has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun

8th-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

You speak a word of power that can overwhelm a creature's mind, leaving it dumbfounded. Choose one creature within range. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, the target is no longer stunned.

Prayer

3rd-level conjuration

Casting Time: Swift

Range: 25 feet

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Prayer of Healing

2nd-level evocation

Casting Time: 10 minutes

Range: 25 feet

Duration: Instantaneous

Up to six creatures of your choice within range each regain $1d8 + 6$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by $1d8$ for each level above 2nd.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an item no larger than a cubic foot.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.

- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

Prismatic Spray

7th-level evocation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Eight shimmering, multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 50-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 10d6 fire damage on a failed save, or half that much damage on a successful one.

2. Orange. The target takes 10d6 acid damage on a failed save, or half that much damage on a successful one.

3. Yellow. The target takes 10d6 lightning damage on a failed save, or half that much damage on a successful one.

4. Green. The target takes 10d6 poison damage on a failed save, or half that much damage on a successful one.

5. Blue. The target takes 10d6 cold damage on a failed save, or half that much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. At the start of your next turn, the target must make a Constitution saving throw. If it fails that save, the creature turns to stone. A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

7. Violet. On a failed save, the target is blinded. At the start of your next turn, the target must make a Wisdom saving throw; a successful save ends the blindness. If it fails that save, the creature is transported to another plane of the

DM's choosing. (Typically, a creature that is on a plane that is not its home plane is banished to that plane, while other creatures are cast into the Astral or Ethereal planes.)

8. White. On a failed save, the target is blinded for 1 minute. Additionally, roll the d8 again until you get a result other than 8, and apply that effect to the target as well.

Protection from Energy

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

Protection from Evil

1st-level abjuration

Casting Time: 1 action

Range: touch

Duration: 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Material Components: Holy water or powdered silver and iron sprinkled over and around the target

Protection from Poison

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison

afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against poison, and it has resistance against poison damage.

Purify Food and Drink

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Choose a point within range. All nonmagical food and drink within a 5-foot-radius cloud centered on that point is purified and rendered free of poison and disease.

Raise Dead

5th-level necromancy

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You touch a creature that has been dead no longer than 10 days and that is not undead. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell does not, however, remove magical diseases, curses, or similar effects; if these are not first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Material Components: A diamond worth at least 500 gp.

Ray of Enfeeblement

2nd-level necromancy

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

A black beam of energy springs from your finger toward a creature within range. Make a ranged attack roll against the creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target has disadvantage on attack rolls based on Strength or Dexterity, and it can deal no more than 1 damage with such an attack. This spell has no effect upon undead or constructs.

Until the spell ends, at the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends early.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Read Magic

Divination cantrip

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Choose an object within range. For the duration, you can decipher magical writing on that object that would otherwise be unintelligible, including a spell from someone else's spellbook, a spell on a scroll, mystical runes on a magic item, or a magic glyph. Deciphering this writing neither

activates its magic nor identifies any magical properties it might possess.

Once a particular magical inscription is deciphered with this spell, the inscription continues to be intelligible to you after the spell's duration.

Material Components: A clear crystal or a mineral prism worth at least 5 gp, which is not consumed when you cast the spell.

Regenerate

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains $4d8 + 15$ hit points and then 1 hit point per minute for the duration. This spell has no effect upon undead or constructs.

Any limbs the creature is lacking are restored after 2 minutes. If you have the severed extremity and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Remove Curse

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it and is no longer attuned to it.

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature. Once before the spell ends, that creature can roll a d4 and add the number rolled to one saving throw of its choice.

It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Material Components: A miniature cloak.

Resurrection

7th-level necromancy

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that did not die of old age, and that is not undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It does not, however, remove magical diseases, curses, and the like; if such effects are not removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you complete a long rest, you cannot cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Material Components: A diamond worth at least 1,000 gp.

Righteous Shield

2nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

Holy power radiates from you, protecting friendly creatures within 10 feet of you. For the duration, each friendly creature in the area, including you, gains resistance to bludgeoning, piercing, and slashing damage.

Rope Trick

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a length of rope that is up to 50 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space holds as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Creatures in the extradimensional space are on another plane of existence. Attacks and spells cannot cross through the entrance into the space, but those in the space can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Material Components: Powdered corn extract and a twisted loop of parchment.

Sacred Flame

Evocation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Sanctuary

1st-level abjuration

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Scorching Ray

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged attack roll for each ray. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each level above 2nd.

Scrying

5th-level divination

Casting Time: 10 minutes

Range: Self

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose, as long as it is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5
Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

On a successful save, the target is not affected, and you cannot use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see the sensor sees luminous orb about the size of your fist.

Material Components: A focus worth at least 1,000 gp, either a crystal ball, a silver mirror, or a font filled with holy water.

Searing Smite

1st-level evocation

Casting Time: Swift

Range: Self

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon flares with white-hot intensity, and the attack deals 1d6 extra fire damage to the target. Until the spell ends, at the start of each of its turns, the target must make a Constitution saving throw or take 1d6 fire damage. The spell ends when the creature makes a successful saving throw against it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Seeming

5th-level illusion

Casting Time: 1 action

Range: 25 feet

Duration: 12 hours

Choose any number of willing creatures that you can see within range. You give each target a new, illusory appearance. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

To discern that a target is disguised, a creature can use its action to inspect the target and make a Wisdom (Perception) check against the spell's saving throw DC. If it succeeds, it becomes aware that the target is disguised.

Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Duration: 1 round

An invisible barrier of magical force, like a physical shield, appears to protect you. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature,

granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Shillelagh

Cantrip transmutation

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

The wood of your club or quarterstaff is imbued with nature's power and lashes out like a whip at a nearby creature. Make a melee attack roll against a creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 bludgeoning damage.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Requirement: You must be holding a club or a quarterstaff.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Lightning springs from your hand to deliver a brutal shock to a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Silence

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius

sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened, and casting a spell that involves speech is impossible there.

Sleep

1st-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

The magic of this spell makes creatures drowsy, and might send them to sleep. Choose a point within range, and roll 4d8. The total is how many hit points of creatures this spell can affect. Each creature to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious, and it has no effect upon undead or constructs.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each level above 1st.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

Sleet Storm

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area becomes covered with slick ice, making it difficult terrain. When a creature enters the area or starts its turn there, the creature must succeed on a Dexterity saving throw or fall prone.

Material Components: A pinch of dust and a few drops of water.

Slow

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration, causing it to move sluggishly.

An affected target's speed is halved.

Additionally, the target takes a -2 penalty to AC and Dexterity saving throws, and it can either move or take an action on its turn, not both.

Material Components: A drop of molasses.

Sound Burst

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A blaring cacophony erupts in a 10-foot radius centered on a point within range. Each creature in that area must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, and half as much damage on a successful one. A creature that fails this save is also deafened for 1 minute.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Spare the Dying

Necromancy cantrip

Casting Time: Swift

Range: Touch

Duration: Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.

Speak with Animals

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: 10 minutes

You gain the ability to comprehend and communicate with beasts for the duration. The intelligence and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you.

Speak with Dead

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Spider Climb

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains the ability to move up, down, and across vertical surfaces, and even upside down along ceilings, while leaving its hands free. The target uses its normal speed for this movement.

Material Components: A drop of bitumen and a spider.

Spike Growth

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Duration: 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves through the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that cannot see the area of the spell at the time the spell is cast must make a Wisdom (Perception) check against the spell's saving throw DC to recognize the terrain as hazardous.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes a melee attack against a creature within 5 feet of it. The weapon has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon is typically a hammer, though it can take whatever form you choose. Some clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace, or Thor for his hammer) make the effect of this spell resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.

Stinking Cloud

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius cloud of yellow, nauseating gas centered on a point within range. The cloud's area is lightly obscured. The cloud lasts for the duration.

Each creature that starts its turn in the cloud must make a Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Undead and constructs are unaffected by the cloud.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Material Components: A rotten egg or several skunk cabbage leaves.

Stoneskin

4th-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's flesh becomes as hard as stone, giving it resistance to bludgeoning, piercing, and slashing damage.

Material Components: Diamond dust worth 100 gp.

Storm of Vengeance

9th-level conjuration

Casting Time: 1 action

Range: Sight

Duration: Concentration, up to 1 minute

A churning storm cloud forms in the sky, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area and thunder booms. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, the

creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you spend concentrating on this spell creates additional effects as follows.

2nd Round: Acidic rain falls from the cloud. Each creature under the cloud takes 1d6 acid damage.

3rd Round: You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. On a failed save, the creature takes 10d6 lightning damage, and half as much damage on a successful one.

4th Round: Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

5th through 10th Round: Freezing rain and wind gusts assail the area under the cloud. The area under the cloud becomes heavily obscured and difficult terrain. Each creature under the cloud takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, strong wind gusts (at least 20 miles per hour) automatically disperse fogs, mists, and similar phenomena, whether mundane or magical.

Requirement: You must be outdoors to cast this spell.

Suggestion

2nd-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature within range that can hear and understand you. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would

be refreshing is another matter. Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration, such as in the case of the dragon mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell duration expires, the activity is not performed.

Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Sunbeam

6th-level evocation

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

A mote of brilliant light appears in your hand. It emits bright light in a 25-foot radius and dim light for an additional 25 feet. This light is sunlight, and it lasts for the duration.

The mote also flashes with a 5-foot-wide, 50-foot-long line of radiance. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and is not blinded.

You can create a new line of radiance as your action on any turn until the spell ends.

Undead, oozes, fungi, and molds always fail this saving throw.

Sunburst

8th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose a point within range. Brilliant sunlight flashes in a 50-foot radius centered on that point. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and is not blinded.

Undead, oozes, fungi, and mold always fail this saving throw.

This spell ends darkness created by spells of 9th level or lower.

Material Components: A piece of sunstone and a naked flame.

Sunburst Smite

3rd-level evocation

Casting Time: Swift

Range: Self

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon bursts with bright light, and the attack deals 3d8 extra radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

Swift Quiver

5th-level transmutation

Casting Time: Swift

Range: Self

Duration: Concentration, up to 1 minute

You transmute your quiver to produce an endless supply of ammunition, which seems to leap into your hand when you reach for it. Until the spell ends, when you use the attack action to make a ranged attack on your turn with a weapon that uses ammunition, you can make two additional attacks with that same weapon as part of the same action.

Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used. Any pieces of ammunition created by this spell disintegrate when the spell ends. If you are no longer wearing or carrying the quiver, the spell ends.

Material Components: A quiver containing at least one piece of ammunition, which is not consumed when you cast the spell.

Telekinesis

5th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You gain the ability to telekinetically manipulate creatures or objects for the duration.

Creature: You can use your action to choose a creature within 50 feet of you that is up to two sizes larger than you. If you do so, make a check with your magic ability contested by the creature's Strength check.

If you win the contest, you move the creature up to 30 feet in any direction. Until the start of your next turn, the creature is restrained in your telekinetic grip.

In each round after you cast the spell, you can use your action to attempt to maintain your telekinetic grip on the creature. If you choose not to use your action for this purpose, the spell ends.

If the creature is being held in the air, out of contact with the ground or another surface capable of supporting it, you automatically maintain your grip when you try to do so, and you can move the creature up to 30 feet in any direction, as long as you don't move it farther than 50 feet from you.

If the creature in your grip can get purchase on an immovable surface or is Large or larger, you must engage it in another contest. If the creature wins the contest, the spell ends.

Object: You can use your action to select an object within 50 feet of you that you want to manipulate. If you do so, the spell works as if you had targeted a creature, with the following exceptions:

- You automatically affect an object weighing 300 pounds or less that is not being worn or carried.
- If the object is held, worn, or carried by a creature, you must make a check with your magic ability contested by that creature's Strength check.
- You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or

retrieving an item from an open container, or pouring the contents from a vial.

Teleport

7th-level conjuration

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Choose up to five willing creatures within range. You and each creature you chose are instantly transported from your current location to a destination that is known to you on the same plane of existence. Your familiarity with the destination determines whether you arrive there successfully. Roll d100 and consult the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Permanent circle	01–100	—	—	—
Very familiar	01–96	97–99	100	—
Studied carefully	01–76	77–87	88–95	96–100
Seen casually	01–46	47–56	57–66	67–100
Viewed once	01–26	27–46	47–56	57–100
Description	01–26	27–46	47–56	57–100
False destination	—	—	01–60	61–100
Associated object	01–100	—	—	—

Familiarity: “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, a

chunk of marble from a lich’s secret tomb, or the like.

On Target: You and your group appear where you want to.

Off Target: You and your group appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15%, or 18 miles. The DM determines the direction off target randomly by rolling a d8. On a 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. A mage heading for her home laboratory, for example, might wind up in another mage’s laboratory or in an alchemical supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: You and anyone else teleporting with you are assaulted by the spell’s magic. You each take 1d10 force damage, and you reroll on the table to see where you wind up. For these rerolls, roll $1d20 + 80$ instead of d100. Each time this result comes up, you take another 1d10 force damage and reroll.

Teleportation Circle

5th-level conjuration

Casting Time: 1 minute

Range: 10 feet

Duration: 1 round

You draw a 10-foot circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you have learned. Many major temples, guilds, and other places of import have permanent teleportation circles inscribed somewhere within their confines.

Upon casting the spell, a shimmering portal opens within the circle you drew and remains

open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space.

A sigil sequence is a string of magical runes arranged in a particular pattern. Each permanent teleportation circle in the world and beyond has a unique sigil sequence. When you first gain the ability to cast this spell, you learn two sigil sequences to destinations determined by the Dungeon Master. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for a minute.

You can create a permanent teleportation circle by casting this spell every day for one year in one location. You need not use the circle to teleport when you cast the spell in this way.

Thaumaturgy

Transmutation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Up to 1 minute

You manifest a minor wonder, a sign of divine power. Choose one of the following effects within range. You can end any of those effects early (no action required). If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

- You magnify the sound of your voice to boom up to three times as loud as normal for the duration.
- You cause flames to flicker, sputter, brighten, dim, or change color for the duration.
- You cause faint, benign tremors in the ground for the duration.
- You instantaneously cause a thin glass object to crack or a piece of cloth or parchment to smoke and singe. The object must be nonmagical.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of an owl or raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.

- You turn your eyes solid black or solid white, or alter the appearance of your eyes in some other way for the duration.

Thunderous Smite

1st-level evocation

Casting Time: Swift

Range: Self

Duration: Instantaneous

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon rings with thunder that is audible within 300 feet of you, and the attack deals 2d6 extra thunder damage to the target. Additionally, the creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8.

Time Stop

9th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. Although no time passes for other creatures, you have a few seconds to move and act. You have $1d4 + 1$ rounds of apparent time, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period targets a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast this spell.

Trap the Soul

8th-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Permanent

Choose a creature within range that you can see. The target must make a Wisdom saving throw. On a failed save, you force the target's soul into a gemstone. While its soul is so trapped, the target's body and all the equipment it is carrying cease to exist.

The gem holds the target indefinitely or until the gem is broken, at which time the target's body re-forms in an unoccupied space nearest to the gem and in the same state as when this spell was cast on it, with all the equipment it was carrying when it was trapped.

You, and you alone, can communicate telepathically with the trapped soul. Other creatures that inspect the gemstone see a tiny figure inside it.

If you speak the target's true name when you cast the spell, the target has disadvantage on the saving throw.

Requirement: You must provide a gemstone worth at least 1,000 gp for each Hit Die of the creature you would trap.

True Resurrection

9th-level necromancy

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. It then appears in an unoccupied space you choose within 10 feet of you.

Material Components: Treasure worth at least 25,000 gp.

True Seeing

5th-level divination

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature. Until the spell ends, the creature can see things as they actually are out to a range of 120 feet. The creature sees in normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures and objects, automatically detects visual illusions and succeeds on saving throws against them, and perceives the true forms of creatures affected by transmutation spells. Furthermore, the target can see into the Ethereal Plane.

Material Components: An ointment for the eyes that costs 25 gp and is made from mushroom powder, saffron, and fat.

Wall of Fire

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can choose to make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration, and it heavily obscures creatures behind it.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, it takes 5d8 fire damage. On a success, the creature can move 5 feet so it is not in the wall.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall, and each creature that enters the wall on its turn. The other side of the wall deals no damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each level above 4th.

Material Components: A small piece of phosphorus.

Wall of Stone

5th-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

The wall can have any shape you desire, though it cannot occupy the same space as a creature or object. The wall need not be vertical, nor rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall can be damaged and thus breached. Each panel has AC 5, and it has 15 hit points per inch of thickness. The wall is immune to cold, fire, necrotic, psychic, and radiant damage, and is also immune to any effect that requires an Intelligence, Wisdom, or Charisma saving throw. Reducing a panel to 0 hit points destroys it and may cause connected panels to collapse at the DM's discretion.

Material Components: A small block of granite.

Wall of Thorns

6th-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 50 feet long, 10 feet high, and 5 feet thick or a circle that has a 25-foot radius and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, it takes 7d8 slashing damage. On a success, the creature can move 5 feet so it is not in the wall.

A creature can move through the wall, albeit slowly and painfully. For every 5 feet a creature would travel through the wall, it must spend 20 feet of movement. Furthermore, a creature that enters the wall's space must make a Dexterity saving throw once each round it's in contact with the wall. On a failed save, a creature takes 7d8 slashing damage. On a successful save, it takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of a level higher than 6th, the wall's length increases by 10 feet or the size of its radius increases by 5 feet and the damage increases by 1d8 for each level above 6th.

Water Breathing

3rd-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: 8 hours

Choose up to ten willing creatures within range. In addition to retaining its normal mode of respiration, each creature can now breathe underwater until the spell ends.

Material Components: A short reed or piece of straw.

Water Walk

3rd-level transmutation

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose up to ten willing creatures within range. Until the spell ends, each target can move across any liquid surface—such as water, acid, mud, snow, quicksand, ice, or lava—as if it were solid ground.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Web

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choosing within range. The webs fill a 20-foot radius centered on that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs are not anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot-cube of webs exposed to fire burns away at the start of your next turn. The fire spreads 5 feet at the end of each turn until the web burns away. Any creature that starts its turn in an area of burning webs takes 2d4 fire damage.

Material Components: A bit of spiderweb.

Wind Walk

6th-level transmutation

Casting Time: 1 minute

Range: 25 feet

Duration: 8 hours

You and up to 10 willing creatures within range assume a cloud form for the duration, appearing as nothing more than a wisp of cloud. While in a cloud form, a creature has a fly speed of 300 feet, and has resistance against damage from nonmagical weapons. The only actions a creature can take in this form are to hustle or to resume its normal form. Resuming normal form takes 1 minute. Until the duration expires, a creature can revert to cloud form; this also requires 1 minute.

If a creature is in cloud form and flying when the effect ends, it descends 60 feet per round for 1 minute until it lands, which it does safely. If it cannot land after 1 minute, the creature falls the remaining distance.

Wish

9th-level conjuration

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You do not need to meet any requirements. The spell simply takes effect.

Alternatively, you can achieve any one of the following effects.

- Create one object of up to 25,000 gp in value that is not a magic item.
- Create one common, uncommon, or rare magic item.
- Allow up to twenty creatures to regain all hit points and end all effects on them described in the *greater restoration* spell.
- Grant up to ten creatures immunity to a damage type, a magical effect, or some other

effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.

- Undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's successful critical hit, a friend's failed save, and so on. You must accept the result of the reroll, even if it is less favorable to you than the original roll.

You might be able to achieve something beyond the scope of the above examples. To do so, state your wish to the DM as precisely as possible. Your DM has a lot of latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. Either the spell simply fails, the effect you desire is only partly achieved, or you suffer some unforeseen consequence as a result of how the wish was worded. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. Until you complete a long rest, you lose the ability to cast spells. In addition, your Strength drops to 3, if it is not 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days.

Wrathful Smite

1st-level evocation

Casting Time: Swift

Range: Self

Duration: 1 minute

Cast this spell when you hit with a melee weapon attack on your turn. Your weapon stirs up feelings of doom in your target, and the attack deals 1d6 extra psychic damage. Additionally, the creature must make a Wisdom saving throw

or be frightened until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Bestiary

A monster can use its special actions at will, unless its description notes otherwise. Exceptions include actions that can be used only a specified number of times per day and actions that recharge in certain circumstances.

