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# Races

#### Racial Traits

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

##### Ability Score Increase

Every race increases one or more of a character's ability scores.

##### Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

##### Alignment

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

##### Size

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment."

##### Speed

Your speed determines how far you can move when traveling ("Adventuring") and fighting ("Combat").

##### Languages

By virtue of your race, your character can speak, read, and write certain languages.

##### Subraces

Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from race to race and world to world.

### Dwarf

#### Dwarf Traits

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

***Ability Score Increase***. Your Constitution score increases by 2.

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

***Alignment***. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

***Size***. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

***Speed***. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

***Darkvision***. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

***Dwarven Combat Training***. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

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

***Stonecunning***. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

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

#### Hill Dwarf

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

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

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

### Elf

#### Elf Traits

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

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

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

***Alignment***. Elves love freedom, variety, and self- expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile has made them vicious and dangerous. Drow are more often evil than not.

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

***Speed***. Your base walking speed is 30 feet.

***Darkvision***. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

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

***Trance***. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice.

After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

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

#### High Elf

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

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

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

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

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

### Halfling

#### Halfling Traits

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

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

***Age***. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

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

***Size***. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

***Speed***. Your base walking speed is 25 feet.

***Lucky***. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

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

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

#### Lightfoot

As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others.

Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life.

***Ability Score Increase***. Your Charisma score increases by 1.

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

### Human

#### Human Traits

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

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

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

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

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

***Speed***. Your base walking speed is 30 feet. ***Languages***. You can speak, read, and write Common and one extra language of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

### Dragonborn

#### Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

***Ability Score Increase***. Your Strength score increases by 2, and your Charisma score increases by 1.

***Age***. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

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

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

***Speed***. Your base walking speed is 30 feet.

**Draconic Ancestry (table)**

|  |  |  |
| --- | --- | --- |
| **Dragon** | **Damage Type** | **Breath Weapon** |
| Black | Acid | 5 by 30 ft. line (Dex. save) |
| Blue | Lightning | 5 by 30 ft. line (Dex. save) |
| Brass | Fire | 5 by 30 ft. line (Dex. save) |
| Bronze | Lightning | 5 by 30 ft. line (Dex. save) |
| Copper | Acid | 5 by 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) |

***Draconic Ancestry***. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

***Breath Weapon***. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

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

After you use your breath weapon, you can't use it again until you complete a short or 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. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

### Gnome

#### Gnome Traits

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

***Ability Score Increase***. Your Intelligence score increases by 2.

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

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

***Size***. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

***Speed***. Your base walking speed is 25 feet.

***Darkvision***. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

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

#### Rock Gnome

As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes.

***Ability Score Increase***. Your Constitution score increases by 1.

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

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

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

* *Clockwork Toy*. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
* *Fire Starter*. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
* *Music Box*. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

### Half-Elf

#### Half-Elf Traits

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

***Ability Score Increase***. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

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

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

***Size***. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

***Speed***. Your base walking speed is 30 feet.

***Darkvision***. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

***Skill Versatility***. You gain proficiency in two skills of your choice.

***Languages***. You can speak, read, and write Common, Elvish, and one extra language of your choice.

### Half-Orc

#### Half-Orc Traits

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

***Ability Score Increase***. Your Strength score increases by 2, and your Constitution score increases by 1.

***Age***. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

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

***Size***. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

***Speed***. Your base walking speed is 30 feet.

***Darkvision***. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

***Relentless Endurance***. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

***Savage Attacks***. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

***Languages***. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

### Tiefling

#### Tiefling Traits

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

***Ability Score Increase***. Your Intelligence score increases by 1, and your Charisma score increases by 2.

***Age***. Tieflings mature at the same rate as humans but live a few years longer.

***Alignment***. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

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

***Speed***. Your base walking speed is 30 feet.

***Darkvision***. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

***Hellish Resistance***. You have resistance to fire damage.

***Infernal Legacy***. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

# Classes

### Barbarian

#### Class Features

As a barbarian, you gain the following class features.