Recharge: The action has a random chance of recharging during each round of combat. At the start of the monster's turn, roll a d6. If the roll is one of the die results shown in parentheses alongside the recharge notation, the monster regains the use of that action. The action also recharges when the monster takes a rest.

Ankheg

Large Beast

Armor Class 15

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 20 ft.

Senses darkvision 60 ft., tremorsense 30 ft.

Str 15 (+2) **Dex** 11 (+0) **Con** 13 (+1)

Int 1 (-5) **Wis** 13 (+1) **Cha** 6 (-2)

Alignment unaligned

Languages —

TRAITS

Soft Underbelly: While the ankheg is prone, it takes a -3 penalty to AC.

Tunneler: When the ankheg burrows, it leaves behind a 5-foot-diameter tunnel.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 9 (2d6 + 2) piercing damage and 3 (1d6) acid damage, and a Medium or smaller target is grappled and is restrained while grappled. While it has a creature grappled, the ankheg can bite only that creature. Whenever the ankheg takes damage, it releases the grapple.

Acid Spray (Recharge 6): If it has no creature grappled, the ankheg can breathe acid in a 30-foot line. Each creature in the line must make a DC 9 Dexterity saving throw. *Failed Save:* 10 (3d6) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 4 XP 190

Ape, Carnivorous

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

Senses low-light vision

Str 16 (+3) **Dex** 14 (+2) **Con** 14 (+2)

Int 5 (-3) **Wis** 12 (+1) **Cha** 7 (-2)

Alignment unaligned

Languages —

ACTIONS

Multiattack: The ape makes two slam attacks.

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) bludgeoning damage.

Ranged Attack—Rock: +4 to hit (range 25 ft./50 ft.; one creature). *Hit:* 12 (2d8 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 170

Ape, Giant Carnivorous

Huge Beast

Armor Class 13

Hit Points 95 (10d12 + 30)

Speed 40 ft., climb 40 ft.

Senses low-light vision

Str 22 (+6)	Dex 14 (+2)	Con 16 (+3)
Int 6 (-2)	Wis 12 (+1)	Cha 8 (-1)

Alignment unaligned

Languages —

ACTIONS

Multiaction: The ape makes two slam attacks.

Melee Attack—Slam: +6 to hit (reach 10 ft.; one creature). *Hit:* 16 (3d6 + 6) bludgeoning damage.

Ranged Attack—Rock: +6 to hit (range 50 ft./100 ft.; one creature). *Hit:* 28 (4d10 + 6) bludgeoning damage, and if the target is Large or smaller, it falls prone.

ENCOUNTER BUILDING

Level 7 XP 1,180

Aranea

Medium Monstrosity (Shapechanger)

Armor Class 12

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft.

Senses low-light vision

Str 11 (+0)	Dex 15 (+2)	Con 14 (+2)
Int 14 (+2)	Wis 10 (+0)	Cha 13 (+1)

Alignment neutral evil

Languages Common

TRAITS

Spider Climb: The aranea can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 11 (2d10) poison damage.

Ranged Attack—Web (Recharge 5–6): +6 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 13, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 4 XP 160

Customization Options

Some araneas have one or both of these options.

Action: Change Shape: The aranea polymorphs into a Medium spider-humanoid hybrid or into a Small or Medium humanoid, and can remain in either form indefinitely. While in hybrid or humanoid form, the aranea can use weapons, wear armor, and manipulate objects, but it loses its climb speed and Spider Climb trait. It cannot make bite or web attacks in humanoid form.

The aranea reverts to its natural form when killed.

Trait: Spellcasting: The aranea is a 3rd-level mage that uses Intelligence as its magic ability (spell save DC 12). It has the following spells prepared:

Cantrips—*light, shocking grasp*

1st Level (2/day)—*magic missile, sleep*

2nd Level (1/day)—*web*

Basilisk

Medium Beast

Armor Class 10

Hit Points 28 (5d8 + 5)

Speed 20 ft.

Senses darkvision 60 ft.

Str 13 (+1)	Dex 8 (-1)	Con 12 (+1)
Int 2 (-4)	Wis 14 (+2)	Cha 12 (+1)

Alignment unaligned

Languages —

TRAITS

Petrifying Gaze: A creature that starts its turn within 30 feet of the basilisk and can see the basilisk must either avert its eyes or make a DC 11 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn.

Failed Save: The target is restrained. The target can use its action to make a DC 11 Constitution check. If the check fails or is not made, the target turns to stone permanently.

A basilisk can be affected by its own gaze if it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 8 (2d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 **XP 120**

Beetle, Fire

Small Beast

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

Str 8 (-1)	Dex 10 (+0)	Con 10 (+0)
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Int 3 (-4)	Wis 8 (-1)	Cha 7 (-2)
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Alignment unaligned

Languages —

TRAITS

Glowing Glands: The fire beetle has two glands (one above each eye) that cast bright light in a 10-foot-radius sphere. The glands continue to cast light for 1d6 days after the beetle is slain.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Behir

Huge Monstrosity

Armor Class 15

Hit Points 114 (12d12 + 36); see Traits below

Speed 50 ft., climb 30 ft.

Senses darkvision 90 ft.

Str 20 (+5) **Dex** 13 (+1) **Con** 17 (+3)

Int 6 (-2) **Wis** 14 (+2) **Cha** 12 (+1)

Alignment neutral evil

Languages Draconic

TRAITS

Immunity: The behir is immune to lightning.

ACTIONS

Multiaction: The behir makes one bite attack and one constrict attack, or if the behir has a creature grappled, it can make six claw attacks against that creature.

Melee Attack—Bite: +6 to hit (reach 10 ft.; one creature).

Hit: 12 (2d6 + 5) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).

Hit: 8 (1d6 + 5) slashing damage.

Melee Attack—Constrict: +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage, and a Large or smaller target is grappled and is restrained while grappled. The behir can have only one creature grappled at a time.

Lightning Breath (Recharge 5-6): The behir breathes lightning in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw. *Failed Save:* 24 (7d6) lightning damage. *Successful Save:* Half damage.

Swallow Whole: While grappling a Medium or smaller creature, the behir can make a bite attack against the creature, and if the behir hits, it also swallows the creature. A behir can swallow one creature at a time.

A swallowed creature takes 20 (3d6 + 10) acid damage at the start of each of the behir's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing 15 piercing or slashing damage to the gizzard (AC 12). A creature that frees itself falls prone in an unoccupied space within 5 feet of the behir.

ENCOUNTER BUILDING

Level 7

XP 1,880

Beholder

Large Aberration

Armor Class 15

Hit Points 123 (13d10 + 52)

Speed 0 ft., fly 20 ft.

Senses darkvision 150 ft.

Str 10 (+0) **Dex** 14 (+2) **Con** 18 (+4)

Int 17 (+3) **Wis** 15 (+2) **Cha** 17 (+3)

Alignment lawful evil

Languages Common, Undercommon

TRAITS

Antimagic Cone: The beholder's central eye emits an *antimagic field* (as the spell) in a 150-foot cone. All spells, magic items, and magical effects within the area are suppressed—even the beholder's own eye rays. At start of each of its turns, a beholder decides which way the cone faces and whether the cone is active (the beholder deactivates the cone by shutting its central eye).

Hover: The beholder cannot be knocked prone. It continues to hover even when stunned or knocked unconscious.

Keen Senses: The beholder gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Vigilant: The beholder is never surprised.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (2d4) piercing damage.

Eye Rays: The beholder uses 1d4 + 1 eye rays. Each has a range of 150 feet and targets a single creature. The beholder can choose which specific eye rays to use, or it can roll randomly on the table below.

d10 Eye Ray

1–2 **Charm:** The target must make a DC 14 Wisdom saving throw. *Failed Save:* The target is charmed by the beholder for 1 hour, or until the beholder or one of the beholder's allies harms it.

3 **Fear:** The target must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened until the end of its next turn. While frightened, it must use its movement to move away from the beholder.

4 **Slow:** The target must make a DC 14 Dexterity saving throw. *Failed Save:* The target's speed is reduced by 15, all attacks made against the target have advantage, and the target can take only a single action or a single move on each of its turns for 1

minute. The speed reduction is cumulative with other effects that reduce the target's speed.

- 5 **Inflict Wounds:** The target must make a DC 14 Constitution saving throw. *Failed Save:* 36 (8d8) necrotic damage. *Successful Save:* Half damage.
- 6 **Telekinesis:** The target must make a DC 14 Constitution saving throw. *Failed Save:* The beholder moves the target up to 30 feet in any direction.
- 7 **Sleep:** The target must make a DC 14 Wisdom saving throw. *Failed Save:* The target falls unconscious for 1 minute or until it takes damage or until someone uses an action to shake or slap the target awake.
- 8 **Petrification:** The target must make a DC 14 Constitution saving throw. *Failed Save:* The target is permanently turned to stone.
- 9 **Disintegration:** The target must make a DC 14 Constitution saving throw. *Failed Save:* If the target has 60 hit points or fewer, it is disintegrated. *Successful Save:* 35 (10d6) force damage. If this damage reduces the target to 0 hit points, the target is disintegrated. A disintegrated creature and all its possessions are reduced to a small pile of fine gray dust.
- 10 **Death:** If the creature has 40 hit points or fewer, it dies. Otherwise, the target must make a DC 14 Constitution saving throw. *Failed Save:* 45 (10d8) necrotic damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 12

XP 6,330

Bugbear

Medium Humanoid (Goblinoid)

Armor Class 15 (leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2)	Dex 14 (+2)	Con 13 (+1)
Int 8 (-1)	Wis 11 (+0)	Cha 9 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Stealthy +5: The bugbear gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Morningstar: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Ranged Attack—Javelin: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 50

Bullywug

Medium Humanoid

Armor Class 14 (leather, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

Senses low-light vision

Str 10 (+0)	Dex 12 (+1)	Con 13 (+1)
Int 9 (-1)	Wis 11 (+0)	Cha 7 (-2)

Alignment chaotic evil

Languages Bullywug

TRAITS

Aquatic: The bullywug can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Stealthy +5: The bullywug gains a +5 bonus to Dexterity (Stealth) checks.

Leap: On land, as part of the bullywug's movement, it can leap up to 20 feet horizontally and up to 10 feet vertically without a running start.

ACTIONS

Multiattack: The bullywug makes one bite attack and one spear attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Melee Attack—Spear: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 50

Carrion Crawler

Large Beast

Armor Class 12

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) Dex 15 (+2) Con 16 (+3)
Int 1 (-5) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

ACTIONS

Multiaction: The carrion crawler makes one tentacles attack and one bite attack.

Melee Attack—Tentacles: +4 to hit (reach 5 ft.; one creature). *Hit:* The target must make a DC 12 Constitution saving throw against poison. *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save. The duration is cumulative with multiple hits.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 100

Centipede, Giant

Small Beast

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 7 (-2) Dex 14 (+2) Con 11 (+0)
Int 3 (-4) Wis 8 (-1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Pack Tactics: The centipede gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target takes a 5-foot penalty to speed and a -1 penalty to AC and Dexterity saving throws for 1d6 hours. This is a poison effect. Multiple bites have cumulative effects, but the duration remains unchanged.

ENCOUNTER BUILDING

Level 1 XP 10

Chimera

Large Monstrosity

Armor Class 14

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 30 ft.

Senses low-light vision

Str 18 (+4)	Dex 11 (+0)	Con 19 (+4)
Int 3 (-4)	Wis 14 (+2)	Cha 10 (+0)

Alignment chaotic evil

Languages understands Draconic

ACTIONS

Multiaction: The chimera makes a bite attack, a gore attack, and a rake attack.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature).
Hit: 14 (3d6 + 4) piercing damage.

Melee Attack—Gore: +7 to hit (reach 5 ft.; one creature).
Hit: 10 (1d12 + 4) piercing damage.

Melee Attack—Rake: +7 to hit (reach 5 ft.; one creature).
Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5–6): The chimera breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 21 (6d6) fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 7 **XP** 1,550

Cockatrice

Small Beast

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 6 (-2)	Dex 14 (+2)	Con 12 (+1)
Int 1 (-5)	Wis 13 (+1)	Cha 8 (-1)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).
Hit: 4 (1d4 + 2) piercing damage, and the target makes a DC 11 Constitution saving throw. *Failed Save:* The target is restrained. The target can use its action to make a DC 11 Constitution check. If the check fails or is not made, the target turns to stone permanently.

ENCOUNTER BUILDING

Level 2 **XP** 40

Crab, Giant

Medium Beast

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

Str 13 (+1)	Dex 15 (+2)	Con 11 (+0)
Int 1 (-5)	Wis 12 (+1)	Cha 4 (-3)

Alignment unaligned

Languages —

TRAITS

Aquatic: The crab can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) bludgeoning damage, and a Medium or smaller target is grappled. The crab can have only one creature grappled at a time, but the crab has advantage on attack rolls against that creature.

ENCOUNTER BUILDING

Level 2 XP 30

Cultist of Asmodeus

Medium Humanoid (Human)

Armor Class 12

Hit Points 40 (9d8)

Speed 25 ft.

Str 10 (+0)	Dex 14 (+2)	Con 11 (+0)
Int 13 (+1)	Wis 10 (+0)	Cha 14 (+2)

Alignment lawful evil

Languages Common, Infernal

ACTIONS

Multiattack: The cultist makes two mace attacks or two hurl flame attacks.

Melee Attack—Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage and 9 (2d8) fire damage.

Ranged Attack—Hurl Flame: +5 to hit (range 50 ft.; one creature). *Hit:* 10 (3d6) fire damage.

Frighten (1/day): The cultist chooses any number of creatures within 20 feet of it. Each target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. As an action, the frightened target can make a DC 12 Wisdom check to end this effect.

Infernal Seduction (1/day): The cultist chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 12 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the cultist can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

ENCOUNTER BUILDING

Level 5 XP 280

Cyclops

Huge Giant

Armor Class 12 (hide)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

Str 25 (+7)	Dex 11 (+0)	Con 20 (+5)
Int 9 (-1)	Wis 6 (-2)	Cha 10 (+0)

Alignment chaotic evil

Languages Common, Giant

TRAITS

Poor Eyesight: In bright or dim light, the cyclops takes a -2 penalty to attack rolls against targets 10 feet or farther from it.

ACTIONS

Multattack: The cyclops makes two greatclub attacks.

Melee Attack—Greatclub: +7 to hit (reach 15 ft.; one creature). *Hit:* 20 (3d8 + 7) bludgeoning damage, and if the target is Large or smaller, the cyclops knocks it prone.

Ranged Attack—Boulder: +5 to hit (range 60 ft./240 ft.; one creature). *Hit:* 23 (3d10 + 7) bludgeoning damage, and if the target is Large or smaller, it falls prone and cannot stand up. The prone target can use its action to make a DC 15 Strength or Dexterity check to crawl out from under the boulder. On a successful check, the target can stand up.

ENCOUNTER BUILDING

Level 9 XP 2,720

Customization Option

Some cyclopes have the following action option.

Evil Eye (Recharge 6): The cyclops chooses a creature within 50 feet of it that it can see. The target must make a DC 12 Charisma saving throw. *Failed Save:* The target is cursed for 1 day. While cursed, the target makes attack rolls, ability checks, and saving throws with disadvantage. A *remove curse* spell frees the target from the curse, as does killing the cyclops that cursed it.

Cyclopes with this option are level 10 and are worth 3,300 XP.

Dark Acolyte

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 6 (1d8 + 2)

Speed 25 ft.

Str 12 (+1)	Dex 11 (+0)	Con 13 (+1)
Int 10 (+0)	Wis 15 (+2)	Cha 10 (+0)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The acolyte is a 1st-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spell prepared:

1st Level (1/day)—*cure wounds*

ACTIONS

Melee Attack—Mace: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 20

Dark Adept

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 12 (+1)	Dex 11 (+0)	Con 13 (+1)
Int 10 (+0)	Wis 15 (+2)	Cha 10 (+0)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The adept is a 2nd-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spells prepared:

1st Level (2/day)—*cure wounds, inflict wounds*

ACTIONS

Melee Attack—Mace: +4 to hit (reach 5 ft.; one creature).
Hit: 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 60

Dark Priest

Medium Humanoid (Human)

Armor Class 17 (banded)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

Str 12 (+1)	Dex 11 (+0)	Con 13 (+1)
Int 10 (+0)	Wis 16 (+3)	Cha 12 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The priest is a 4th-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spells prepared:

1st Level (2/day)—*bless, inflict wounds*

2nd Level (2/day)—*silence*

ACTIONS

Melee Attack—Mace: +5 to hit (reach 5 ft.; one creature).
Hit: 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 150

Death Knight

Medium Undead

Armor Class 18 (plate mail)

Hit Points 85 (9d8 + 45); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 20 (+5) Dex 11 (+0) Con 20 (+5)
Int 12 (+1) Wis 16 (+3) Cha 18 (+4)

Alignment chaotic evil

Languages Common

TRAITS

Dread Commander: The death knight and undead creatures under the death knight's command treat their hit points as doubled for the purpose of resisting turn undead effects.

Fear Aura: Any living creature hostile to the death knight that starts its turn within 5 feet of it must make a DC 15 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. *Successful Save:* The target is immune to the death knight's Fear Aura trait for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The death knight is immune to disease, necrotic, and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

Magic Resistance: The death knight has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The death knight makes three long sword attacks.

Melee Attack—Long Sword: +8 to hit (reach 5 ft.; one creature). Hit: 14 (2d8 + 5) slashing damage and 9 (2d8) necrotic damage.

Eldritch Fire (Recharge 5-6): The death knight chooses a point within 50 feet of it. Each creature in a 20-foot-radius cloud centered on that point must make a DC 15 Dexterity saving throw. *Failed Save:* 35 (10d6) fire damage.

Successful Save: Half damage.

The fire ignites unattended flammable objects and damages objects in the area.

REACTIONS

Parry: As a reaction to a melee attack that hits it, a death knight can roll 2d6 and subtract the result from the damage taken from the attack.

ENCOUNTER BUILDING

Level 11 XP 4,930

Customization Options

Some death knights have one or both of these options.

Nine Lives Stealer: The knight wields a *nine lives stealer long sword* +2. Replace its long sword attack with the following attack.

Melee Attack—Nine Lives Stealer Long Sword +2: +9 to hit (reach 5 ft.; one creature). Hit: 11 (1d8 + 7) slashing damage and 9 (2d8) necrotic damage, and the target must make a DC 13 Constitution save throw. *Failed Save:* The target dies, its soul drawn into the blade. Creatures who lose their souls to this weapon cannot be restored to life by any means short of a *wish*.

Once the sword drains its ninth soul, the knight loses attunement to the sword and creatures cannot become attuned to this weapon for one year and one day.

Trait: Spellcasting: The knight is a 9th-level spellcaster that uses Charisma as its magic ability (spell save DC 14). It knows the following spells:

Cantrip—*shocking grasp*
1st Level (at-will)—*detect magic*
1st Level (2/day)—*feather fall, thunderwave*
2nd Level (2/day)—*darkness, hold person*
3rd Level (2/day)—*dispel magic*

Demon: Balor

Huge Fiend (Demon)

Armor Class 16

Hit Points 207 (18d10 + 108); see Traits below

Speed 40 ft., fly 90 ft.

Senses darkvision 100 ft., truesight 100 ft.

Str 26 (+8) **Dex** 20 (+5) **Con** 22 (+6)

Int 20 (+5) **Wis** 16 (+3) **Cha** 22 (+6)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Death Throes: A balor explodes when killed. Each creature within 50 feet of the slain balor must make a DC 14 Dexterity saving throw. *Failed Save:* 35 (10d6) fire damage. *Successful Save:* Half damage.

The explosion destroys any weapons held by the balor, and ignites unattended flammable objects and damages objects in the area.

Flaming Body: A creature that starts its turn within 5 feet of the balor takes 21 (6d6) fire damage.

Immunities: The balor is immune to fire.

Damage Resistance: The balor is resistant to cold and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The balor can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The balor makes two long sword attacks and one flaming whip attack.

Melee Attack—Long Sword: +8 to hit (reach 10 ft.; one creature). *Hit:* 21 (3d8 + 8) slashing damage.

Melee Attack—Flaming Whip: +8 to hit (reach 20 ft.; one creature). *Hit:* 15 (2d6 + 8) slashing damage and 14 (4d6) fire damage, and the target is pulled next to the balor if it fails a Strength contest against the balor.

Summon Demons (1/day): The balor can automatically summon 3d8 dretches, 1d4 hezrous, or 2d4 vrocks. Alternatively, it can attempt to summon another balor, a glabrezu, a marilith, or a nalfeshnee with a 50% chance of success. Summoned demons appear within 50 feet of the balor, disappear if the balor is slain, and cannot summon demons of their own.

Teleport: The balor can teleport to any location it can see within 500 feet. Any objects the balor is carrying are transported with it.

ENCOUNTER BUILDING

Level 18 XP 30,670

Customization Option

Some balors have the following action option, and a balor with this option is Level 20 and worth 49,680 XP.

Vorpal Long Sword: The balor wields a *vorpal long sword*. Replace its long sword attack with the following attack.

Melee Attack—Vorpal Long Sword: +10 to hit (reach 10 ft.; one creature). *Hit:* 24 (3d8 + 11) slashing damage. *Critical Hit:* 35 slashing damage, and the balor makes a second attack roll against the same target. If the second attack hits and the target has fewer than 150 hit points, it is killed instantly; otherwise, the target takes 27 (6d8) extra slashing damage.

Demon: Glabrezu

Large Fiend (Demon)

Armor Class 14

Hit Points 104 (11d10 + 44); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 23 (+6)	Dex 15 (+2)	Con 19 (+4)
Int 19 (+4)	Wis 17 (+3)	Cha 16 (+3)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Damage Resistance: The glabrezu is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Spellcasting: The glabrezu is an 11th-level spellcaster that uses Charisma as its magic ability (spell save DC 13). It knows the following spells:

- 1st Level (1/day)—*mirror image*
- 3rd Level (1/day)—*dispel magic*
- 4th Level (1/day)—*confusion*
- 8th Level (1/day)—*power word stun*

Telepathy: The glabrezu can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The glabrezu makes two pincer attacks and casts one spell, or makes two pincer attacks and two slam attacks.

Melee Attack—Pincer: +8 to hit (reach 5 ft.; one creature).
Hit: 15 (2d8 + 6) piercing damage.

Melee Attack—Slam: +8 to hit (reach 5 ft.; one creature).
Hit: 15 (2d8 + 6) bludgeoning damage.

Summon Demons (1/day): A glabrezu can summon 1d3 vrocks, 1d2 hezrou, or another glabrezu with a 30% chance of success. Summoned demons appear within 50 feet of the glabrezu, disappear if the glabrezu is slain, and cannot summon demons of their own.

ENCOUNTER BUILDING

Level 13 **XP 9,640**

Demon: Hezrou

Large Fiend (Demon)

Armor Class 14

Hit Points 85 (9d10 + 36); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 19 (+4)	Dex 17 (+3)	Con 18 (+4)
Int 5 (-3)	Wis 12 (+1)	Cha 13 (+1)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Hezrou Stench: A creature without this trait that starts its turn within 10 feet of the hezrou must make a DC 12 Constitution save. (A creature within 10 feet of multiple hezrous must make a separate saving throw for each hezrou's stench.) *Failed Save:* The creature has disadvantage on attack rolls and ability checks until it is no longer within 10 feet of a creature with this trait. This is a poison effect. *Successful Save:* The creature is immune to this hezrou's stench for 24 hours.

Demons are immune to the hezrou's stench.

Immunity: The hezrou is immune to poison.

Damage Resistance: The hezrou is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The hezrou can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The hezrou makes one bite attack and two claw attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 13 (2d8 + 4) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 8 (1d8 + 4) slashing damage.

Summon Demons (1/day): The hezrou can attempt to summon 2d10 dretches or one hezrou with a 30% chance of success. Summoned demons appear within 50 feet of the hezrou, disappear if the hezrou is slain, and cannot summon demons of their own.

ENCOUNTER BUILDING

Level 10 **XP 2,840**

Demon: Mane

Small Fiend (Demon)

Armor Class 12

Hit Points 4 (1d6 + 1); see Traits below

Speed 20 ft.

Str 10 (+0) **Dex** 11 (+0) **Con** 13 (+1)

Int 2 (-4) **Wis** 8 (-1) **Cha** 5 (-3)

Alignment chaotic evil

Languages —

TRAITS

Eternal Torment: A mane reduced to 0 hit points dissipates into a cloud of stinking vapor. After 24 hours, the mane re-forms on a random layer on the Abyss.

Immunities: The mane cannot be charmed or frightened.

Damage Resistance: The mane is resistant to cold, fire, and lightning.

ACTIONS

Multiattack: The mane makes one bite attack and one claws attack.

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) piercing damage.

Melee Attack—Claws: +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) slashing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Demon: Marilith

Large Fiend (Demon)

Armor Class 16

Hit Points 142 (15d10 + 60); see Traits below

Speed 40 ft.

Senses darkvision 100 ft., truesight 100 ft.

Str 18 (+4) **Dex** 19 (+4) **Con** 18 (+4)

Int 18 (+4) **Wis** 16 (+3) **Cha** 20 (+5)

Alignment chaotic evil

Languages Abyssal, Common

ENCOUNTER BUILDING

Level 15

XP 20,010

TRAITS

Reactive: The marilith can take any number of reactions.

Damage Resistance: The marilith is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The marilith can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The marilith makes six long sword attacks and one constrict attack.

Melee Attack—Long Sword: +8 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d8 + 4) slashing damage.

Melee Attack—Constrict: +8 to hit (reach 5 ft.; one creature). The attack automatically hits a creature grappled by the marilith. *Hit:* 8 (1d8 + 4) bludgeoning damage, and a Large or smaller target is grappled and is restrained while grappled. The marilith can grapple only one creature at a time.

Summon Demons (1/day): The marilith can attempt to summon 2d10 dretches, 1d4 hezrous, or one nalfeshnee with a 50% chance of success, or one glabrezu or marilith with a 20% chance of success. Summoned demons appear within 50 feet of the marilith, disappear if it is slain, and cannot summon demons of their own.

Teleport: The marilith, and any object it's carrying, can teleport to any location it can see within 500 feet.

REACTIONS

Parry: As a reaction to a melee attack that hits it, a marilith can roll 2d8 and subtract the result from the damage taken from the attack.

Demon: Nalfeshnee

Large Fiend (Demon)

Armor Class 15

Hit Points 147 (14d10 + 70); see Traits below

Speed 20 ft., fly 30 ft.

Senses darkvision 100 ft.

Str 24 (+7) **Dex** 10 (+0) **Con** 21 (+5)

Int 19 (+4) **Wis** 12 (+1) **Cha** 15 (+2)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Damage Resistance: The nalfeshnee is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The nalfeshnee can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The nalfeshnee makes two claw attacks and one bite attack, and uses cause fear.

Melee Attack—Claw: +8 to hit (reach 10 ft.; one creature).
Hit: 11 (1d8 + 7) slashing damage.

Melee Attack—Bite: +8 to hit (reach 5 ft.; one creature).
Hit: 20 (3d8 + 7) piercing damage.

Cone of Terror: Each creature the nalfeshnee chooses in a 15-foot cone originating from it must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While the target is frightened, it must use its movement to move away from the nalfeshnee. The target can use its action to make a DC 14 Charisma check to end the effect.

Summon Demons (1/day): The nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. Summoned demons appear within 50 feet of the nalfeshnee, disappear if the nalfeshnee is slain, and cannot summon demons of their own.

Teleport: The nalfeshnee can teleport to any location it can see within 500 feet. Any objects the nalfeshnee is carrying are transported with it.

ENCOUNTER BUILDING

Level 13 **XP 7,670**

Demon: Quasit

Tiny Fiend (Demon, Shapechanger)

Armor Class 13

Hit Points 7 (3d4); see Traits below

Speed 20 ft.

Senses darkvision 100 ft.

Str 5 (-3)	Dex 17 (+3)	Con 10 (+0)
Int 10 (+0)	Wis 10 (+0)	Cha 7 (-2)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Magic Resistance: The quasit has advantage on saving throws against magical effects.

Damage Resistance: The quasit is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature).

Hit: 5 (1d4 + 3) slashing damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage, and the target has disadvantage on all Dexterity checks and saving throws, and on all attack rolls made using Dexterity, for 1 minute. This is a poison effect.

Cause Fear (1/day): The quasit chooses any number of creatures within 20 feet of it. Each target must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the quasit. As an action, the frightened target can make a DC 8 Wisdom check to end this effect.

Change Shape: The quasit polymorphs into a Medium wolf or a Tiny bat, centipede, or toad and can remain in this form indefinitely. The quasit gains a fly speed of 40 feet in bat form; otherwise, its statistics do not change (except for its size). The quasit reverts to its natural form when killed.

Invisibility: The quasit turns invisible until it attacks, uses cause fear, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 2 XP 60

Customization Option

Some quasits have the following trait.

Familiar: The quasit can choose to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time, the quasit can choose to no longer serve its master as a familiar, ending the telepathic bond.

Demon: Succubus

Medium Fiend (Demon, Shapechanger)

Armor Class 13

Hit Points 44 (8d8 + 8); see Traits below

Speed 30 ft., fly 50 ft.

Senses darkvision 100 ft.

Str 8 (−1)	Dex 17 (+3)	Con 13 (+1)
Int 18 (+4)	Wis 12 (+1)	Cha 18 (+4)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Damage Resistance: The succubus is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The succubus can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (3d6 + 3) slashing damage.

Melee Attack—Kiss: +5 to hit (reach 5 ft.; one creature charmed by the succubus). *Hit:* 31 (5d10 + 4) necrotic damage, and the target must make a DC 14 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by the damage dealt by this attack. This reduction lasts 24 hours.

A creature whose hit point maximum is reduced to 0 by this attack dies.

A *remove curse* spell restores the target's hit point maximum to its full amount.

Change Shape: The succubus polymorphs into a Small or Medium humanoid, and can remain in this form indefinitely. The succubus's statistics do not change when assuming a new shape (except for its size). The succubus reverts to its natural form when killed.

Domination: The succubus chooses one living humanoid it can see within 50 feet of it. The target must make a DC 14 Wisdom saving throw. If its hit point maximum is less than 50, it fails the saving throw automatically. *Failed Save:* The target is charmed for 1 day or until the succubus is killed. While charmed, the target must also obey the succubus's commands. The succubus can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 14 Wisdom saving throw to end the effect.

A creature charmed by this effect remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this succubus's domination effect for 24 hours.

Summon Demons (1/day): A succubus can attempt to summon 1d6 vrocks or one balor with a 30% chance of success. Summoned demons appear within 50 feet of the succubus, disappear if the succubus is slain, and cannot summon demons of their own.

ENCOUNTER BUILDING

Level 8 XP 2,140

Demon: Vrock

Large Fiend (Demon)

Armor Class 13

Hit Points 68 (8d10 + 24); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 100 ft.

Str 17 (+3) **Dex** 15 (+2) **Con** 16 (+3)
Int 8 (-1) **Wis** 13 (+1) **Cha** 8 (-1)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Damage Resistance: The vrock is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

Telepathy: The vrock can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The vrock makes one talons attack and one beak attack.

Melee Attack—Talons: +5 to hit (reach 5 ft.; one creature).
Hit: 12 (2d8 + 3) slashing damage.

Melee Attack—Beak: +5 to hit (reach 5 ft.; one creature).
Hit: 8 (2d4 + 3) slashing damage.

Spores (Recharge 6): The vrock releases poisonous spores in a 5-foot-radius cloud centered on itself. Each creature in the area other than the vrock must make a DC 13 Constitution saving throw. *Failed Save:* The target takes 5 (1d10) poison damage at the start of each of its turns. The target can use an action to make a DC 13 Constitution check to end the effect. Splashing the target with holy water or casting a *bless* or *lesser restoration* spell on the target also ends the effect.

Stunning Screech (1/day): The vrock emits a horrific screech. Each non-demon creature within 20 feet of the vrock that can hear it must make a DC 13 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn and deafened for 10 minutes.

Summon Demons (1/day): The vrock can attempt to summon 2d10 dretches or one vrock with a 30% chance of success.

ENCOUNTER BUILDING

Level 10 XP 3,300

Customization Option

Some vrocks have the following action option.

Dance of Ruin: To use this ability, a group of at least three vrocks must join talons in a circle, combining their actions and moves to dance and chant wildly. If at any time fewer than three vrocks participating in the dance can take actions or move, the effect ends. After each vrock in the circle spends three actions dancing, a wave of crackling necrotic energy flashes outward. Each non-demon creature within 60 feet of the vrocks must make a DC 12 Reflex saving throw. *Failed Save:* 55 (10d10) necrotic damage. *Successful Save:* Half damage.

Devil: Asmodeus

Large Fiend (Devil)

Armor Class 17

Hit Points 250 (20d10 + 140); see Traits below

Speed 30 ft., fly 60 ft.

Senses darkvision 200 ft.

Str 25 (+7)	Dex 21 (+5)	Con 25 (+7)
Int 26 (+8)	Wis 23 (+6)	Cha 30 (+10)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Authority of Nessus: Any creature hostile to Asmodeus that starts its turn within line of sight of him must either avert its eyes or make a DC 16 Wisdom saving throw (if the target is surprised, it cannot avert its eyes). A target that averts its eyes attacks Asmodeus with disadvantage until the end of its turn. *Failed Save:* The target is frightened for 1 minute. While frightened in this way, the creature has disadvantage on Strength checks and Strength saving throws, moves at half speed, and deals minimum damage on Strength-based attacks.

Immunities: Asmodeus is immune to fire and poison.

Magic Resistance: Asmodeus has advantage on saving throws against magical effects.

Damage Resistance: Asmodeus is resistant to cold and damage from all weapons except those made of silver.

Spellcasting: Asmodeus is a 20th-level spellcaster that uses Charisma as his magic ability (spell save DC 20). He knows the following spells:

Cantrip—*read magic*

1st Level (at-will)—*cause fear, comprehend languages, detect magic, thunderwave*

2nd Level (at-will)—*hold person*

3rd Level (at-will)—*dispel magic*

4th Level (3/day)—*ice storm, polymorph, wall of fire*

5th Level (3/day)—*cone of cold, flame strike, true seeing*

8th Level (1/day)—*trap the soul*

9th Level (1/year)—*wish*

Telepathy: Asmodeus can communicate telepathically with any creature within 1,000 feet of him that can understand a language.

ACTIONS

Multiattack: Asmodeus makes two rod attacks and can also use superior cone of cold, superior flame strike, infernal domination, or summon devil.

Melee Attack—Rod: +10 to hit (reach 5 ft.; one creature).

Hit: If the target has 150 hit points or fewer, it dies; otherwise, it takes 20 (2d12 + 7) necrotic damage.

Infernal Domination: Asmodeus chooses one living humanoid he can see and that is within 10 feet. The target makes a DC 17 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until Asmodeus or one of its allies harms it. While the target is charmed, Asmodeus can decide the target's action and how it moves. On the target's next turn, it does as Asmodeus commands. A creature charmed by Asmodeus in this way receives the commands even if Asmodeus cannot see it. The creature cannot take reactions.

Asmodeus can have up to seven creatures charmed at a time. If a charmed creature takes any damage, it can make a DC 16 Wisdom saving throw to end the effect.

A target remembers being charmed by this effect. A creature that succeeds on its saving throw against this effect is immune to Asmodeus's infernal domination for 24 hours.

Summon Devil (Recharge 5-6): Asmodeus can summon any devil that is not an archdevil. The summoned devil appears within 50 feet of Asmodeus, disappears if Asmodeus is slain, and cannot summon devils of its own.

ENCOUNTER BUILDING

Level 20 **XP 70,090**

Devil, Barbed (Hamatula)

Medium Fiend (Devil)

Armor Class 14

Hit Points 67 (9d8 + 27); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 15 (+2) Dex 17 (+3) Con 16 (+3)
Int 12 (+1) Wis 14 (+2) Cha 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunities: The barbed devil is immune to fire and poison.

Damage Resistance: The barbed devil is resistant to cold and to nonmagical weapons except those made of silver.

Telepathy: The barbed devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

Vigilant: The barbed devil is never surprised.

ACTIONS

Multiattack: The barbed devil makes two claw attacks and one barbed tail attack.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).
Hit: 11 (2d8 + 2) piercing damage, and the target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is frightened until the end of its next turn. If the target is already frightened, the effect lasts for 1 additional minute.

Melee Attack—Barbed Tail: +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d10 + 2) piercing damage.

Produce Flame: A flame appears in the barbed devil's claw. As part of this action, the devil can hurl the flame at a creature or object within 50 feet of it, dealing 15 fire damage to the target (no attack roll required), or it can apply this damage to its next claw attack, whether the attack hits or misses.

The fire ignites any unattended flammable object it damages.

Summon Devil (1/day): The barbed devil can attempt to summon another barbed devil with a 30% chance of success. The summoned devil appears within 50 feet of the barbed devil, disappears if the barbed devil is slain, and cannot summon devils of its own.

ENCOUNTER BUILDING

Level 9 XP 2,400

Devil, Bone (Osyluth)

Large Fiend (Devil)

Armor Class 14

Hit Points 95 (10d10 + 40); see Traits below

Speed 40 ft., fly 40 ft.

Senses darkvision 100 ft.

Str 18 (+4)	Dex 16 (+3)	Con 18 (+4)
Int 13 (+1)	Wis 14 (+2)	Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Fear Aura: Any creature hostile to the devil that starts its turn within 5 feet of it must make a DC 12 Charisma saving throw. *Failed Save:* The creature is frightened for 1 minute. *Successful Save:* The creature is immune to this bone devil's fear aura for 24 hours.

Immunities: The bone devil is immune to fire and poison.

Damage Resistance: The bone devil is resistant to cold and to nonmagical weapons except those made of silver.

Telepathy: The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The devil makes two claw attacks. If it hits with both attacks, a Large or smaller target is grappled. The devil can grapple only one creature at a time.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 8 (1d8 + 4) slashing damage.

Melee Attack—Hook: +6 to hit (reach 10 ft.; one creature).
Hit: 17 (2d12 + 4) piercing damage, and a Large or smaller target is grappled. The devil can grapple only one creature at a time.

Summon Devils (1/day): The bone devil can attempt to summon two bone devils or one ice devil with a 40% chance of success. Summoned devils appear within 50 feet of the bone devil, disappear if the bone devil is slain, and cannot summon devils of their own.

REACTIONS

Sting: When a creature grappled by the devil starts its turn, the devil makes the following attack against the creature.

Melee Attack—Sting: +6 to hit (reach 10 ft.; the creature grappled by the devil). *Hit:* 13 (2d8 + 4) piercing

damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 10 (3d6) poison damage, and for 1 minute the target has disadvantage on Strength checks and Strength saving throws, and deals minimum damage on Strength-based attacks.

ENCOUNTER BUILDING

Level 10 **XP 3,520**

Devil, Horned (Malebranche)

Large Fiend (Devil)

Armor Class 14

Hit Points 115 (11d10 + 55); see Traits below

Speed 20 ft., fly 50 ft.

Senses darkvision 100 ft.

Str 22 (+6) Dex 17 (+3) Con 21 (+5)
Int 15 (+2) Wis 16 (+3) Cha 17 (+3)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Fear Aura: Any creature hostile to the horned devil that starts its turn within 5 feet of it must make a DC 13 Charisma saving throw against fear. *Failed Save:* The creature is frightened for 1 minute. *Successful Save:* The creature is immune to this horned devil's fear aura for 24 hours.

Immunities: The horned devil is immune to fire and poison.

Damage Resistance: The horned devil is resistant to cold and to nonmagical weapons except those made of silver.

Telepathy: The horned devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiaction: The horned devil makes one bite attack, one claws attack, and one tail attack; or two tined fork attacks; or two hurl flame attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 10 (1d8 + 6) piercing damage.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature).
Hit: 13 (2d6 + 6) slashing damage.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature).
Hit: 9 (1d6 + 6) piercing damage, and the target takes 5 damage at the start of each of its turns as it bleeds. If the target regains hit points or someone spends an action to bind the wound, the bleeding stops and the effect ends.