##### Hit Points

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

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

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

##### Proficiencies

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

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

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

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

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

**The Barbarian (table)**

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

#### Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

* You have advantage on Strength checks and Strength saving throws.
* When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
* You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

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

#### Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

#### Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

#### Danger Sense

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

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

#### Primal Path

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

#### Ability Score Improvement

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

#### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### Fast Movement

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

#### Feral Instinct

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

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

#### Brutal Critical

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

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

#### Relentless Rage

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

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

#### Persistent Rage

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

#### Indomitable Might

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

#### Primal Champion

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

#### Barbarian Paths

##### Path of the Berserker

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

###### Frenzy

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

###### Mindless Rage

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

###### Intimidating Presence

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

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

###### Retaliation

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

### Bard

#### Class Features

As a bard, you gain the following class features.

##### Hit Points

**Hit Dice:** 1d8 per bard level

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

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

##### Proficiencies

**Armor:** Light armor

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

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

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose any three

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

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

**The Bard (table)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Proficieny Bonus** | **Features** | **Spells Known** | **Cantrips Known** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +2 | Spellcasting, Bardic Inspiration (d6) | 2 | 4 | 2 | - | - | - | - | - | - | - | - |
| 2nd | +2 | Jack of All Trades, Song of Rest (d6) | 2 | 5 | 3 | - | - | - | - | - | - | - | - |
| 3rd | +2 | Bard College, Expertise | 2 | 6 | 4 | 2 | - | - | - | - | - | - | - |
| 4th | +2 | Ability Score Improvement | 3 | 7 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | +3 | Bardic Inspiration (d8), Font of Inspiration | 3 | 8 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | +3 | Countercharm, Bard College Feature | 3 | 9 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | +3 | - | 3 | 10 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | +3 | Ability Score Improvement | 3 | 11 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | +4 | Song of Rest (d8) | 3 | 12 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | +4 | Bardic Inspiration (d10), Expertise, Magical Secrets | 4 | 14 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | +4 | - | 4 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | +4 | Ability Score Improvement | 4 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | +5 | Song of Rest (d10) | 4 | 16 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | +5 | Magical Secrets, Bard College Feature | 4 | 18 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | +5 | Bardic Inspiration (d12) | 4 | 19 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | +5 | Ability Score Improvement | 4 | 19 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | +6 | Song of Rest (d12) | 4 | 20 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Magical Secrets | 4 | 22 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 22 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Superior Inspiration | 4 | 22 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

#### Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music.

Your spells are part of your vast repertoire, magic that you can tune to different situations.

##### Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

##### Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell\_cure wounds\_ and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

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

You know four 1st-level spells of your choice from the bard spell list.

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

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

##### Spellcasting Ability

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

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

##### Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

##### Spellcasting Focus

You can use a musical instrument (see chapter 5, "Equipment") as a spellcasting focus for your bard spells.

#### Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

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

#### Jack of All Trades

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

#### Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

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

#### Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of

the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

#### Expertise

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

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

#### Ability Score Improvement

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

#### Font of Inspiration

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

#### Countercharm

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

#### Magical Secrets

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

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

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

#### Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

#### Bard Colleges

##### College of Lore

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

###### Bonus Proficiencies

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

###### Cutting Words

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

###### Additional Magical Secrets

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

###### Peerless Skill

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

### Cleric

#### Class Features

As a cleric, you gain the following class features.

##### Hit Points

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

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

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

##### Proficiencies

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

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from History, Insight, Medicine, Persuasion, and Religion

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

* (*a*) a mace or (*b*) a warhammer (if proficient)
* (*a*) scale mail, (*b*) leather armor, or (*c*) chain mail (if proficient)
* (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
* (*a*) a priest's pack or (*b*) an explorer's pack
* A shield and a holy symbol

**The Cleric (table)**

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

#### Spellcasting

As a conduit for divine power, you can cast cleric spells.

##### Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

##### Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

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

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

##### Spellcasting Ability

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

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

##### Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

##### Spellcasting Focus

You can use a holy symbol (see chapter 5, "Equipment") as a spellcasting focus for your cleric spells.

#### Divine Domain

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

##### Domain Spells

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

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

#### Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel

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

##### Channel Divinity: Turn Undead

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

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

#### Ability Score Improvement

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

#### Destroy Undead

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

**Destroy Undead (table)**

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

#### Divine Intervention

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

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

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

At 20th level, your call for intervention succeeds automatically, no roll required.