Melee Attack—Tined Fork: +6 to hit (reach 10 ft.; one creature). *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 13 Constitution saving throw.
Failed Save: The target is stunned until the end of its next turn.

Ranged Attack—Hurl Flame: +6 to hit (range 100 ft.; one creature). *Hit:* 14 (4d6) fire damage.

Summon Devil (1/day): The horned devil can attempt to summon another horned devil with a 50% chance of success. The summoned devil appears within 50 feet of this horned devil, disappears if this horned devil is slain, and cannot summon devils of its own.

ENCOUNTER BUILDING

Level 12 XP 5,490

Devil, Ice (Gelugon)

Large Fiend (Devil)

Armor Class 14

Hit Points 114 (12d10 + 48); see Traits below

Speed 40 ft.

Senses darkvision 100 ft.

Str 20 (+5)	Dex 12 (+1)	Con 18 (+4)
Int 18 (+4)	Wis 15 (+2)	Cha 20 (+5)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Ice Walk: The ice devil takes no penalty to speed while traversing ice or snow.

Immunities: The ice devil is immune to cold, fire, and poison.

Damage Resistance: The ice devil is resistant to nonmagical weapons except those made of silver.

Spelcasting: The ice devil is a 12th-level spellcaster that uses Charisma as its magic ability (spell save DC 15). It knows the following spells:

1st Level (1/day)—*detect magic*

3rd Level (1/day)—*fly*

4th Level (2/day)—*ice storm, polymorph*

5th Level (1/day)—*true seeing*

Telepathy: The ice devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The ice devil makes one bite attack, one claws attack, and one tail attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 12 (2d6 + 5) piercing damage and 3 (1d6) cold damage.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature).
Hit: 10 (2d4 + 5) slashing damage and 3 (1d6) cold damage.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature).
Hit: 12 (2d6 + 5) bludgeoning damage and 3 (1d6) cold damage.

Wall of Ice (Recharge 5-6): The ice devil creates an opaque wall of ice within 100 feet of it on a solid surface. It can create a wall 30 feet long, 10 feet high, and 1 foot wide or a hemisphere that has a 10-foot radius and is 20 feet high. In either form, the wall lasts for 10 minutes. A

creature can attack the wall, which has AC 10 and 30 hit points per 10-foot section. Until the 10-minute duration has elapsed, any creature moving through a destroyed section takes 10 (3d6) cold damage. A creature can take this damage only once per round.

Summon Devils (1/day): The ice devil can attempt to summon two bone devils or one ice devil with a 60% chance of success. Summoned devils appear within 50 feet of the ice devil, disappear if the ice devil is slain, and cannot summon devils of their own.

ENCOUNTER BUILDING

Level 12 **XP 5,490**

Customization Options

Some ice devils have the following action options.

Multiattack: The ice devil makes one ice spear attack and one tail attack.

Melee Attack—Ice Spear: +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) piercing damage and 10 cold damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* For the next minute, the target makes attack rolls, ability checks, and saving throws with disadvantage, and its speed is reduced by 10 feet. This speed reduction is cumulative with other effects that reduce the target's speed. The target can use its action to make a DC 13 Constitution check to end the effect.

Devil: Imp

Tiny Fiend (Devil, Shapechanger)

Armor Class 13

Hit Points 7 (2d4 + 2); see Traits below

Speed 15 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 6 (−2) **Dex** 17 (+3) **Con** 13 (+1)

Int 11 (+0) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunities: The imp is immune to fire and poison.

Magic Resistance: The imp has advantage on saving throws against magical effects.

Damage Resistance: The imp is resistant to nonmagical weapons except those made of silver.

ACTIONS

Melee Attack—Sting: +4 to hit (reach 5 ft.; one creature).

Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 10 (2d8 + 1) poison damage.

Change Shape: The imp polymorphs into a Small monstrous spider, goat, or boar, or a Tiny raven or cave rat, and can remain in this form indefinitely. The imp's statistics do not change when assuming a new shape (except for its size). The imp reverts to its natural form when killed.

Invisibility: The imp turns invisible until it attacks, uses suggestion, or ends the effect. It can end the effect at any time without using an action.

Suggestion (Recharge 6): The imp chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 10 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the imp can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

ENCOUNTER BUILDING

Level 3 XP 100

Customization Option

Some imps have the following trait.

Familiar: The imp can choose to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. At any time, the imp can choose to no longer serve its master as a familiar, ending the telepathic bond.

Devil: Lemure

Medium Fiend (Devil)

Armor Class 9

Hit Points 9 (2d8); see Traits below

Speed 15 ft.

Senses darkvision 100 ft.

Str 10 (+0)	Dex 8 (-1)	Con 10 (+0)
Int 1 (-5)	Wis 11 (+0)	Cha 3 (-4)

Alignment lawful evil

Languages —

TRAITS

Hellborn: While in the Nine Hells, a lemure reduced to 0 hit points re-forms at the start of its next turn with maximum hit points. If it is reduced to 0 hit points by a blessed weapon or splashed with holy water while at 0 hit points, it does not re-form and is permanently slain.

Immunities: The lemure is immune to fire and poison. It cannot be charmed or frightened.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature).

Hit: 3 (1d6) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Devil: Pit Fiend

Large Fiend (Devil)

Armor Class 17

Hit Points 199 (19d10 + 95); see Traits below

Speed 30 ft., fly 90 ft.

Senses darkvision 100 ft.

Str 26 (+8)	Dex 13 (+1)	Con 21 (+5)
Int 23 (+6)	Wis 18 (+4)	Cha 27 (+8)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Fear Aura: Any creature hostile to the pit fiend that starts its turn within 20 feet of it must make a DC 15 Charisma saving throw. *Failed Save:* The target is frightened for 1 minute. *Successful Save:* The target is immune to this devil's fear aura for 24 hours.

Immunities: The pit fiend is immune to fire and poison.

Magic Resistance: The pit fiend has advantage on saving throws against magical effects.

Immunities: The pit fiend is resistant to cold and to nonmagical weapons except those made of silver.

Spellcasting: The pit fiend is a 19th-level spellcaster that uses Charisma as its magic ability (spell save DC 18). It knows the following spells:

- 1st Level (at-will)—*detect magic*
- 2nd Level (at-will)—*hold person*
- 3rd Level (at-will)—*fireball*
- 4th Level (3/day)—*polymorph* (self only), *wall of fire*
- 5th Level (3/day)—*true seeing*
- 9th Level (1/year)—*wish*

Telepathy: The pit fiend can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The pit fiend makes one bite attack, one claw attack, and one constricting tail attack, or it makes one constricting tail attack and two large morningstar attacks. Before or after making these attacks, the pit fiend can cast *fireball* as part of the same action.

Melee Attack—Bite: +8 to hit (reach 5 ft.; one creature).

Hit: 15 (2d6 + 8) piercing damage, and the target must make a DC 15 Constitution saving throw. *Failed Save:* The target makes all attacks, ability checks, and saving throws with disadvantage, its speed is reduced by 15 feet, and it

takes 5 poison damage at the start of each of its turns until it dies or until the poison is neutralized. The speed reduction is cumulative with other effects that reduce the target's speed.

Melee Attack—Claw: +8 to hit (reach 5 ft.; one creature).

Hit: 12 (1d8 + 8) slashing damage.

Melee Attack—Constricting Tail: +8 to hit (reach 10 ft.; one creature). The attack automatically hits a creature grappled by the pit fiend. *Hit:* 13 (1d10 + 8) bludgeoning damage, and a Medium or smaller target is grappled and is restrained while grappled. The pit fiend can have only one creature grappled at a time.

Melee Attack—Large Morningstar: +10 to hit (reach 10 ft.; one creature). *Hit:* 17 (2d8 + 8) piercing damage.

Sign of Agony (Recharge 6): The pit fiend inscribes a blasphemous sigil in the air that burns with unholy light and fills creatures that see it with horrific pain. Any nondevil the pit fiend chooses that can see the sigil must make a DC 15 Wisdom saving throw. *Failed Save:* The creature is paralyzed and takes 7 (2d6) psychic damage at the start of each of its turns for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a successful save.

Summon Devils (1/day): The pit fiend can attempt to summon 1d3 barbed devils with a 60% chance of success. Summoned devils appear within 50 feet of the pit fiend, disappear if the pit fiend is slain, and cannot summon devils of their own.

REACTIONS

Wing Slam: When a creature moves within 10 feet of the pit fiend, it can smash the creature with its wings. The target must make a DC 15 Dexterity saving throw. *Failed Save:* 15 (2d6 + 8) bludgeoning damage, and the target falls prone.

ENCOUNTER BUILDING

Level 20 **XP 50,140**

Devil, Spined (Spinagon)

Small Fiend (Devil)

Armor Class 13

Hit Points 10 (3d6); see Traits below

Speed 20 ft., fly 30 ft.

Senses darkvision 100 ft.

Str 9 (-1) **Dex** 15 (+2) **Con** 10 (+0)
Int 11 (+0) **Wis** 14 (+2) **Cha** 8 (-1)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunity: The spined devil is immune to fire.

Damage Resistance: The spined devil is resistant to cold and to nonmagical weapons except those made of silver.

Swoop: The spined devil doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

Telepathy: The spined devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The spined devil makes one claws attack and one tined fork attack, or two spine attacks.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature).
Hit: 4 (1d4 + 2) slashing damage.

Melee Attack—Tined Fork: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Ranged Attack—Spine: +4 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) piercing damage and 2 (1d4) fire damage. *Special:* The spined devil has twelve spines and regrows spines at the rate of one per hour.

Summon Devil (1/day): A spined devil can attempt to summon 1d4 other spined devils with a 35% chance of success. Summoned devils appear within 50 feet of the spined devil, disappear if the spined devil is slain, and cannot summon devils of their own.

ENCOUNTER BUILDING

Level 3 XP 80

Dinosaur: Allosaurus

Large Beast

Armor Class 13

Hit Points 51 (6d10 + 18)

Speed 60 ft.

Str 18 (+4)	Dex 13 (+1)	Con 17 (+3)
Int 2 (-4)	Wis 9 (-1)	Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The allosaurus gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 20 (3d10 + 4) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 11 (2d6 + 4) slashing damage.

Pounce: The allosaurus moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target falls prone.

ENCOUNTER BUILDING

Level 5 XP 420

Dinosaur: Ankylosaurus

Large Beast

Armor Class 15

Hit Points 37 (5d10 + 10)

Speed 30 ft.

Str 18 (+4)	Dex 12 (+1)	Con 15 (+2)
Int 2 (-4)	Wis 9 (-1)	Cha 6 (-2)

Alignment unaligned

Languages —

ACTIONS

Multiattack: The ankylosaurus makes two tail club attacks.

Melee Attack—Tail Club: +6 to hit (reach 10 ft.; one creature). *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is knocked prone if it is Large or smaller.

ENCOUNTER BUILDING

Level 5 XP 320

Dinosaur: Plesiosaurus

Large Beast

Armor Class 12

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

Str 18 (+4) **Dex 15 (+2)** **Con 16 (+3)**

Int 2 (-4) **Wis 9 (-1)** **Cha 6 (-2)**

Alignment unaligned

Languages —

TRAITS

Hold Breath: The plesiosaurus can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 10 ft.; one creature).

Hit: 14 (3d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5 **XP 340**

Dinosaur: Pteranodon

Medium Beast

Armor Class 13

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

Str 12 (+1) **Dex 16 (+3)** **Con 10 (+0)**

Int 2 (-4) **Wis 9 (-1)** **Cha 6 (-2)**

Alignment unaligned

Languages —

TRAITS

Swoop: The pteranodon doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 6 (1d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 30**

Displacer Beast

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)	Dex 15 (+2)	Con 16 (+3)
Int 3 (-4)	Wis 12 (+1)	Cha 8 (-1)

Alignment lawful evil

Languages —

TRAITS

Avoidance: Whenever the beast makes a saving throw to take half damage from a damage source, the beast instead takes no damage on a successful saving throw, and only half damage on a failed saving throw.

Displacement: The beast projects an illusion that makes it appear to be standing in a place near but not in its actual location. Attack rolls made against the beast have disadvantage. If the beast takes damage, this trait ceases to function until the start of the beast's next turn. This trait also ceases to function while the beast is paralyzed, restrained, unconscious, or otherwise unable to move.

ACTIONS

Multiattack: The displacer beast makes two attacks.

Melee Attack—Tentacle: +6 to hit (reach 10 ft.; one creature). *Hit:* 9 (1d10 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 540

Doppelganger

Medium Monstrosity (Shapechanger)

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

Senses darkvision 60 ft.

Str 12 (+1)	Dex 13 (+1)	Con 10 (+0)
Int 13 (+1)	Wis 14 (+2)	Cha 13 (+1)

Alignment neutral

Languages Common

TRAITS

Ambusher: The doppelganger deals 2d6 extra damage when it hits a surprised creature with an attack.

Immunities: The doppelganger cannot be charmed or put to sleep.

ACTIONS

Melee Attack—Slam: +3 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Change Shape: The doppelganger polymorphs into a Small or Medium humanoid, including a specific individual it has seen. It can remain in this form indefinitely. The doppelganger's equipment and statistics do not change (except for its size). The doppelganger reverts to its natural form when killed.

Read Thoughts: The doppelganger chooses a creature it can see within 60 feet of it, and the chosen creature must make a DC 13 Wisdom saving throw. *Failed Save:* The doppelganger can read the target's surface thoughts as long as they remain within 60 feet of one another. During that time, the doppelganger has advantage on Wisdom (Insight) checks made to sense the target's intentions, Charisma (Deception) checks made to deceive the target, and Charisma (Deception) checks made to impersonate the target.

The effect can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect ends immediately if the doppelganger attempts to read a different creature's thoughts or if either the target or the doppelganger dies.

ENCOUNTER BUILDING

Level 2 XP 30

Dracolich, Green

Huge Undead

Armor Class 16

Hit Points 136 (13d12 + 52); see Traits below

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses darkvision 100 ft.

Str 23 (+6)	Dex 13 (+1)	Con 18 (+4)
Int 13 (+1)	Wis 13 (+1)	Cha 14 (+2)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Frightful Presence: A creature that starts its turn within sight of the dracolich must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dracolich. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dracolich's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dracolich is immune to disease and poison. It cannot be charmed, frightened, paralyzed, or polymorphed against its will, and it cannot be put to sleep. It does not need to eat or breathe.

Keen Senses: The dracolich gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dracolich has advantage on saving throws against magical effects.

Damage Resistance: The dracolich is resistant to piercing damage.

Turn Resistance: The dracolich's hit points are doubled for the purpose of resisting turn undead effects.

ACTIONS

Multiattack: The dracolich makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature).
Hit: 19 (2d12 + 6) piercing damage and 7 (2d6) necrotic damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature).
Hit: 15 (2d8 + 6) slashing damage and 7 (2d6) necrotic damage, and the target must make a DC 14 Constitution saving throw. *Failed Save:* The target is paralyzed for 1

minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature).

Hit: 15 (2d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dracolich either pushes the target up to 10 feet away or knocks it prone (dracolich's choice).

Poison Breath (Recharge 5–6): The dracolich breathes poisonous gas in a 60-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. *Failed Save:* 22 (4d8 + 4) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 14 **XP 11,440**

Customization Options

Some dracoliches have the following trait.

Dominate Undead: Undead creatures with 25 hit points or less that are within 100 feet of the dracolich are under its control. If a susceptible undead creature is already under the control of another creature, the dracolich can gain control of it as an action by defeating the controlling creature in a Charisma contest.

Some dracoliches have the following reaction option.

Dreadful Gaze: When a hostile living creature starts its turn within 60 feet of the dracolich, it must make a DC 14 Charisma saving throw. *Failed Save:* The target is frightened until the start of its next turn, and while frightened it is also paralyzed. *Successful Save:* The target is immune to the dragon's dreadful gaze for 24 hours.

The Dracolich's Phylactery

A dracolich's spirit returns to its magic phylactery 1d10 days after the dracolich is destroyed. A dracolich's phylactery usually takes the form of a gem, statuette, or amulet. The only way to get rid of a dracolich permanently is to destroy its phylactery.

A dracolich spirit is trapped in its phylactery and remains dormant until the phylactery comes into contact with another dragon's corpse, at which point the dracolich's spirit can immediately take possession of the corpse, becoming a "proto-dracolich." In this new form, it loses its Dominate Undead trait and its dreadful gaze and poison breath actions until it consumes at least a portion of its original body.

Dragon, Black

Huge Dragon

Armor Class 15

Hit Points 126 (12d12 + 48)

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses blindsight 60 ft., darkvision 120 ft.

Str 23 (+6) Dex 10 (+0) Con 19 (+4)

Int 12 (+1) Wis 13 (+1) Cha 12 (+1)

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Aquatic: The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dragon is immune to acid. It cannot be paralyzed or put to sleep.

Keen Senses: The dragon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +9 to hit (reach 10 ft.; one creature).
Hit: 13 (2d6 + 6) piercing damage.

Melee Attack—Claw: +9 to hit (reach 5 ft.; one creature).
Hit: 10 (1d8 + 6) slashing damage.

Melee Attack—Tail: +9 to hit (reach 10 ft.; one creature).
Hit: 10 (1d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Acid Breath (Recharge 5–6): The dragon breathes acid in an 80-foot line. Each creature in the line must make a DC

16 Dexterity saving throw. *Failed Save:* 18 (4d6 + 4) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 10 XP 3,920

Dragon, Blue

Huge Dragon

Armor Class 16

Hit Points 161 (14d12 + 70)

Speed 60 ft., burrow 30 ft., fly 150 ft.

Senses blindsight 50 ft., darkvision 100 ft.

Str 24 (+7) Dex 13 (+1) Con 20 (+5)

Int 14 (+2) Wis 14 (+2) Cha 16 (+3)

Alignment lawful evil

Languages Common, Draconic

ENCOUNTER BUILDING

Level 12

XP 6,340

TRAITS

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 13 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 13 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dragon is immune to lightning. It cannot be paralyzed or put to sleep.

Keen Senses: The dragon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature).
Hit: 23 (3d10 + 7) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature).
Hit: 11 (1d8 + 7) slashing damage.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature).
Hit: 20 (2d12 + 7) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Lightning Breath (Recharge 5-6): The dragon breathes lightning in a 100-foot line. Each creature in the area must make a DC 13 Dexterity saving throw. *Failed Save:* 21 (3d10 + 5) lightning damage. *Successful Save:* Half damage.

Dragon, Green

Huge Dragon

Armor Class 16

Hit Points 127 (12d12 + 55)

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses darkvision 100 ft.

Str 23 (+6) Dex 13 (+1) Con 20 (+5)

Int 13 (+1) Wis 13 (+1) Cha 14 (+2)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Aquatic: The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Immunities: The dragon is immune to poison. It cannot be paralyzed or put to sleep.

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Keen Senses: The dragon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature).
Hit: 19 (2d12 + 6) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature).
Hit: 15 (2d8 + 6) slashing damage.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature).
Hit: 15 (2d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Poison Breath (Recharge 5–6): The dragon breathes poisonous gas in a 60-foot cone. Each creature in the area

must make a DC 14 Constitution saving throw. *Failed Save:* 25 (6d6 + 4) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 12 XP 5,310

Dragon, Red

Huge Dragon

Armor Class 15

Hit Points 172 (15d12 + 75)

Speed 60 ft., fly 150 ft.

Senses darkvision 100 ft.

Str 25 (+7) Dex 10 (+0) Con 21 (+5)
Int 11 (+0) Wis 11 (+0) Cha 19 (+4)

Alignment chaotic evil

Languages Common, Draconic

ENCOUNTER BUILDING

Level 13 XP 10,140

TRAITS

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dragon is immune to fire. It cannot be paralyzed or put to sleep.

Keen Senses: The dragon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature).
Hit: 33 (4d12 + 7) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 20 (3d8 + 7) slashing damage.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature).
Hit: 18 (2d10 + 7) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Fire Breath (Recharge 5–6): The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. *Failed Save:* 29 (7d6 + 5) fire damage. *Successful Save:* Half damage.

Dragon, White

Huge Dragon

Armor Class 15

Hit Points 115 (11d12 + 44)

Speed 60 ft., fly 150 ft.

Senses blindsight 60 ft., darkvision 120 ft.

Str 23 (+6) Dex 10 (+0) Con 19 (+4)

Int 7 (-2) Wis 11 (+1) Cha 12 (+1)

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Ice Walk: The dragon takes no penalty to speed while traversing ice or snow.

Immunities: The dragon is immune to cold. It cannot be paralyzed or put to sleep.

Keen Senses: The dragon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiaction: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature).
Hit: 20 (4d6 + 6) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature).
Hit: 10 (1d8 + 6) slashing damage.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature).
Hit: 10 (1d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 20 feet away or knocks it prone (dragon's choice).

Cold Breath (Recharge 5–6): The dragon breathes an icy blast of hail in a 60-foot cone. Each creature in the area

must make a DC 14 Dexterity saving throw. *Failed Save:* 25 (4d6 + 4) cold damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 10 XP 3,250

Drow

Medium Humanoid (Elf)

Armor Class 15 (drow chain)

Hit Points 27 (6d8)

Speed 30 ft.

Senses darkvision 120 ft.

Str 10 (+0)	Dex 15 (+2)	Con 10 (+0)
Int 13 (+1)	Wis 14 (+2)	Cha 12 (+1)

Alignment chaotic evil

Languages Common, Elvish, Undercommon

TRAITS

Light Sensitivity: While in sunlight, the drow has disadvantage on attack rolls.

Magic Resistance: The drow has advantage on saving throws against magical effects.

Spellcasting: The drow is a 3rd-level spellcaster. It knows the following spells:

1st Level (1/day)—*faerie fire*

2nd Level (1/day)—*darkness*

Stealthy +5: The drow gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Multiattack: The drow makes two short sword attacks or one short sword attack and one hand crossbow attack.

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Hand Crossbow: +5 to hit (range 30/120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target falls unconscious for 1 hour, until it takes damage, or until someone uses an action to wake it.

ENCOUNTER BUILDING

Level 4 XP 160

Dryad

Medium Fey

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft.

Senses low-light vision, tremorsense 60 ft.

Str 10 (+0)	Dex 15 (+2)	Con 11 (+0)
Int 14 (+2)	Wis 15 (+2)	Cha 18 (+4)

Alignment neutral

Languages Elvish, Sylvan

TRAITS

Magic Resistance: The dryad has advantage on saving throws against magical effects.

Speak with Plants: Dryads can communicate with plants, including normal plants and plant creatures, as though they shared a common language.

Tree Stride: A dryad can move into a Medium or larger tree and exit from any other Medium or larger tree within 50 feet.

ACTIONS

Melee Attack—Dagger: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Dominate Person: The dryad chooses one living humanoid within 50 feet of it that it hasn't attacked. The target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the dryad or one of the dryad's companions harms it, or until the dryad is killed. While charmed, the target must also obey the dryad's commands. The dryad can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 12 Wisdom saving throw to end the effect.

A creature charmed by this effect remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this dryad's dominate person effect for 24 hours.

ENCOUNTER BUILDING

Level 2 XP 40

Elemental, Air

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 14 (+2)	Dex 17 (+3)	Con 13 (+1)
Int 6 (-2)	Wis 10 (+0)	Cha 10 (+0)

Alignment neutral

Languages Auran

TRAITS

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental can squeeze through gaps that are at least 1 inch wide.

Damage Resistance: The elemental is resistant to lightning, thunder, and nonmagical weapons.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d8 + 2) bludgeoning damage.

Melee Attack—Whirlwind (Recharge 4–6): +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must make a DC 12 Strength saving throw if it is Large or smaller. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the elemental’s space and restrained, and it takes 9 (2d6 + 2) bludgeoning damage at the start of each of the elemental’s turns until it escapes. The target can escape by making a DC 11 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature next to the elemental can pull a creature or object out of it with a DC 11 Strength check as an action.

The elemental can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

When the elemental moves, any creatures it has engulfed automatically move with it.

ENCOUNTER BUILDING

Level 5 XP 350

Elemental, Earth

Large Elemental (Earth)

Armor Class 13

Hit Points 68 (8d10 + 24); see Traits below

Speed 30 ft.

Str 19 (+4)	Dex 8 (-1)	Con 16 (+3)
Int 5 (-3)	Wis 10 (+0)	Cha 10 (+0)

Alignment neutral

Languages Terran

TRAITS

Earth Glide: The earth elemental can move through stone, dirt, or any other sort of rock (except metal) as if that material weren’t there, leaving no sign of its passage.

Immunities: The elemental is immune to disease and poison, and it cannot be paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Damage Resistance: The elemental is resistant to nonmagical weapons.

Vulnerability: The elemental is vulnerable to thunder.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 10 ft.; one creature). *Hit:* 17 (3d8 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 970

Elemental, Fire

Large Elemental (Fire)

Armor Class 12

Hit Points 52 (7d10 + 14); see Traits below

Speed 50 ft.

Str 10 (+0)	Dex 15 (+2)	Con 14 (+2)
Int 6 (-2)	Wis 10 (+0)	Cha 10 (+0)

Alignment neutral

Languages Ignan

TRAITS

Checked by Water: A fire elemental takes 5 cold damage each time it starts its turn in a body of water of its size or larger. Fire elementals cannot willingly cross bodies of water 10 feet wide or wider.

Immunities: The elemental is immune to disease, fire, and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Damage Resistance: The elemental is resistant to nonmagical weapons.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (3d6) fire damage, and the target must make a DC 13 Dexterity saving throw. *Failed Save:* The target catches fire and takes 3 (1d6) fire damage at the start of each of its turns. A creature can use its action to extinguish the flames, which ends this effect. Any event that smothers the fire likewise ends the effect.

ENCOUNTER BUILDING

Level 6 XP 570

Elemental, Water

Large Elemental (Water)

Armor Class 12

Hit Points 60 (8d10 + 16); see Traits below

Speed 40 ft., swim 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)	Dex 14 (+2)	Con 14 (+2)
Int 5 (-3)	Wis 10 (+0)	Cha 10 (+0)

Alignment neutral

Languages Aquan

TRAITS

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental can squeeze through gaps that are at least 1 inch wide.

Freeze: When the elemental takes cold damage, it partially freezes. Until the end of its next turn, it loses its damage resistance and has its speed reduced by 20 feet.

Damage Resistance: The elemental is resistant to acid and to nonmagical weapons.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage.

Melee Attack—Engulf (Recharge 4–6): +6 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target must make a DC 12 Strength saving throw if it is Large or smaller. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the elemental's space and restrained, and it takes 9 (2d6 + 2) bludgeoning damage at the start of each of the elemental's turns until it escapes. The target can escape by making a DC 12 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature next to the elemental can pull a creature or object out of it with a DC 12 Strength check as an action.

The elemental can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

When the elemental moves, any creatures it has engulfed automatically move with it.

ENCOUNTER BUILDING

Level 6 XP 870

Ettin

Large Giant

Armor Class 11 (hide)

Hit Points 63 (6d10 + 30)

Speed 40 ft.

Str 21 (+5)	Dex 8 (-1)	Con 20 (+5)
Int 6 (-2)	Wis 10 (+0)	Cha 11 (+0)

Alignment chaotic evil

Languages Giant

TRAITS

Two-Headed: The ettin has advantage on Wisdom (Perception) checks to detect hidden creatures as well as advantage on saving throws made to resist being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Vigilant: The ettin is never surprised.

ACTIONS

Multiattack: The ettin makes two greatclub attacks.

Melee Attack—Greatclub: +7 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 **XP** 830

Frog, Giant

Medium Beast

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 15 ft., swim 30 ft.

Str 14 (+2)	Dex 12 (+1)	Con 12 (+1)
Int 1 (-5)	Wis 11 (+0)	Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Aquatic: The frog can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Stealthy +5: The frog gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 5 (1d6 + 2) piercing damage, and the target is grappled. While the frog has a creature grappled, the frog can bite only that creature, but the frog has advantage when it does so.

Melee Attack—Sticky Tongue: +4 to hit (reach 15 ft.; one creature). The frog cannot use this attack if a creature is grappled by the frog. *Hit:* If the target is Medium or smaller, the giant frog pulls the target up to 15 feet and can make a bite attack as part of the same action.

Swallow Whole: While grappling a Small or smaller creature, the frog can make a bite attack against the creature, and if the frog hits, it also swallows the creature. A frog can swallow one creature at a time.

A swallowed creature takes 3 (1d4 + 1) acid damage at the start of each of the frog's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing enough piercing or slashing damage to kill the frog. A creature that frees itself falls prone in an unoccupied space within 5 feet of the frog.

ENCOUNTER BUILDING

Level 2 **XP** 30

Gargoyle

Medium Monstrosity

Armor Class 13

Hit Points 30 (4d8 + 12); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 16 (+3)
Int 6 (-2) **Wis** 11 (+0) **Cha** 7 (-2)

Alignment lawful evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The gargoyle can hold itself so still that it appears to be an inanimate statue. A DC 17 Intelligence (Search) or Wisdom (Perception) check can reveal that the statue is, in fact, a gargoyle.

Damage Resistance: The gargoyle is resistant to nonmagical weapons except those made of adamantine.

ACTIONS

Multiattack: The gargoyle makes one bite attack, one claws attacks, and one gore attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).
Hit: 6 (1d8 + 2) piercing damage.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature).
Hit: 6 (1d8 + 2) slashing damage.

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature).
Hit: 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 5 **XP 330**

Gelatinous Cube

Large Ooze

Armor Class 6

Hit Points 73 (7d10 + 35)

Speed 15 ft.

Senses blindsight 60 ft.

Str 10 (+0) **Dex** 3 (-4) **Con** 20 (+5)
Int 1 (-5) **Wis** 10 (+0) **Cha** 1 (-5)

Alignment unaligned

Languages —

TRAITS

Immunities: The cube cannot be charmed or frightened.

Shaped Ooze: The cube takes up its entire 10-foot space. Given its stable form, the cube cannot be knocked prone.

Transparent: The cube is hard to spot, even when it is in plain sight. It takes a successful DC 12 Intelligence (Search) or Wisdom (Perception) check to spot a cube that has neither moved nor attacked while being observed. A creature that tries to enter the cube's space while unaware of the cube is automatically engulfed per the cube's slam attack.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature).
Hit: 3 (1d6) bludgeoning damage plus 3 (1d6) acid damage, and the target must make a DC 11 Strength saving throw.
Failed Save: The target is engulfed. While engulfed, the target is pulled into the cube and restrained, and it takes 7 (2d6) acid damage at the start of each of the cube's turns until it escapes. The target can escape by making a DC 11 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature engulfed by the cube can't be targeted by attacks, spells, and other effects. An area of effect that includes the cube does not also include anything engulfed in it.

A creature next to the cube can pull a creature or object out of it with a DC 11 Strength check made as an action, but doing so triggers an opportunity attack from the cube.

The cube can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

ENCOUNTER BUILDING

Level 4 **XP 250**

Ghost

Medium Undead

Armor Class 11

Hit Points 32 (5d12); see Traits below

Speed 30 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 9 (-1)	Dex 13 (+1)	Con 10 (+0)
Int 10 (+0)	Wis 12 (+1)	Cha 14 (+2)

Alignment any

Languages Common

TRAITS

Incorporeal: The ghost is incorporeal.

Immunities: The ghost is immune to disease, necrotic, petrification, and poison. It cannot be charmed, frightened, paralyzed, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Corrupting Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) necrotic damage.

Horrifying Visage: Each creature within 50 feet of the ghost that can see it must make a DC 10 Wisdom saving throw. *Failed Save:* The creature is frightened for 1 minute. As an action, the frightened creature can make a DC 10 Wisdom check to end this effect. *Successful Save:* The creature is immune to the ghost's horrifying visage for the next 24 hours. This immunity also applies once the effect ends.

Possession (Recharge 5–6): The ghost chooses a living creature within 5 feet of it. The chosen creature must make a DC 10 Wisdom saving throw. *Failed Save:* The ghost vanishes into the target. The target can use its action to make a DC 10 Wisdom check. If the check fails or is not made, then for the next 24 hours, the ghost controls the target.

While possessing the target, the ghost cannot recharge this action. The ghost can end the possession at any time by moving out of the target. A turn undead effect or a *lesser restoration* spell that targets the possessed creature automatically drives out the ghost. The ghost must also leave a target that drops to 0 hit points or fewer. Whether the ghost leaves voluntarily or by force, it reappears in a space within 5 feet of its former host.

Successful Save: The target is not possessed and is immune to the ghost's possession for the next 24 hours.

ENCOUNTER BUILDING

Level 5 XP 280

Ghoul

Medium Undead

Armor Class 12

Hit Points 18 (4d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1)	Dex 15 (+2)	Con 10 (+0)
Int 10 (+0)	Wis 10 (+0)	Cha 8 (-1)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The ghoul is immune to disease and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The ghoul makes one bite attack and one claws attacks.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) slashing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

ENCOUNTER BUILDING

Level 3 XP 80

Giant, Cloud

Huge Giant

Armor Class 17 (banded mail)

Hit Points 161 (14d12 + 70)

Speed 50 ft., fly 20 ft.

Senses low-light vision

Str 27 (+8) **Dex** 13 (+1) **Con** 21 (+5)

Int 12 (+1) **Wis** 16 (+3) **Cha** 13 (+1)

Alignment neutral good (50%) or neutral evil (50%)

Languages Common, Giant

ACTIONS

Multiaction: The cloud giant makes two morningstar attacks.

Melee Attack—Morningstar: +10 to hit (reach 10 ft.; one creature). *Hit:* 26 (4d8 + 8) piercing damage.

Ranged Attack—Rock: +8 to hit (range 60 ft./240 ft.; one creature). *Hit:* 30 (4d10 + 8) bludgeoning damage.

Fog Cloud (Recharge 6): The cloud giant creates a 60-foot-radius cloud of fog centered on itself. The area within the cloud is lightly obscured. The cloud lasts for 1 minute or until dispelled. 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.

ENCOUNTER BUILDING

Level 12 **XP** 6,080

Giant, Fire

Huge Giant (Fire)

Armor Class 18 (plate mail)

Hit Points 137 (11d12 + 66); see Traits below

Speed 30 ft.

Str 25 (+7) **Dex** 11 (+0) **Con** 23 (+6)

Int 9 (-1) **Wis** 12 (+1) **Cha** 11 (+0)

Alignment lawful evil

Languages Giant

TRAITS

Immunity: The giant is immune to fire.

ACTIONS

Multiaction: The fire giant makes two greatsword attacks.

Melee Attack—Greatsword: +9 to hit (reach 10 ft.; one creature). *Hit:* 26 (3d12 + 7) slashing damage.

Ranged Attack—Rock: +6 to hit (range 90 ft./360 ft.; one creature). *Hit:* 23 (3d10 + 7) bludgeoning damage.

ENCOUNTER BUILDING

Level 11 **XP** 4,370

Giant, Frost

Huge Giant

Armor Class 16 (dragon scale mail)

Hit Points 126 (11d12 + 55); see Traits below

Speed 40 ft.

Str 23 (+6) **Dex** 12 (+1) **Con** 21 (+5)

Int 7 (-2) **Wis** 10 (+0) **Cha** 8 (-1)

Alignment neutral evil

Languages Common, Giant

TRAITS

Ice Walk: The giant takes no penalty to speed while traversing ice or snow.

Immunity: The frost giant is immune to cold.

ACTIONS

Multiattack: The frost giant makes two greataxe attacks.

Melee Attack—Greataxe: +7 to hit (reach 15 ft.; one creature). *Hit:* 25 (3d12 + 6) slashing damage.

Ranged Attack—Rock: +5 to hit (range 60 ft./240 ft.; one creature). *Hit:* 22 (3d10 + 6) bludgeoning damage.

ENCOUNTER BUILDING

Level 10 XP 3,020

Giant, Hill

Huge Giant

Armor Class 11 (hide)

Hit Points 76 (8d10 + 32)

Speed 40 ft.

Str 21 (+5) **Dex** 8 (-1) **Con** 18 (+4)

Int 6 (-2) **Wis** 8 (-1) **Cha** 7 (-2)

Alignment neutral evil

Languages Common, Giant

ACTIONS

Multiattack: The hill giant makes two greatclub attacks.

Melee Attack—Greatclub: +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage.

Ranged Attack—Rock: +5 to hit (range 60 ft./240 ft.; one creature). *Hit:* 16 (2d10 + 5) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 720

Giant, Stone

Huge Giant

Armor Class 15

Hit Points 103 (9d12 + 45)

Speed 40 ft.

Str 23 (+6)	Dex 15 (+2)	Con 20 (+5)
Int 10 (+0)	Wis 12 (+1)	Cha 11 (+0)

Alignment neutral

Languages Common, Giant

ACTIONS

Multiattack: The stone giant makes two greatclub attacks.

Melee Attack—Greatclub: +7 to hit (reach 15 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

Ranged Attack—Rock: +6 to hit (range 100 ft./300 ft.; one creature). *Hit:* 22 (3d10 + 6) bludgeoning damage. *Miss:* If the stone giant rolls a result of 16 or higher on the attack roll, the target still takes half damage.

REACTIONS

Rock Catching: When a rock or similar object is hurled at the stone giant, the giant can catch it with a successful DC 12 Dexterity check. If the check succeeds, the giant takes no damage from the hurled object.

ENCOUNTER BUILDING

Level 7 XP 1,800

Giant, Storm

Huge Giant

Armor Class 18 (plate mail)

Hit Points 161 (14d12 + 70); see Traits below

Speed 50 ft., fly 20 ft., swim 50 ft.

Str 29 (+9)	Dex 12 (+1)	Con 20 (+5)
Int 16 (+3)	Wis 14 (+2)	Cha 17 (+3)

Alignment chaotic good

Languages Common, Giant

TRAITS

Aquatic: The giant can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Immunities: The giant is immune to lightning and thunder.

Spellcasting: The cloud giant is a 14th-level spellcaster that uses Charisma as its magic ability (spell save DC 13). It knows the following spells:

4th Level (1/day)—*ice storm*
5th Level (1/day)—*cone of cold*

Damage Resistance: The giant is resistant to cold.

ACTIONS

Multiattack: The storm giant can make two greatsword attacks, two lightning bolt attacks, or one greatsword attack and one lightning bolt attacks.

Melee Attack—Greatsword: +11 to hit (reach 15 ft.; one creature). *Hit:* 28 (3d12 + 9) slashing damage.

Ranged Attack—Lightning Bolt: +7 to hit (range 240 ft.; one creature). *Hit:* 27 (6d8) lightning damage.

Summon Thunderstorm (Recharge 6): The storm giant creates a thunderstorm in the sky across a 3-mile-radius area that lasts for 10 minutes. The storm produces rain that lightly obscures the area beneath it. At the start of each of the giant's turns, roll a d6. On a result of 6, the giant can use its lightning bolt attack on any creature it can see within the thunderstorm's area (no action).

ENCOUNTER BUILDING

Level 13 XP 7,750

Gnoll

Medium Humanoid (Gnoll)

Armor Class 15 (leather, shield)

Hit Points 13 (3d8)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2)	Dex 15 (+2)	Con 11 (+0)
Int 7 (-2)	Wis 10 (+0)	Cha 8 (-1)

Alignment chaotic evil

Languages Common, Gnoll

ACTIONS

Melee Attack—Battleaxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Longbow: +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Blood Frenzy: When a hostile creature drops to 0 hit points within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 2 XP 40

Gnoll Leader (Packlord)

Medium Humanoid (Gnoll)

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Senses darkvision 60 ft.

Str 17 (+3)	Dex 16 (+3)	Con 13 (+1)
Int 9 (-1)	Wis 11 (+0)	Cha 10 (+0)

Alignment chaotic evil

Languages Common, Gnoll

TRAITS

Incite Blood Frenzy: The gnoll grants creatures of its choice within 30 feet of it (not counting itself) a +4 bonus to damage rolls when they use the blood frenzy reaction. Multiple bonuses granted by this trait do not stack.

ACTIONS

Multiattack: The gnoll makes two greataxe attacks or two longbow attacks.

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Ranged Attack—Longbow: +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Blood Frenzy: When a hostile creature drops to 0 hit points within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 4 XP 180

Goblin

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1)	Dex 11 (+0)	Con 10 (+0)
Int 10 (+0)	Wis 9 (-1)	Cha 8 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Bushwhacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

Stealthy +5: The goblin gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) bludgeoning damage (minimum 1 damage).