#### Cleric Domains

##### Life Domain

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

**Life Domain Spells (table)**

|  |  |
| --- | --- |
| **Cleric Level** | **Spells** |
| 1st | bless, cure wounds |
| 3rd | lesser restoration, spiritual weapon |
| 5th | beacon of hope, revivify |
| 7th | death ward, guardian of faith |
| 9th | mass cure wounds, raise dead |

###### Bonus Proficiency

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

###### Disciple of Life

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

###### Channel Divinity: Preserve Life

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

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

###### Blessed Healer

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

###### Divine Strike

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

###### Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

### Druid

#### 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:** Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

**Weapons:** Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

**Tools:** Herbalism kit

**Saving Throws:** Intelligence, Wisdom

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

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

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

**The Druid (table)**

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

#### 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 a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

#### Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

##### Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

##### Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

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

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

#### Spellcasting Ability

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

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

#### Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

##### Spellcasting Focus

You can use a druidic focus (see chapter 5, "Equipment") as a spellcasting focus for your druid spells.

#### Wild Shape

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

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

**Beast Shapes (table)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Max. CR** | **Limitations** | **Example** |
| 2nd | 1/4 | No flying or swimming speed | Wolf |
| 4th | 1/2 | No flying speed | Crocodile |
| 8th | 1 | — | Giant eagle |

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

* Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and 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 the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
* When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, 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 and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
* You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
* You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
* You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

#### Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

#### Ability Score Improvement

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

#### Timeless Body

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

#### Beast Spells

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

#### Archdruid

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

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

#### Druid Circles

##### 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 standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve 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 mysterious rites.

###### Bonus Cantrip

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

###### Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

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 slot or two 1st-level slots.

###### Circle Spells

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

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

**Arctic (table)**

|  |  |
| --- | --- |
| **Druid Level** | **Circle Spells** |
| 3rd | hold person, spike growth |
| 5th | sleet storm, slow |
| 7th | freedom of movement, ice storm |
| 9th | commune with nature, cone of cold |

**Coast (table)**

|  |  |
| --- | --- |
| **Druid Level** | **Circle Spells** |
| 3rd | mirror image, misty step |
| 5th | water breathing, water walk |
| 7th | control water, freedom of movement |
| 9th | conjure elemental, scrying |

**Desert (table)**

|  |  |
| --- | --- |
| **Druid Level** | **Circle Spells** |
| 3rd | blur, silence |
| 5th | create food and water, protection from energy |
| 7th | blight, hallucinatory terrain |
| 9th | insect plague, wall of stone |

**Forest (table)**

|  |  |
| --- | --- |
| **Druid Level** | **Circle Spells** |
| 3rd | barkskin, spider climb |
| 5th | call lightning, plant growth |
| 7th | divination, freedom of movement |
| 9th | commune with nature, tree stride |

**Grassland (table)**

|  |  |
| --- | --- |
| **Druid Level** | **Circle Spells** |
| 3rd | invisibility, pass without trace |
| 5th | daylight, haste |
| 7th | divination, freedom of movement |
| 9th | dream, insect plague |

**Mountain (table)**

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

**Swamp (table)**

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

###### Land's Stride

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

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

###### Nature's Ward

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

###### Nature's Sanctuary

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

The creature is aware of this effect before it makes its attack against you.

#### Sacred Plants and Wood

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

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

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

#### Druids and the Gods

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse (the lists of gods in appendix B include many such deities). The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

### Fighter

#### Class Features

As a fighter, you gain the following class features.

##### Hit Points

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

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

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

##### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

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

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

* (*a*) chain mail or (*b*) leather armor, longbow, and 20 arrows
* (*a*) a martial weapon and a shield or (*b*) two martial weapons
* (*a*) a light crossbow and 20 bolts or (*b*) two handaxes
* (*a*) a dungeoneer's pack or (*b*) an explorer's pack

**The Fighter (table)**

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

#### Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

##### Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

##### Defense

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

##### Dueling

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

##### Great Weapon Fighting

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

##### Protection

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

##### Two-Weapon Fighting

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

#### Second Wind

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

#### Action Surge

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

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

#### Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Battle Master, or Eldritch Knight, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