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Goblin Leader (Boss)

Small Humanoid (Goblinoid)

Armor Class 14 (studded leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 11 (+0)	Dex 13 (+1)	Con 13 (+1)
Int 11 (+0)	Wis 9 (-1)	Cha 13 (+1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Bushwhacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

Stealthy +5: The goblin gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Ranged Attack—Shortbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Golem, Flesh

Medium Construct

Armor Class 9

Hit Points 57 (6d8 + 30); see Traits below

Speed 30 ft.

Senses darkvision 50 ft.

Str 19 (+4)	Dex 9 (-1)	Con 20 (+5)
Int 3 (-4)	Wis 10 (+0)	Cha 1 (-5)

Alignment neutral

Languages understands Common

TRAITS

Berserk: While the golem is in combat, roll a d6 at the start of each of the golem's turns. If the result is 6, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack.

The berserk golem's creator can, if it is within 60 feet of the golem and can be seen and heard by the golem, calm it by speaking firmly and persuasively, which requires an action and a DC 16 Charisma (Persuasion) check. If the check succeeds, the golem is no longer berserk, although it may go berserk again.

Immunities: The golem is immune to nonmagical weapons except those made of adamantine, as well as disease, cold, lightning, poison, and psychic damage. It cannot be charmed, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

Whenever the golem would take lightning damage, it instead regains hit points equal to half the damage dealt.

Magic Resistance: The golem has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature).
Hit: 13 (2d8 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 7 XP 1,320

Golem, Stone

Large Construct

Armor Class 17

Hit Points 105 (10d10 + 50); see Traits below

Speed 20 ft.

Senses darkvision 100 ft.

Str 24 (+7)	Dex 9 (-1)	Con 20 (+5)
Int 3 (-4)	Wis 11 (+0)	Cha 1 (-5)

Alignment unaligned

Languages understands Common

TRAITS

Immunities: The golem is immune to nonmagical weapons except those made of adamantine, as well as disease, cold, fire, lightning, poison, and psychic damage. It cannot be charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

Magic Resistance: The golem has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +7 to hit (reach 5 ft.; one creature).
Hit: 25 (4d8 + 7) bludgeoning damage.

Slow (Recharge 5–6): The golem chooses any number of creatures within 10 feet of it. Each target must make a DC 13 Constitution saving throw. *Failed Save:* The target's speed is reduced by 10 feet for 1 minute. The speed reduction is cumulative with other effects that reduce the target's speed.

ENCOUNTER BUILDING

Level 13 XP 9,360

Gray Ooze

Medium Ooze

Armor Class 8

Hit Points 30 (4d8 + 12); see Traits below

Speed 10 ft.

Senses blindsight 60 ft.

Str 12 (+1) Dex 6 (-2) Con 16 (+3)
Int 1 (-5) Wis 10 (+0) Cha 3 (-4)

Alignment unaligned

Languages —

TRAITS

Dissolve: Any nonmagical weapon that hits the ooze becomes damaged and takes a -1 penalty to subsequent damage rolls. This penalty is cumulative with multiple hits. If a damaged weapon's penalty drops to -5, the weapon is destroyed. A damaged weapon costs half the weapon's cost to repair; a destroyed weapon cannot be repaired. Nonmagical ammunition that hits the ooze is destroyed instantly.

Formless: The ooze can squeeze through gaps that are at least 1 inch wide.

Immunities: The ooze cannot be charmed, frightened, or knocked prone.

Damage Resistance: The ooze is resistant to acid, cold, and fire.

Stealthy +5: The ooze gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature).
Hit: 3 (1d6) bludgeoning damage plus 7 (2d6) acid damage.

REACTIONS

Passive Threat: When a creature ends its turn next to the ooze and is unaware of it, the ooze makes a free slam attack against the triggering creature.

ENCOUNTER BUILDING

Level 4 XP 180

Great Cat: Tiger

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) Dex 15 (+2) Con 14 (+2)
Int 4 (-3) Wis 12 (+1) Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The tiger gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).
Hit: 10 (2d6 + 3) piercing damage.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d8 + 3) slashing damage.

Pounce: If the tiger moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone, and the tiger can make a bite attack against it.

ENCOUNTER BUILDING

Level 4 XP 170

Green Slime

Medium Ooze (Hazard)

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: It takes a DC 10 Wisdom (Perception) check to notice the green slime under normal conditions and a DC 12 Intelligence (Nature) check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

Griffon

Large Beast

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)

Int 2 (-4) **Wis** 13 (+1) **Cha** 8 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The griffon gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

ACTIONS

Multiattack: The griffon makes one bite attack and one claws attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 8 (1d8 + 4) piercing damage.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature).
Hit: 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 5 XP 450

Hag: Green Hag

Medium Humanoid

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

Senses low-light vision

Str 15 (+2) Dex 15 (+2) Con 10 (+0)

Int 14 (+2) Wis 13 (+1) Cha 15 (+2)

Alignment neutral evil

Languages Common, Giant

TRAITS

Mimicry: The hag can imitate the sounds of common beasts and voices of humanoids, male or female, young or old. A creature hearing the imitated sounds can make a DC 16 Wisdom (Insight) check to realize that they're not genuine.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) slashing damage.

Melee Attack—Withering Grasp (Recharge 5–6): +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d6) necrotic damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target has disadvantage on melee attack rolls, saving throws, and all Strength and Dexterity checks for 1 minute.

Disguise Self: The hag assumes the illusory form of any Small or Medium humanoid and can maintain this illusion indefinitely. A DC 16 Wisdom (Perception) check reveals that the creature is not what it appears to be, but not the hag's true form. The hag can end the illusion at any time (no action required). The effect also ends when the hag is killed.

Invisibility: The hag turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 3 XP 130

Customization Option

Some green hags have the following trait.

Spellcasting: The hag is an 8th-level spellcaster that uses Intelligence as its magic ability (spell save DC 12). It knows the following spells:

Cantrips—*mage hand, minor illusion*

1st Level (3/day)—*burning hands, comprehend languages, sleep*

2nd Level (1/day)—*phantasmal force*

Harpy

Medium Monstrosity

Armor Class 13

Hit Points 13 (3d8)

Speed 15 ft., fly 40 ft.

Str 10 (+0)	Dex 13 (+1)	Con 11 (+0)
Int 7 (-2)	Wis 10 (+0)	Cha 15 (+2)

Alignment chaotic evil

Languages Common

TRAITS

Captivating: The harpy has advantage on attack rolls made against creatures it has charmed.

ACTIONS

Multiattack: The harpy makes a claws attack and a club attack.

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature).
Hit: 6 (2d4 + 1) slashing damage.

Melee Attack—Club: +3 to hit (reach 5 ft.; one creature).
Hit: 2 (1d4) bludgeoning damage.

Luring Song: The harpy chooses a creature within 300 feet of it (other harpies and deafened creatures are immune). The target must make a DC 10 Wisdom saving throw.
Failed Save: The target is charmed for 1 minute. While charmed by the harpy, the target must first move closer to the harpy. After that, it can use its action to make a DC 10 Wisdom check. If the check succeeds, the effect ends.

Once the effect ends, the target is immune to the luring song of all harpies for the next 24 hours.

ENCOUNTER BUILDING

Level 2 XP 40

Hell Hound

Medium Fiend

Armor Class 12

Hit Points 22 (4d8 + 4); see Traits below

Speed 40 ft.

Senses darkvision 60 ft.

Str 14 (+2)	Dex 12 (+1)	Con 12 (+1)
Int 6 (-2)	Wis 13 (+1)	Cha 6 (-2)

Alignment lawful evil

Languages understands Infernal

TRAITS

Immunity: The hound is immune to fire.

Keen Senses: The hound gains a +5 bonus to all Wisdom (Perception) checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 10 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage plus 4 (1d8) fire damage.

Fire Breath (Recharge 5–6): The hound breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 9 (2d8) fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 3 XP 70

Hobgoblin

Medium Humanoid (Goblinoid)

Armor Class 14 (ring mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Senses darkvision 60 ft.

Str 11 (+0)	Dex 10 (+0)	Con 12 (+1)
Int 10 (+0)	Wis 10 (+0)	Cha 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Steadfast: The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Melee Attack—Longspear: +2 to hit (reach 10 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Disciplined: The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

ENCOUNTER BUILDING

Level 1 XP 20

Hobgoblin Leader (Captain)

Medium Humanoid (Goblinoid)

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

Senses darkvision 60 ft.

Str 13 (+1)	Dex 12 (+1)	Con 13 (+1)
Int 12 (+1)	Wis 10 (+0)	Cha 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the hobgoblin and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast: The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Multiattack: The hobgoblin makes two longspear attacks or two shortbow attacks.

Melee Attack—Longspear: +4 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

Ranged Attack—Shortbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 90

Horse

Large Beast

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 60 ft.

Str 15 (+2)	Dex 10 (+0)	Con 12 (+1)
Int 2 (-4)	Wis 8 (-1)	Cha 6 (-2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Hoof: +2 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 20

Human Berserker

Medium Humanoid (Human)

Armor Class 12 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Str 14 (+2)	Dex 11 (+0)	Con 14 (+2)
Int 8 (-1)	Wis 7 (-2)	Cha 10 (+0)

Alignment chaotic neutral

Languages Common

TRAITS

Rage +5: The berserker can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greatsword: +3 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Human Commoner

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0)	Dex 10 (+0)	Con 10 (+0)
Int 10 (+0)	Wis 10 (+0)	Cha 10 (+0)

Alignment any

Languages Common

TRAITS

Pack Tactics: The commoner gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Club: +1 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +1 to hit (range 20 ft./80 ft.; one creature). Hit: 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Human War Chief

Medium Humanoid (Human)

Armor Class 17 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 14 (+2)	Dex 14 (+2)	Con 12 (+1)
Int 11 (+0)	Wis 11 (+0)	Cha 12 (+1)

Alignment any

Languages Common

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the war chief and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

ACTIONS

Multiattack: The war chief makes two long sword attacks.

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) slashing damage.

Ranged Attack—Javelin: +4 to hit (range 30 ft./120 ft.; one creature). Hit: 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

Human Warrior

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1)	Dex 12 (+1)	Con 12 (+1)
Int 10 (+0)	Wis 11 (+0)	Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1 XP 20

Human Witch Doctor

Medium Humanoid (Human)

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 10 (+0)	Dex 12 (+1)	Con 12 (+1)
Int 11 (+0)	Wis 12 (+1)	Cha 14 (+2)

Alignment any

Languages Common

ACTIONS

Melee Attack—Quarterstaff: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) bludgeoning damage.

Shocking Grasp: The witch doctor chooses one creature in its reach. The target must succeed on a DC 14 Dexterity saving throw. Otherwise, the target takes 4 (1d8) lightning damage, and it cannot take reactions until its next turn.

Ray of Enfeeblement (2/day): The witch doctor chooses a creature within 50 feet. The target must make a DC 14 Dexterity save. *Failed Save:* 14 (4d6) necrotic damage, and, if the target's hit point maximum is 25 or less, the target's melee attacks deal only half damage, and the target has disadvantage on Strength and Dexterity checks and saving throws. This effect lasts for 1 minute.

Light: The witch doctor touches an object, causing it to shed bright light in a 20-foot-radius sphere and dim light within 40 feet of the sphere. The light lasts for 1 hour or until the witch doctor uses this action again.

Damage Resistance (1/day): The witch doctor touches a willing creature other than itself and chooses a damage type: acid, bludgeoning, cold, fire, lightning, piercing, necrotic, slashing, or thunder. The touched creature gains resistance against that damage type for 1 hour.

ENCOUNTER BUILDING

Level 3 XP 130

Hydra

Huge Monstrosity

Armor Class 11

Hit Points 92 (8d12 + 40)

Speed 30 ft., swim 30 ft.

Senses darkvision 50 ft.

Str 17 (+3)	Dex 12 (+1)	Con 20 (+5)
Int 2 (-4)	Wis 10 (+0)	Cha 7 (-2)

Alignment unaligned

Languages —

TRAITS

Amphibious: The hydra can breathe air and water. Being underwater imposes no penalties on its ability checks, attack rolls, and saving throws.

Multiple Heads: The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and put to sleep.

If the hydra takes 15 or more damage from a single attack or effect, one of the heads dies. If all the heads die, the hydra dies even if it has more than 0 hit points.

Reactive Heads: The hydra can take as many reactions per round as the hydra has heads.

ACTIONS

Multiattack: The hydra makes as many bite attacks as it has heads.

Melee Attack—Bite: +5 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Regrow Heads (Recharge 5–6): The hydra can use this action only if it has not taken fire damage since its last turn and it has fewer than five living heads. It grows two heads, then makes as many bite attacks as it has heads.

ENCOUNTER BUILDING

Level 7 XP 1,200

Kobold

Small Humanoid (Kobold)

Armor Class 11

Hit Points 2 (1d6 – 1)

Speed 30 ft.

Senses darkvision 60 ft.

Str 7 (-2)	Dex 12 (+1)	Con 8 (-1)
Int 8 (-1)	Wis 7 (-2)	Cha 8 (-1)

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls.

Pack Tactics: The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Dagger: +1 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

Ranged Attack—Sling: +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Kobold Alchemist

Small Humanoid (Kobold)

Armor Class 15 (studded leather)

Hit Points 7 (2d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (−1) **Dex** 15 (+2) **Con** 11 (+0)

Int 14 (+2) **Wis** 9 (−1) **Cha** 12 (+1)

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls.

ACTIONS

Melee Attack—Short Sword: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Alchemical Bombs: The kobold hurls a flask that creates a 20-foot-radius cloud in an area within 40 feet of it. The kobold chooses the effect from the options below, each of which can be used only once.

Fire Bomb: Each creature in the area must make a DC 11 Dexterity saving throw. *Failed Save:* 4 (1d8) fire damage. *Successful Save:* Half damage.

Glue Bomb: Each creature in the area must make a DC 11 Strength saving throw. *Failed Save:* The target is restrained. The target or another creature within reach of it can use an action to make a DC 11 Strength check; if the check succeeds, the effect on the target ends.

Frenzy Bomb: Friendly creatures in the area gain advantage on melee attack rolls until the kobold's next turn.

ENCOUNTER BUILDING

Level 1 XP 10

Kobold Dragonshield

Small Humanoid (Kobold)

Armor Class 16 (ring mail, shield)

Hit Points 7 (2d6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 10 (+0) **Dex** 13 (+1) **Con** 11 (+0)

Int 10 (+0) **Wis** 9 (−1) **Cha** 10 (+0)

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls.

Pack Tactics: The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Shield Block: The kobold imposes disadvantage on a melee or ranged attack that is against a creature within the kobold's reach.

ENCOUNTER BUILDING

Level 1 XP 20

Kobold, Winged (Urd)

Small Humanoid (Kobold)

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft., fly 20 ft.

Senses darkvision 60 ft.

Str 9 (-1)	Dex 13 (+1)	Con 10 (+0)
Int 8 (-1)	Wis 7 (-2)	Cha 8 (-1)

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls.

Pack Tactics: The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Spear: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) piercing damage (minimum 1 damage).

Ranged Attack—Rock Bomb: +3 to hit (range 40 ft.; one creature, which the kobold must be directly above). *Hit:* 4 (1d6 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Kopru

Medium Aberration

Armor Class 12

Hit Points 52 (8d8 + 16); see Traits below

Speed 10 ft., swim 50 ft.

Senses darkvision 100 ft.

Str 15 (+2)	Dex 14 (+2)	Con 14 (+2)
Int 11 (+0)	Wis 10 (+0)	Cha 15 (+2)

Alignment neutral evil

Languages Common, Deep Speech

TRAITS

Aquatic: The kopru can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Damage Resistance: The kopru is resistant to fire and psychic.

ACTIONS

Multiattack: The kopru makes one bite attack and one tailclaws attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage.

Melee Attack—Tailclaws: +6 to hit (reach 5 ft.; one creature). *Hit:* 15 (3d8 + 2) slashing damage.

Dominate Person (Recharge 5–6): The kopru chooses one living humanoid it can see within 50 feet of it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The kopru has access to all of the target's thoughts and memories, and the target is charmed for 1 day or until the kopru or one of the kopru's companions harms it, or until the kopru is killed. While charmed, the target must also obey the kopru's commands. The kopru can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 13 Wisdom saving throw to end the effect. A creature remembers being charmed by the kopru. *Successful Save:* The creature is immune to the kopru's dominate person for 24 hours. This immunity also applies once the effect ends.

ENCOUNTER BUILDING

Level 6 XP 620

Lich

Medium Undead

Armor Class 15

Hit Points 85 (10d8 + 40); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 11 (+0) Dex 16 (+3) Con 18 (+4)
Int 20 (+5) Wis 18 (+4) Cha 20 (+5)

Alignment neutral evil

Languages Abyssal, Common, Infernal

TRAITS

Immunities: The lich is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, polymorphed against its will, or put to sleep. It does not need to sleep, eat, or breathe.

Phylactery: If destroyed, a lich re-forms in 1d10 days, appearing with all of its possessions in the nearest open space next to its phylactery.

Spellcasting: The lich is a 10th-level spellcaster that uses Intelligence as its magic ability (spell save DC 15). The lich has the following spells prepared:

Cantrips—*prestidigitation, ray of frost, read magic, shocking grasp*

1st level (4/day)—*charm person, detect magic, disguise self, magic missile*

2nd level (3/day)—*invisibility, mirror image*

3rd level (3/day)—*fireball, lightning bolt*

4th level (3/day)—*blight, dimension door*

5th level (2/day)—*cloudkill*

ACTIONS

Multiaction: The lich makes two touch attacks.

Melee Attack—Touch: +6 to hit (reach 5 ft.; one creature).

Hit: 11 (2d10) cold damage and 5 (1d10) necrotic damage, and the target must make a DC 15 Constitution saving throw. **Failed Save:** The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

ENCOUNTER BUILDING

Level 7 XP 1,830

Customization Options

Every lich is a unique individual, with its own spells and abilities as well as its own personality. You can give a lich additional traits or roll randomly on the table below to determine what additional traits and spellcasting ability it might possess.

d100 Customization

- | | |
|-------|--|
| 01–16 | Add the Cold Aura trait (see below). |
| 17–32 | Add the Frightening Gaze trait (see below). |
| 33–48 | Add the Life Drain trait (see below). |
| 49–64 | Add the Turn Resistance trait (see below). |
| 65–00 | Roll twice on the table, ignoring duplicate results and this result. |

Cold Aura: Any creature that starts its turn within 10 feet of the lich takes 5 (1d10) cold damage.

Frightening Gaze: A creature that starts its turn within line of sight of the lich must either avert its eyes or make a DC 15 Wisdom saving throw against fear (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. **Failed Save:** The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the lich. As an action, the frightened target can make a DC 15 Wisdom check to end this effect.

Life Drain: When a lich makes a lich touch attack and hits, the target's hit point maximum decreases by the same amount as the damage dealt by the attack. The target's hit point maximum returns to normal after its next long rest.

A creature whose hit point maximum is reduced to 0 by this attack dies.

Turn Resistance: A lich's hit points are doubled for the purpose of resisting turn undead effects.

Lizard, Giant

Medium Beast

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Str 16 (+3) Dex 12 (+1) Con 14 (+2)

Int 2 (-4) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Diverse: Giant lizards come in many varieties. As a result, the DM can customize a giant lizard by choosing one or more optional traits and actions (see sidebar) to best reflect the nature of the creature.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Level 2 XP 40 with poisonous bite

Level 2 XP 60 with clamping jaws

Customization Options

Some giant lizards have one or more of these traits.

Hold Breath: The giant lizard can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks. (Giant lizards that have this trait also have a swim speed of 30 ft.)

Keen Senses: The giant lizard gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Stealthy +5: The giant lizard gains a +5 bonus to Dexterity (Stealth) checks.

Spider Climb: The giant lizard can climb on smooth walls and upside down on horizontal surfaces. (Giant lizards with this trait also have a climb speed of 30 ft.)

Some giant lizards have one of these action options, replacing the normal bite attack.

Melee Attack—Clamping Jaws: +3 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled. While the lizard has a creature grappled, the lizard can bite only that creature but has advantage when it does so.

Melee Attack—Poisonous Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

For example, a crocodile is a giant lizard that has the Hold Breath trait and the clamping jaws melee attack.

Lizardfolk

Medium Humanoid (Lizardfolk)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 13 (+1)	Dex 10 (+0)	Con 13 (+1)
Int 7 (-2)	Wis 11 (+0)	Cha 8 (-1)

Alignment neutral

Languages Draconic

TRAITS

Hold Breath: The lizardfolk can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks.

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature)
Hit: 4 (1d6 + 1) piercing damage.

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature)
Hit: 4 (1d6 + 1) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Customization Options

Some lizardfolk employ shields (AC 14), stone greatclubs, and blowguns, using the following action options.

Multiattack: The lizardfolk makes two greatclub attacks.

Melee Attack—Greatclub: +5 to hit (reach 5 ft.; one creature)
Hit: 5 (1d8 + 1) bludgeoning damage.

Ranged Attack—Blowgun: +5 to hit (range 50 ft./150 ft.; one creature)
Hit: 2 (1d4) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

Lizardfolk Leader (King/Queen)

Medium Humanoid (Lizardfolk)

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

Str 16 (+3)	Dex 14 (+2)	Con 15 (+2)
Int 9 (-1)	Wis 9 (-1)	Cha 12 (+1)

Alignment neutral evil

Languages Draconic

TRAITS

Hold Breath: The lizardfolk can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks, or two trident attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature)
Hit: 6 (1d6 + 3) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature)
Hit: 8 (2d4 + 3) slashing damage.

Melee Attack—Trident: +5 to hit (reach 5 ft.; one creature)
Hit: 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 210

Lycanthrope: Werewolf

Medium Humanoid (Shapechanger)

Armor Class 12

Hit Points 22 (4d8 + 4); see Traits below

Speed 30 ft.

Str 15 (+2) Dex 15 (+2) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 8 (-1)

Alignment chaotic evil

Languages Common (cannot speak in wolf form)

TRAITS

Keen Senses: The werewolf gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Damage Resistance: The werewolf is resistant to nonmagical weapons except those made of silver.

ACTIONS

Melee Attack—Bite (wolf and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

Melee Attack—Claws (hybrid form only): +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

Melee Attack—Short Sword (humanoid and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Change Shape: The werewolf polymorphs into a Medium wolf-humanoid hybrid or a Medium wolf and can remain in this form for up to 24 hours.

While in hybrid form, it can make bite and claw attacks only. While in wolf form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the werewolf gains low-light vision.

The werewolf reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 XP 150

Manticore

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 30 ft., fly 50 ft.

Senses darkvision 60 ft.

Str 17 (+3) Dex 15 (+2) Con 17 (+3)

Int 5 (-3) Wis 12 (+1) Cha 9 (-1)

Alignment lawful evil

Languages Common

ACTIONS

Multiattack: The manticore makes two claw attacks and one bite attack, or three tail spike attacks. The targets of these tail spike attacks must be within 30 feet of each other.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Tail Spike: +5 to hit (range 100 ft./200 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Special: The manticore has 24 tail spikes. It regrows tail spikes at the rate of one per hour.

ENCOUNTER BUILDING

Level 5 XP 340

Medusa

Medium Monstrosity

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 10 (+0)	Dex 15 (+2)	Con 12 (+1)
Int 12 (+1)	Wis 13 (+1)	Cha 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Petrifying Gaze: A living creature that starts its turn within 30 feet of the medusa and can see the medusa must either avert its eyes or make a DC 12 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn.

Failed Save: The target is restrained. The target can use its action to make a DC 12 Constitution check. If the check fails or is not made, the target turns to stone permanently.

A medusa can be affected by its own gaze if it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light.

ACTIONS

Multiattack: The medusa makes one snake hair attack and one short sword attack, or two longbow attacks.

Melee Attack—Snake Hair: +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 140

Mimic

Medium Monstrosity (Shapechanger)

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 15 ft.

Senses darkvision 50 ft.

Str 17 (+3)	Dex 12 (+1)	Con 15 (+2)
Int 4 (-3)	Wis 13 (+1)	Cha 8 (-1)

Alignment neutral

Languages — (see Encounter Building)

TRAITS

Adhesive: Any limb or weapon that touches a mimic becomes stuck to it. If a creature's limb is stuck, the creature is restrained. It requires a DC 12 Strength check and an action to free a stuck weapon or limb, and once a creature frees all of its stuck limbs, it is no longer restrained. The organic adhesive in the mimic's skin that causes this stickiness fails if the mimic dies.

Immunity: The mimic cannot be knocked prone.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) bludgeoning damage, and a Large or smaller target is grappled. The mimic can have up to two creatures grappled at a time.

Change Shape: The mimic polymorphs into any simple Medium object and can remain in this form indefinitely. The mimic's statistics do not change, but it loses its Ooze Stability trait. A DC 17 Wisdom (Perception) check reveals that the creature is not what it appears to be, but not the mimic's true form. The mimic reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 XP 150

Mimic Varieties

Mimics come in two varieties. Most are carnivorous predators that crush prey to death and slowly consume it. Such mimics don't speak. However, a few mimics are more intelligent (Intelligence 8 to 10) and can speak a language (usually Common). Such mimics are likely to be friendly to those who offer bribes of food or treasure. A smarter mimic sometimes leads others of the more feral variety.

Mind Flayer

Medium Aberration

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

Str 11 (+0)	Dex 14 (+2)	Con 12 (+1)
Int 19 (+4)	Wis 17 (+3)	Cha 17 (+3)

Alignment lawful evil

Languages Common, Undercommon

TRAITS

Magic Resistance: The mind flayer has advantage on saving throws against magical effects.

Telepathy: The mind flayer can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Melee Attack—Tentacles: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d10 + 4) psychic damage, and a Medium or smaller target is grappled. The mind flayer can have only one creature grappled at a time.

Melee Attack—Extract Brain: +7 to hit (reach 5 ft.; one creature grappled by the mind flayer). *Hit:* The mind flayer devours the target's brain, and the creature dies unless it can survive without the brain.

Mind Blast (Recharge 6): The mind flayer emits psychic energy in a 60-foot cone. Each creature in the area must make a DC 14 Intelligence saving throw. *Failed Save:* 13 (2d8 + 4) psychic damage, and the target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition early on a successful save.

Read Thoughts: The mind flayer chooses a creature it can see within 30 feet of it and attempts to read its mind. The chosen creature must succeed on a DC 13 Wisdom saving throw. *Failed Save:* The mind flayer can read the target's surface thoughts for 1 minute. During that minute, the mind flayer also has advantage on Charisma (Deception) checks made to deceive the target and Wisdom (Insight) checks made to sense the target's intentions.

Sense Thoughts: The mind flayer becomes aware of the presence of creatures within 100 feet of it that have an Intelligence score of 5 or higher.

ENCOUNTER BUILDING

Level 5 XP 430

Minotaur

Large Monstrosity

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)	Dex 11 (+0)	Con 15 (+2)
Int 6 (-2)	Wis 16 (+3)	Cha 9 (-1)

Alignment chaotic evil

Languages Common, Giant

TRAITS

Keen Senses: The minotaur gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Labyrinthine Recall: The minotaur can perfectly recall any path it has traveled.

Rage +10: The minotaur can take disadvantage on any melee attack roll to gain a +10 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greataxe: +6 to hit (reach 5 ft.; one creature). *Hit:* 17 (2d12 + 4) slashing damage.

Melee Attack—Gore: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage, or 22 (4d8 + 4) piercing damage when using its charge action (see below).

Charge: The minotaur combines its move and its action into a powerful charge. It moves in a straight line up to its speed and a minimum of 10 feet, then makes a gore attack. If that attack hits, the target must make a DC 12 Strength saving throw. *Failed Save:* The target is knocked prone.

ENCOUNTER BUILDING

Level 5 XP 320

Monkey, Carnivorous

Medium Beast

Armor Class 12

Hit Points 6 (1d8 + 2)

Speed 30 ft., climb 30 ft.

Senses low-light vision

Str 14 (+2)	Dex 14 (+2)	Con 14 (+2)
Int 4 (-3)	Wis 12 (+1)	Cha 7 (-2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature).

Hit: 5 (1d6 + 2) bludgeoning damage, or 9 (2d6 + 2) bludgeoning damage against a prone target.

Pull Down: The monkey chooses a creature within its reach. That creature and the monkey engage in a Strength contest. *Failed Contest:* The creature is knocked prone.

REACTIONS

Assist: When another creature uses the pull down action against a target within the monkey's reach, the saving throw DC increases by 2. The monkey loses its action on its next turn.

ENCOUNTER BUILDING

Level 1 XP 10

Mummy

Medium Undead

Armor Class 12

Hit Points 39 (6d8 + 12); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 16 (+3)	Dex 10 (+0)	Con 14 (+2)
Int 6 (-2)	Wis 12 (+1)	Cha 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Despair: Any living creature hostile to the mummy that starts its turn within 25 feet of the mummy must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target is paralyzed but can repeat the saving throw at the end of each of its turns, ending the effect early on a successful save. *Successful Save:* The target is immune to the mummy's Despair trait for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The mummy is immune to disease and poison. It cannot be paralyzed, stunned, or put to sleep. It does not need to eat, breathe, or sleep.

Damage Resistance: The mummy is resistant to bludgeoning, piercing, and slashing damage.

Vulnerability: The mummy is vulnerable to fire.

ACTIONS

Melee Attack—Rotting Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) necrotic damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is cursed with mummy rot. While cursed, the target cannot regain hit points, and its hit point maximum drops by 10 for every 24 hours that elapse. If its hit point maximum drops to 0, the target dies.

A *remove curse* spell cast on the target ends the curse.

ENCOUNTER BUILDING

Level 4 XP 250

Ochre Jelly

Large Ooze

Armor Class 8

Hit Points 59 (7d10 + 21); see Traits and Reactions below

Speed 10 ft., climb 10 ft.

Senses blindsight 60 ft.

Str 15 (+2) **Dex** 6 (-2) **Con** 16 (+3)
Int 1 (-5) **Wis** 3 (-4) **Cha** 3 (-4)

Alignment unaligned

Languages —

TRAITS

Formless: The jelly can squeeze through gaps that are at least 1 inch wide.

Immunities: The jelly is immune to lightning and slashing damage (see also Reactions below). It cannot be charmed, frightened, or knocked prone.

Damage Resistance: The jelly is resistant to acid.

Spider Climb: The jelly can climb on smooth walls and upside down on horizontal surfaces.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature).
Hit: 9 (2d6 + 2) acid damage.

REACTIONS

Split: When an ochre jelly with 10 hit points or more takes lightning or slashing damage, it splits into two jellies, each with hit points equal to half of the jelly's current hit points, rounded down.

ENCOUNTER BUILDING

Level 4 **XP** 180

Ogre

Large Giant

Armor Class 11 (hide)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 8 (-1) **Con** 13 (+1)
Int 5 (-3) **Wis** 7 (-2) **Cha** 7 (-2)

Alignment chaotic evil

Languages Common, Giant

ACTIONS

Melee Attack—Greatclub: +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

Ranged Attack—Javelin: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4 **XP** 140

Orc

Medium Humanoid (Orc)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 70

Orc Leader (Chieftain)

Medium Humanoid (Orc)

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 11 (+0) **Con** 14 (+2)

Int 11 (+0) **Wis** 11 (+0) **Cha** 12 (+1)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Multiattack: The orc makes two greataxe attacks or two shortbow attacks.

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Battle Cry (1/Day): Friendly creatures with the Relentless trait that can see or hear the orc gain a +5 bonus to damage rolls until the orc's next turn.

ENCOUNTER BUILDING

Level 5 XP 340

Orog

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)	Dex 10 (+0)	Con 14 (+2)
Int 10 (+0)	Wis 11 (+0)	Cha 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 120

Otyugh

Large Aberration

Armor Class 13

Hit Points 84 (8d10 + 40)

Speed 20 ft.

Senses darkvision 100 ft.

Str 18 (+4)	Dex 11 (+0)	Con 21 (+5)
Int 6 (-2)	Wis 13 (+1)	Cha 6 (-2)

Alignment neutral

Languages —

TRAITS

Grappler: The otyugh has advantage on attack rolls against a creature grappled by it.

Limited Telepathy: The otyugh can communicate telepathically with any creature within 100 feet of it that can understand a language. The extent of this communication is limited to simple ideas only.

ACTIONS

Multiattack: The otyugh makes one bite attack and two tentacle attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage and 4 (1d8) poison damage.

Melee Attack—Tentacle: +6 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage, and a Medium or smaller target is grappled. The otyugh can have up to two creatures grappled at a time. While using a tentacle to grapple a creature, the otyugh can make that tentacle's attack only against the grappled creature.

Tentacle Slam: Each creature grappled by the otyugh must make a DC 11 Strength saving throw. *Failed Save:* 8 (1d8 + 4) bludgeoning damage, and the target is stunned until the end of its next turn. *Successful Save:* Half damage, and the target is not stunned.

ENCOUNTER BUILDING

Level 7 XP 1,030

Owlbear

Large Monstrosity

Armor Class 12

Hit Points 42 (5d10 + 15)

Speed 30 ft.

Str 18 (+4)	Dex 11 (+0)	Con 17 (+3)
Int 3 (-4)	Wis 12 (+1)	Cha 8 (-1)

Alignment unaligned

Languages —

ACTIONS

Multiaction: The owlbear makes two claw attacks and one bite attack. If the owlbear hits one Medium or smaller target with both claw attacks, the target is grappled and is restrained while grappled.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d6 + 4) slashing damage.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5 **XP 330**

Pegasus

Large Beast

Armor Class 14

Hit Points 34 (4d10 + 12)

Speed 60 ft., fly 120 ft.

Senses low-light vision

Str 18 (+4)	Dex 15 (+2)	Con 16 (+3)
Int 10 (+0)	Wis 13 (+1)	Cha 13 (+1)

Alignment chaotic good

Languages understands Common and Elvish

ACTIONS

Multiaction: The pegasus makes a bite attack and two hoof attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 6 (1d4 + 4) piercing damage.

Melee Attack—Hoof: +6 to hit (reach 5 ft.; one creature).
Hit: 7 (1d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 5 **XP 300**

Phanaton

Small Humanoid (Phanaton)

Armor Class 11

Hit Points 3 (1d6)

Speed 25 ft., climb 25 ft., fly 40 ft. (see the Glide trait)

Senses low-light vision

Str 6 (−2) **Dex** 13 (+1) **Con** 10 (+0)

Int 9 (−1) **Wis** 12 (+1) **Cha** 11 (+0)

Alignment chaotic good

Languages Common, Elvish

TRAITS

Glide: When the phanaton flies, it cannot ascend, and it must descend 5 feet for every 10 feet traveled horizontally.

Stealthy +5: The phanaton gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

Melee Attack—Club: +1 to hit (reach 5 ft.; one creature).

Hit: 3 (1d4 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Customization Option

Some phanatons have the following action option.

Ranged—Net: +5 to hit (range 15 ft./30 ft.; one Medium or smaller creature). *Hit:* The target is restrained by the net. The restrained creature can escape by using an action to make a DC 11 Strength or Dexterity check; if the check succeeds, the creature is no longer restrained.

Phanaton Warrior

Small Humanoid (Phanaton)

Armor Class 13 (leather)

Hit Points 10 (3d6)

Speed 25 ft., climb 25 ft., fly 40 ft. (see the Glide trait)

Senses low-light vision

Str 8 (−1) **Dex** 14 (+2) **Con** 10 (+0)

Int 9 (−1) **Wis** 12 (+1) **Cha** 11 (+0)

Alignment chaotic good

Languages Common, Elvish

TRAITS

Glide: When the phanaton flies, it cannot ascend, and it must descend 5 feet for every 10 feet traveled horizontally.

Stealthy +5: The phanaton gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Multiattack: The phanaton makes one bite attack and one dagger attack, or two dagger attacks.

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

Melee or Ranged Attack—Dagger: +3 to hit (reach 5 ft. or range 20 ft./80 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Rakasta

Medium Humanoid (Rakasta)

Armor Class 13 (leather)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Senses low-light vision

Str 11 (+0)	Dex 14 (+2)	Con 12 (+1)
Int 10 (+0)	Wis 9 (-1)	Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee Attack—Steel Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) slashing damage.

Ranged Attack—Javelin: +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Pounce: The rakasta moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks.

ENCOUNTER BUILDING

Level 1 XP 20

Rakasta Tiger-Rider

Medium Humanoid (Rakasta)

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses low-light vision

Str 12 (+1)	Dex 14 (+2)	Con 12 (+1)
Int 10 (+0)	Wis 9 (-1)	Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee Attack—Steel Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) slashing damage.

Ranged Attack—Javelin: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Pounce: The rakasta moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks.

If the rakasta is mounted, it can use its own movement to pounce after its mount moves. In addition, if both of the rakasta's claw attacks hit the same target, the target falls prone.

ENCOUNTER BUILDING

Level 2 XP 30

Rakshasa

Medium Fiend

Armor Class 15

Hit Points 110 (13d8 + 52); see Traits below

Speed 40 ft.

Str 22 (+6) Dex 18 (+4) Con 19 (+4)
Int 18 (+4) Wis 15 (+2) Cha 20 (+5)

Alignment lawful evil

Languages Common

TRAITS

Blessed Vulnerability: The rakshasa drops to 0 hit points and is immediately destroyed when a creature scores a critical hit against it using a crossbow while under the effects of a *bless* spell.

Damage Resistance: The rakshasa is resistant to nonmagical weapons.

Magic Immunity: The rakshasa is immune to spells of 6th level or lower, and it makes saving throws against spells of 7th level or higher with advantage. A rakshasa can choose to be affected by its own spells.

Spellcasting: The rakshasa is a 10th-level spellcaster that uses Charisma as its magic ability (spell save DC 15). The rakshasa has the following spells prepared:

Cantrips—*minor illusion, read magic, shocking grasp*
1st level (4/day)—*charm person, detect magic, sleep*
2nd level (3/day)—*hold person, invisibility, mirror image*
3rd level (3/day)—*dispel magic, fly, haste*
4th level (3/day)—*dimension door, stoneskin*
5th level (2/day)—*dominate person, teleportation circle*

ACTIONS

Multiaction: The rakshasa makes one bite attack and two claw attacks.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature).
Hit: 10 (1d8 + 6) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature).
Hit: 9 (1d6 + 6) slashing damage.

Disguise Self: The rakshasa assumes the illusory form of any Small or Medium humanoid and can maintain this illusion indefinitely. A DC 14 Wisdom (Perception) check reveals that the creature is not what it appears to be, but not the rakshasa's true form. A *true seeing* spell reveals the rakshasa's natural form. The rakshasa can dispel the illusion at any time (no action required). The effect also ends when the rakshasa is killed.

Read Thoughts: The rakshasa chooses a creature it can see within 30 feet of it and attempts to read its mind. The chosen creature must make a DC 14 Wisdom saving throw.

Failed Save: The rakshasa can read the target's surface thoughts for 1 minute. During that minute, the rakshasa also has advantage on Charisma (Deception) checks made to deceive the target and Wisdom (Insight) checks made to sense the target's intentions.

ENCOUNTER BUILDING

Level 12 XP 5,710

Rat, Cave

Tiny Beast

Armor Class 11

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

Str 6 (-2) Dex 11 (+0) Con 10 (+0)

Int 3 (-4) Wis 10 (+0) Cha 4 (-3)

Alignment unaligned

Languages —

TRAITS

Pack Tactics: The rat gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +0 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Rat, Dire

Small Beast

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 20 ft., climb 20 ft.

Str 8 (-1) Dex 13 (+1) Con 12 (+1)

Int 3 (-4) Wis 12 (+1) Cha 4 (-3)

Alignment unaligned

Languages —

TRAITS

Pack Tactics: The rat gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +1 to hit (reach 5 ft.; one creature).

Hit: 3 (1d4 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Roc

Gargantuan Beast

Armor Class 13

Hit Points 115 (10d12 + 50)

Speed 20 ft., fly 80 ft.