#### Ability Score Improvement

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

#### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

#### Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

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

#### Martial Archetypes

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

##### Champion

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

###### Improved Critical

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

###### Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

###### Additional Fighting Style

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

###### Superior Critical

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

###### Survivor

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

### Monk

#### 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:** Simple weapons, shortswords

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

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

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

**The Monk (table)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Martial Arts** | **Ki Points** | **Unarmored Movement** | **Features** |
| 1st | +2 | 1d4 | — | - | Unarmored Defense, Martial Arts |
| 2nd | +2 | 1d4 | 2 | +10 ft. | Ki, Unarmored Movement |
| 3rd | +2 | 1d4 | 3 | +10 ft. | Monastic Tradition, Deflect Missiles |
| 4th | +2 | 1d4 | 4 | +10 ft. | Ability Score Improvement, Slow Fall |
| 5th | +3 | 1d6 | 5 | +10 ft. | Extra Attack, Stunning Strike |
| 6th | +3 | 1d6 | 6 | +15 ft. | Ki-Empowered Strikes, Monastic Tradition Feature |
| 7th | +3 | 1d6 | 7 | +15 ft. | Evasion, Stillness of Mind |
| 8th | +3 | 1d6 | 8 | +15 ft. | Ability Score Improvement |
| 9th | +4 | 1d6 | 9 | +15 ft. | Unarmored Movement improvement |
| 10th | +4 | 1d6 | 10 | +20 ft. | Purity of Body |
| 11th | +4 | 1d8 | 11 | +20 ft. | Monastic Tradition Feature |
| 12th | +4 | 1d8 | 12 | +20 ft. | Ability Score Improvement |
| 13th | +5 | 1d8 | 13 | +20 ft. | Tongue of the Sun and Moon |
| 14th | +5 | 1d8 | 14 | +25 ft. | Diamond Soul |
| 15th | +5 | 1d8 | 15 | +25 ft. | Timeless Body |
| 16th | +5 | 1d8 | 16 | +25 ft. | Ability Score Improvement |
| 17th | +6 | 1d10 | 17 | +25 ft. | Monastic Tradition Feature |
| 18th | +6 | 1d10 | 18 | +30 ft. | Empty Body |
| 19th | +6 | 1d10 | 19 | +30 ft. | Ability Score Improvement |
| 20th | +6 | 1d10 | 20 | +30 ft. | Perfect Self |

#### Unarmored Defense

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

#### Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two- handed or heavy property.

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

* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
* You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

#### Ki

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

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

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Ki save DC** = 8 + your proficiency bonus + your Wisdom modifier

##### Flurry of Blows

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

##### Patient Defense

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

##### Step of the Wind

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

#### Unarmored Movement

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

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

#### Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

#### Deflect Missiles

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

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

#### Ability Score Improvement

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

#### Slow Fall

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

#### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### Stunning Strike

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

#### Ki-Empowered Strikes

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

#### Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

#### Stillness of Mind

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

#### Purity of Body

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

#### Tongue of the Sun and Moon

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

#### Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

#### Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

#### Empty Body

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

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

#### Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

#### Monastic Traditions

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

##### Way of the Open Hand

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

###### Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

###### Wholeness of Body

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

###### Tranquility

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

###### Quivering Palm

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

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

### Paladin

#### Class Features

As a paladin, you gain 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:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) a martial weapon and a shield or (*b*) two martial weapons \* (*a*) five javelins or (*b*) any simple melee weapon \* (*a*) a priest's pack or (*b*) an explorer's pack \* Chain mail and a holy symbol

**The Paladin (table)**

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

#### Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire

Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

#### Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

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

This feature has no effect on undead and constructs.

#### Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

##### Defense

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

##### Dueling

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

##### Great Weapon Fighting

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

##### Protection

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

#### Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

##### Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd- level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

##### Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

##### Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your paladin spells.

#### Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

#### Divine Health

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

#### Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

##### Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

##### Channel Divinity

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

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

#### Ability Score Improvement

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

#### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

#### Aura of Courage

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

At 18th level, the range of this aura increases to 30 feet.

#### Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

#### Cleansing Touch

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

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

#### Sacred Oaths

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

##### Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

###### Tenets of Devotion

Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

***Honesty***. Don't lie or cheat. Let your word be your promise.

***Courage***. Never fear to act, though caution is wise.

***Compassion***. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

***Honor***. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

***Duty***. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

###### Oath Spells

You gain oath spells at the paladin levels listed.

**Oath of Devotion Spells (table)**

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

###### Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

***Sacred Weapon***. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 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 the Unholy***. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

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

###### Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

###### Purity of Spirit

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

###### Holy Nimbus

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

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

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

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

#### Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all- night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent paladin might be forced to abandon this class and adopt another.

### Ranger

#### Class Features

As a ranger, you gain the following class features.

##### Hit Points

**Hit Dice:** 1d10 per ranger level

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

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

##### Proficiencies

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

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

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

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) scale mail or (*b*) leather armor \* (*a*) two shortswords or (*b*) two simple melee weapons \* (*a*) a dungeoneer's pack or (*b*) an explorer's pack \* A longbow and a quiver of 20 arrows

**The Ranger (table)**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Features** | **Spells Known** | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1st | +2 | Favored Enemy, Natural Explorer | - | - | - | - | - | - |
| 2nd | +2 | Fighting Style, Spellcasting | 2 | 2 | - | - | - | - |
| 3rd | +2 | Ranger Archetype, Primeval Awareness | 3 | 3 | - | - | - | - |
| 4th | +2 | Ability Score Improvement | 3 | 3 | - | - | - | - |
| 5th | +3 | Extra Attack | 4 | 4 | 2 | - | - | - |
| 6th | +3 | Favored Enemy and Natural Explorer improvements | 4 | 4 | 2 | - | - | - |
| 7th | +3 | Ranger Archetype feature | 5 | 4 | 3 | - | - | - |
| 8th | +3 | Ability Score Improvement, Land's Stride | 5 | 4 | 3 | - | - | - |
| 9th | +4 | - | 6 | 4 | 3 | 2 | - | - |
| 10th | +4 | Natural Explorer improvement, Hide in Plain Sight | 6 | 4 | 3 | 2 | - | - |
| 11th | +4 | Ranger Archetype feature | 7 | 4 | 3 | 3 | - | - |
| 12th | +4 | Ability Score Improvement | 7 | 4 | 3 | 3 | - | - |
| 13th | +5 | - | 8 | 4 | 3 | 3 | 1 | - |
| 14th | +5 | Favored Enemy improvement, Vanish | 8 | 4 | 3 | 3 | 1 | - |
| 15th | +5 | Ranger Archetype feature | 9 | 4 | 3 | 3 | 2 | - |
| 16th | +5 | Ability Score Improvement | 9 | 4 | 3 | 3 | 2 | - |
| 17th | +6 | - | 10 | 4 | 3 | 3 | 3 | 1 |
| 18th | +6 | Feral Senses | 10 | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Ability Score Improvement | 11 | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Foe Slayer | 11 | 4 | 3 | 3 | 3 | 2 |

#### Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

#### Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits: \* Difficult terrain doesn't slow your group's travel. \* Your group can't become lost except by magical means. \* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. \* If you are traveling alone, you can move stealthily at a normal pace. \* When you forage, you find twice as much food as you normally would. \* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

#### Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

##### Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

##### Defense

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

##### Dueling

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

##### 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 the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

##### Spell Slots

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

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

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

##### Spellcasting Ability

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

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

#### Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

#### Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

#### Ability Score Improvement

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

#### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

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.

#### Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

#### Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

#### Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

#### Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

#### Ranger Archetypes

The ideal of the ranger has two classic expressions: the Hunter and the Beast Master.

##### Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

###### Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

***Colossus Slayer***. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

***Giant Killer***. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

***Horde Breaker***. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

###### Defensive Tactics

At 7th level, you gain one of the following features of your choice.

***Escape the Horde***. Opportunity attacks against you are made with disadvantage.

***Multiattack Defense***. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

***Steel Will***. You have advantage on saving throws against being frightened.

###### Multiattack

At 11th level, you gain one of the following features of your choice.

***Volley***. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

***Whirlwind Attack***. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

###### Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

***Evasion***. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

***Stand Against the Tide***. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

***Uncanny Dodge***. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### Rogue

#### Class Features

As a rogue, you have the following class features.