Str 24 (+7)	Dex 15 (+2)	Con 20 (+5)
Int 3 (-4)	Wis 13 (+1)	Cha 9 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The roc gains a +5 bonus to Wisdom

(Perception) checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).

Hit: 25 (4d8 + 7) slashing damage.

Melee Attack—Talons: +6 to hit (reach 5 ft.; one creature).

Hit: 21 (4d6 + 7) piercing damage, and a Huge or smaller target is grappled. The roc can grapple one Large or larger creature or up to two Medium or smaller creatures at a time.

ENCOUNTER BUILDING

Level 7 XP 1,210

Roper

Large Monstrosity

Armor Class 11

Hit Points 153 (18d10 + 54)

Speed 10 ft., climb 10 ft.

Senses darkvision 30 ft., tremorsense 50 ft.

Str 18 (+4)	Dex 8 (-1)	Con 17 (+3)
Int 7 (-2)	Wis 16 (+3)	Cha 6 (-2)

Alignment neutral evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The roper can hold itself so still that it appears to be a stalagmite, a stalactite, or another rock formation. A DC 17 Wisdom (Perception) check reveals that the rock formation is, in fact, a roper.

Spider Climb: The roper can climb on smooth walls and upside down on horizontal surfaces.

Stealthy +8: The roper gains a +8 bonus to Dexterity (Stealth) checks.

ACTIONS

Multiattack: The roper makes two tendril attacks and one reel attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).

Hit: 22 (4d8 + 4) piercing damage.

Melee Attack—Tendril: +6 to hit (reach 50 ft.; one creature). *Hit:* The target is grappled. While grappled, the target's Strength is 1 (-5). The roper can grapple up to six creatures at a time.

Reel: The roper pulls a creature it is grappling up to 25 feet toward it in a straight line. If the grappled creature is adjacent to the roper at the end of this movement, the roper can make a bite attack with advantage against the grappled creature as a part of this same action.

ENCOUNTER BUILDING

Level 7 XP 1,190

Rust Monster

Medium Beast

Armor Class 14

Hit Points 16 (3d8 + 3)

Speed 50 ft.

Senses darkvision 60 ft.

Str 13 (+1)	Dex 17 (+3)	Con 13 (+1)
Int 2 (-4)	Wis 13 (+1)	Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Rust: Each time the rust monster is struck by a metal weapon, and each time it hits a suit of armor or metal weapon with its antennae, the armor or weapon is rusted. If the armor or weapon is magical, its wearer or wielder can make a DC 11 Dexterity saving throw. *Successful Save:* The armor or weapon is not rusted.

A rusted item takes a cumulative and permanent -1 penalty. In the case of armor, the penalty applies to its AC, and if penalties from rust reduce the target's AC (ignoring Dexterity) to 10 or less, the armor is destroyed. In the case of a weapon, the penalty applies to damage rolls made with the weapon, and if the penalties from rust reduce the weapon's damage result to 0 or less, the weapon is destroyed.

ACTIONS

Multiattack: The rust monster makes one antennae attack and one bite attack.

Melee Attack—Antennae: +4 to hit (reach 5 ft.; one creature wearing metal armor or carrying a metal weapon). *Hit:* The target's armor (01–75 on a d100) or weapon (76–00 on a d100) is rusted (see the Rust trait).

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 11 (+0)	Dex 10 (+0)	Con 10 (+0)
Int 6 (-2)	Wis 8 (-1)	Cha 3 (-4)

Alignment lawful evil

Languages understands Common

TRAITS

Immunities: The skeleton is immune to disease and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

Damage Resistance: The skeleton is resistant to piercing damage.

Vulnerability: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Melee Attack—Long Sword: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Snake, Giant

Large Beast

Armor Class 12

Hit Points 22 (3d10 + 6)

Speed 30 ft., climb 15 ft., swim 30 ft.

Str 15 (+2) Dex 16 (+3) Con 14 (+2)

Int 2 (-4) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Diverse: Giant snakes come in many varieties. As a result, the DM can customize a giant snake by choosing one or more optional traits and actions (see sidebar) to best reflect the nature of the creature.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 50

Level 3 XP 70 with poisonous bite

Customization Options

Some giant snakes have one or more of the following traits.

Hold Breath: The snake can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

Stealthy +5: The snake gains a +5 bonus to Dexterity (Stealth) checks.

Some giant snakes have one or more of the following action options.

Melee Attack—Constrict: +3 to hit (reach 5 ft.; one creature). The attack automatically hits a creature grappled by the snake. Hit: 6 (1d6 + 3) bludgeoning damage, and a Medium or smaller target is grappled. If the target is already grappled, it is instead pinned.

The following attack replaces the snake's bite attack.

Melee Attack—Poisonous Bite: +3 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

For example, a giant sea snake is a giant snake that has all these options.

Spider, Giant

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., climb 30 ft.

Senses darkvision 30 ft.

Str 14 (+2) Dex 15 (+2) Con 10 (+0)
Int 2 (-4) Wis 10 (+0) Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Spider Climb: The spider can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

Stealthy +5: The spider gains a +5 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage.

Ranged Attack—Web (Recharge 5–6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2 XP 40

Customization Option

Some giant spiders are marine specimens with a swim speed equal to their normal speed and the following trait.

Hold Breath: The spider can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

Stirge

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 4 (-3) Dex 14 (+2) Con 11 (+0)
Int 2 (-4) Wis 7 (-2) Cha 6 (-2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one living creature). The attack automatically hits a creature to which the stirge is attached. *Hit:* 2 (1d4) piercing damage, and the stirge attaches to the target.

An attached stirge's speed drops to 0, and it moves with the target. A stirge can be removed with a DC 10 Strength check as an action.

ENCOUNTER BUILDING

Level 1 XP 10

Treant

Huge Plant

Armor Class 14

Hit Points 80 (7d12 + 35); see Traits below

Speed 30 ft.

Senses tremorsense 100 ft.

Str 23 (+6)	Dex 8 (-1)	Con 21 (+5)
Int 12 (+1)	Wis 16 (+3)	Cha 12 (+1)

Alignment chaotic good

Languages Common, Elvish, Sylvan

TRAITS

Hide in Plain Sight: The treant can hold itself so still that it appears to be a tree. A DC 18 Wisdom (Perception) check reveals that the tree is, in fact, a treant.

Damage Resistance: The treant is resistant to bludgeoning damage.

Siege Monster: The treant and its animated trees deal double damage to objects and structures.

Vulnerability: The treant is vulnerable to fire.

ACTIONS

Melee Attack—Slam: +8 to hit (reach 15 ft.; one creature). *Hit:* 23 (5d6 + 6) bludgeoning damage.

Ranged Attack—Rock: +3 to hit (range 100 ft./200 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

Animate Trees (1/day): The treant animates one or two trees within 100 feet of it. These trees have the same statistics as a treant, with the following exceptions: They do not have the animate trees action, they have an Intelligence of 1, and they cannot be charmed. A tree remains animated until the treant dies or moves more than 100 feet away from it, or until the treant ends this effect as part of its action on its turn.

ENCOUNTER BUILDING

Level 7 XP 1,320

Troglodyte

Medium Humanoid (Troglodyte)

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Senses darkvision 90 ft.

Str 11 (+0)	Dex 9 (-1)	Con 14 (+2)
Int 5 (-3)	Wis 10 (+0)	Cha 6 (-2)

Alignment chaotic evil

Languages Draconic

TRAITS

Light Sensitivity: While in sunlight, the troglodyte has disadvantage on attack rolls.

Stealthy +5: The troglodyte gains a +5 bonus to Dexterity (Stealth) checks.

Stench: When a creature without this trait starts its turn within 5 feet of the troglodyte, it has disadvantage on attack rolls and ability checks until it is no longer within 5 feet of a creature with this trait. This is a poison effect.

ACTIONS

Multiattack: The troglodyte makes one bite attack and one claws attack, or two greatclub attacks.

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage.

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (2d4) slashing damage.

Melee Attack—Greatclub: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) bludgeoning damage.

Ranged Attack—Javelin: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Weapon Use

About half of the troglodytes in a given group use weapons. The others attack with their teeth and claws.

Troll

Large Giant

Armor Class 11

Hit Points 66 (7d10 + 28)

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 18 (+4) Dex 13 (+1) Con 18 (+4)
Int 7 (-2) Wis 8 (-1) Cha 9 (-1)

Alignment chaotic evil

Languages Giant

TRAITS

Keen Senses: The troll gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Regeneration: At the start of its turn, the troll regains 5 hit points. When it takes acid or fire damage, the troll's regeneration doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack: The troll makes one bite attack and two claw attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 8 (1d8 + 4) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 7 (1d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 6 XP 610

Customization Option

Some trolls have the Loathsome Limbs trait.

Loathsome Limbs: When the troll takes 15 or more damage from a single attack or effect, roll a d20 and consult the table below.

d20	Result
1–10	No additional effect.
11–18	One of the troll's limbs (determined randomly) is severed.
19–20	The troll is decapitated but not killed.

The troll loses the attack appropriate to the lost body part until it has regenerated at least 15 hit points (at which point it sprouts a replacement) or until it uses an action to pick up and reattach its severed body part.

A severed body part has AC 9, 5 hit points, a speed of 5 feet, and the troll's Regeneration trait. Severed limbs are considered blinded if the troll's head cannot see them.

Each severed part acts on the troll's initiative and can make a bite attack (if it's the head) or a claw attack (if it's a limb) as an action. If a severed body part regenerates 66 hit points or more, it becomes a whole new troll.

Umber Hulk

Large Monstrosity

Armor Class 14

Hit Points 68 (8d10 + 24)

Speed 20 ft.; burrow

Senses darkvision 100 ft., tremorsense 50 ft.

Str 20 (+5) **Dex** 13 (+1) **Con** 17 (+3)

Int 9 (-1) **Wis** 10 (+0) **Cha** 13 (+1)

Alignment chaotic evil

Languages Terran

TRAITS

Confusing Gaze: A creature that starts its turn within 30 feet of the umber hulk that can see the umber hulk must either avert its eyes or make a DC 11 Wisdom saving throw (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Saving Throw:* Using its action, the target must attack a randomly determined target within range. The attack can be any harmful effect the target can use at-will.

ACTIONS

Multiattack: The umber hulk makes two claw attacks and one mandible bite attack.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).
Hit: 8 (1d6 + 5) slashing damage.

Melee Attack—Mandible Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d8 + 5) slashing damage.

ENCOUNTER BUILDING

Level 6 XP 860

Vampire

Medium Undead

Armor Class 16

Hit Points 68 (8d8 + 32); vulnerable to radiant

Immunities charmed, necrotic, and poison

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 14 (+2) **Con** 18 (+4)

Int 15 (+2) **Wis** 15 (+2) **Cha** 16 (+3)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The vampire is immune to disease, necrotic, poison, and nonmagical weapons (except those made of cold-forged iron). It cannot be charmed, paralyzed, or put to sleep. It does not need to breathe

Mist Form: If the vampire is reduced to 0 hit points while not in its coffin, it polymorphs into a cloud of mist. While in mist form, the vampire does not regenerate, cannot take actions, and cannot be damaged (but is destroyed instantly by natural sunlight or a turn undead effect). It gains a fly speed of 20 feet and can squeeze through tiny cracks and openings. If a vampire in mist form starts its turn in its coffin, it returns to its normal form with 1 hit point.

Regeneration: At the start of its turn, the vampire regains 1d10 hit points. If it takes radiant damage, the vampire's regeneration does not function on its next turn.

Spider Climb: The vampire can climb on smooth walls and upside down on horizontal surfaces.

Vulnerability: The vampire is vulnerable to radiant damage and takes 10 radiant damage each time it starts its turn in direct sunlight.

ACTIONS

Multiattack: The vampire makes two claw attacks. If both claw attacks hit the same target, the vampire can make the following attack against the target.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature hit by both of the vampire's claw attacks). *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack, and the vampire regains hit points equal to the amount of necrotic damage dealt.

The reduction to the target's maximum hit points lasts for 24 hours. A creature whose hit point maximum is reduced to 0 by this attack dies. A living creature that is

killed by the vampire's bite rises as a vampire under the original vampire's control on the next night after burial or interment in a tomb.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) slashing damage.

Domination: The vampire chooses one living humanoid it can see within 10 feet of it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the vampire or one of its allies harms it. While the target is charmed, the vampire can decide the target's action and how it moves. On target's next turn, it does as the vampire commands. A creature charmed by a vampire in this way receives the commands even if the vampire cannot see it. The charmed creature cannot take reactions.

The vampire can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 13 Wisdom saving throw to end the effect.

A creature charmed by this effect remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this vampire's domination effect for 24 hours.

ENCOUNTER BUILDING

Level 7 **XP 1,530**

Customization Options

Some vampires have one or more of the following traits:

- **Daylight Rest:** The vampire is unconscious during daylight hours.
- **Destroyed by Running Water:** The vampire takes 25 acid damage whenever it enters an area of running water or starts its turn there.
- **Stake to the Heart:** A critical hit from a wooden weapon that deals piercing damage destroys the vampire. If the vampire is unconscious, any hit from such a weapon destroys it.

Some vampires have one or more of the following action options:

- **Change Shape:** The vampire polymorphs into a Tiny bat and can remain in this form for up to 24 hours. While in bat form, it cannot make attacks and has a normal speed of 5 feet and a fly speed of 40 feet. Reverting to its true form requires an action.
- **Summon Allies (1/day):** The vampire summons 2d10 cave rats or 2d6 wolves, which appear within 30 feet of the vampire at the end of its turn.

Wight

Medium Undead

Armor Class 14 (studded leather)

Hit Points 27 (6d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2)	Dex 12 (+1)	Con 10 (+0)
Int 10 (+0)	Wis 7 (-2)	Cha 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

Immunities: The wight is immune to disease, necrotic, and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

Damage Resistance: The wight is resistant to nonmagical weapons.

ACTIONS

Multiaction: The wight makes two long sword attacks or two longbow attacks.

Melee Attack—Energy Drain: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and the target's hit point maximum is reduced by 5. This reduction lasts until the end of the target's next long rest. A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

A *remove curse* spell restores the target's hit point maximum to its full amount.

Melee Attack—Long Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 130

Wolf

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1)	Dex 15 (+2)	Con 13 (+1)
Int 2 (-4)	Wis 12 (+1)	Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 XP 20

Wolf, Dire

Large Beast

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 50 ft.

Senses low-light vision

Str 15 (+2) Dex 15 (+2) Con 13 (+1)

Int 4 (-3) Wis 12 (+1) Cha 8 (-1)

Alignment unaligned (see Variant: Worgs sidebar)

Languages — (see Variant: Worgs sidebar)

TRAITS

Keen Senses: The wolf gains a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 1d10 + 2 piercing damage, or 13 (2d10 + 2) piercing damage against a prone creature. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 3 XP 70

Variant: Worgs

Worgs are neutral evil dire wolves of great cunning (Intelligence 6 to 8). They can speak Common and Goblin, and they are often found living with goblinoids.

Wraith

Medium Undead

Armor Class 13

Hit Points 20 (3d8 + 6); see Traits below

Speed 60 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 6 (-2) Dex 16 (+3) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 12 (+1)

Alignment neutral evil

Languages Common, Infernal

TRAITS

Immunity: The wraith is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: The wraith is incorporeal.

Light Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls.

ACTIONS

Melee Attack—Life Drain: +4 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) necrotic damage, and the target must make a DC 11 Constitution saving throw.

Failed Save: The target's hit point maximum is reduced by the damage dealt by this attack. This reduction lasts 24 hours.

A creature whose hit point maximum is reduced to 0 by this attack dies. The wraith can choose to raise the creature as a specter under its control, but a wraith can have no more than seven specters under its control at one time.

A *remove curse* spell restores the target's hit point maximum to its full amount.

ENCOUNTER BUILDING

Level 4 XP 240

Wraith, Dread

Medium Undead

Armor Class 14

Hit Points 78 (12d8 + 24); see Traits below

Speed 60 ft., fly 60 ft.

Senses blindsight 60 ft., darkvision 60 ft.

Str 10 (+0) Dex 16 (+3) Con 15 (+2)

Int 12 (+1) Wis 13 (+1) Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Detect Life +5: The wraith gains a +5 bonus on Wisdom (Perception) checks to detect the presence of living creatures.

Immunity: The wraith is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: The wraith is incorporeal.

Light Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls.

ACTIONS

Multiattack: The wraith makes two life drain attacks.

Melee Attack—Life Drain: +8 to hit (reach 5 ft.; one creature). *Hit:* 36 (6d10 + 3) necrotic damage, and the target must make a DC 13 Constitution saving throw.

Failed Save: The target's hit point maximum is reduced by the amount of damage dealt by this attack. This reduction lasts 24 hours.

A creature whose hit point maximum is reduced to 0 by this attack dies and immediately rises as a free-willed wraith under the DM's control.

A *remove curse* spell restores the target's hit point maximum to its full amount.

ENCOUNTER BUILDING

Level 13

XP 8,570

Wyvern

Large Dragon

Armor Class 11

Hit Points 66 (7d12 + 21)

Speed 20 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 19 (+4) Dex 10 (+0) Con 16 (+3)

Int 5 (-3) Wis 12 (+1) Cha 4 (-3)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wyvern has a +5 bonus to Wisdom (Perception) checks to detect hidden creatures.

ACTIONS

Multiattack: The wyvern makes a bite attack and a sting attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage.

Melee Attack—Sting: +6 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* 17 (5d6) poison damage.

ENCOUNTER BUILDING

Level 6 XP 720

Yuan-ti, Halfblood

Medium Monstrosity

Armor Class 15 (scale mail)

Hit Points 37 (5d8 + 15)

Immunities poison

Speed 30 ft.

Senses darkvision 50 ft.

Str 14 (+2) **Dex** 12 (+1)

Con 16 (+3)

Int 12 (+1)

Wis 13 (+1)

Cha 15 (+2)

Alignment lawful evil

Languages Common, Yuan-ti

TRAITS

Speak with Snakes: All yuan-ti halfbloods can speak with snakes as though they shared a common language.

ACTIONS

A yuan-ti halfblood's appearance determines what actions it can take in combat. To randomly determine a halfblood's appearance, roll on the following table.

d100 Halfblood Variety

- | | |
|-------|--|
| 01–60 | With a snake's head with a human torso and legs, the yuan-ti has a bite attack, a scimitar attack, and a longbow attack. In addition, as an action, the yuan-ti can make one bite attack and one scimitar or longbow attack, or two longbow attacks. |
| 61–80 | With a human head, torso, and legs, as well as snakes for arms, the yuan ti has a bite attack. In addition, as an action, the yuan-ti can make three bite attacks. |
| 81–90 | With a human head, torso, and legs, as well as a snake for a tail, the yuan-ti has a bite attack, a scimitar attack, and a longbow attack. In addition, as an action, the yuan-ti can make one bite attack and one scimitar or longbow attack, or two longbow attacks. |
| 91–00 | With a human head and torso, and a snake's tail instead of legs, the yuan-ti can climb at full speed and has a swim speed of 30 feet. It has a constrict attack, a scimitar attack, and a longbow attack. In addition, as an action, the yuan-ti can make one constrict attack and one scimitar or longbow attack, or two longbow attacks. |

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage. *Successful Save:* Half damage.

Melee Attack—Constrict: +5 to hit (reach 5 ft.; one creature). The attack automatically hits a creature grappled by the yuan-ti. *Hit:* 6 (1d8 + 2) bludgeoning damage, and a Medium or smaller target is grappled. The yuan-ti can grapple only one creature at a time.

Melee Attack—Scimitar: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage.

Ranged Attack—Longbow: +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 4 XP 270

Customization Option

Some yuan-ti halfbloods are spellcasters and gain the following trait.

Spellcasting: The yuan-ti is a 5th-level spellcaster that uses Charisma as its magic ability (spell save DC 12). It knows the following spells:

- Cantrip—*shocking grasp*
- 1st Level (at-will)—*disguise self*
- 1st Level (2/day)—*charm person, sanctuary*
- 2nd Level (2/day)—*darkness, Melf's acid arrow*

Zombie

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2)	Dex 6 (-2)	Con 10 (+0)
Int 5 (-3)	Wis 7 (-2)	Cha 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie is immune to disease and poison, and it cannot be frightened or put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage was dealt by a critical hit. *Successful Save:* The zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10