##### Hit Points

**Hit Dice:** 1d8 per rogue level

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

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

##### Proficiencies

**Armor:** Light armor

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

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

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

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) a rapier or (*b*) a shortsword \* (*a*) a shortbow and quiver of 20 arrows or (*b*) a shortsword \* (*a*) a burglar's pack, (*b*) a dungeoneer's pack, or (*c*) an explorer's pack \* (*a*) Leather armor, two daggers, and thieves' tools

**The Rogue (table)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Sneak Attack** | **Features** |
| 1st | +2 | 1d6 | Expertise, Sneak Attack, Thieves' Cant |
| 2nd | +2 | 1d6 | Cunning Action |
| 3rd | +2 | 2d6 | Roguish Archetype |
| 4th | +2 | 2d6 | Ability Score Improvement |
| 5th | +3 | 3d6 | Uncanny Dodge |
| 6th | +3 | 3d6 | Expertise |
| 7th | +3 | 4d6 | Evasion |
| 8th | +3 | 4d6 | Ability Score Improvement |
| 9th | +4 | 5d6 | Roguish Archetype feature |
| 10th | +4 | 5d6 | Ability Score Improvement |
| 11th | +4 | 6d6 | Reliable Talent |
| 12th | +4 | 6d6 | Ability Score Improvement |
| 13th | +5 | 7d6 | Roguish Archetype Feature |
| 14th | +5 | 7d6 | Blindsense |
| 15th | +5 | 8d6 | Slippery Mind |
| 16th | +5 | 8d6 | Ability Score Improvement |
| 17th | +6 | 9d6 | Roguish Archetype Feature |
| 18th | +6 | 9d6 | Elusive |
| 19th | +6 | 10d6 | Ability Score Improvement |
| 20th | +6 | 10d6 | Stroke of Luck |

#### Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

#### Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

#### Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a 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 loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

#### Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

#### Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

#### Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

#### Uncanny Dodge

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

#### Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

#### Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

#### Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

#### Slippery Mind

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

#### Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

#### Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

#### Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

##### Thief

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

###### Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

###### Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

###### Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

###### Use Magic Device

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

###### Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

### Sorcerer

#### Class Features

As a sorcerer, you gain the following class features.

##### Hit Points

**Hit Dice:** 1d6 per sorcerer level

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

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

##### Proficiencies

**Armor:** None

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

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon \* (*a*) a component pouch or (*b*) an arcane focus \* (*a*) a dungeoneer's pack or (*b*) an explorer's pack \* Two daggers

**The Sorcerer (table)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Sorcery Points** | **Features** | **Cantrips Known** | **Spells Known** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +2 | - | Spellcasting, Sorcerous Origin | 4 | 2 | 2 | - | - | - | - | - | - | - | - |
| 2nd | +2 | 2 | Font of Magic | 4 | 3 | 3 | - | - | - | - | - | - | - | - |
| 3rd | +2 | 3 | Metamagic | 4 | 4 | 4 | 2 | - | - | - | - | - | - | - |
| 4th | +2 | 4 | Ability Score Improvement | 5 | 5 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | +3 | 5 | - | 5 | 6 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | +3 | 6 | Sorcerous Origin Feature | 5 | 7 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | +3 | 7 | - | 5 | 8 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | +3 | 8 | Ability Score Improvement | 5 | 9 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | +4 | 9 | - | 5 | 10 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | +4 | 10 | Metamagic | 6 | 11 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | +4 | 11 | - | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | +4 | 12 | Ability Score Improvement | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | +5 | 13 | - | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | +5 | 14 | Sorcerous Origin Feature | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | +5 | 15 | - | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | +5 | 16 | Ability Score Improvement | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | +6 | 17 | Metamagic | 6 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | 18 | Sorcerous Origin Feature | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | 19 | Ability Score Improvement | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | 20 | Sorcerous Restoration | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

#### Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

##### Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

##### Spell Slots

The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

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

You know two 1st-level spells of your choice from the sorcerer spell list.

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

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

##### Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

##### Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

#### Sorcerous Origin

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

#### Font of Magic

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

##### Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

##### Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

***Creating Spell Slots***. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

**Creating Spell Slots (table)**

|  |  |
| --- | --- |
| **Spell Slot Level** | **Sorcery Point Cost** |
| 1st | 2 |
| 2nd | 3 |
| 3rd | 5 |
| 4th | 6 |
| 5th | 7 |

***Converting a Spell Slot to Sorcery Points***. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

#### Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

##### Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

##### Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

##### Empowered Spell

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

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

##### Extended Spell

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

##### Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

##### Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

##### Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

##### Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

#### Ability Score Improvement

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

#### Sorcerous Restoration

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

#### Sorcerous Origins

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: a draconic bloodline and wild magic.

##### Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

###### Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

**Draconic Ancestry (table)**

|  |  |
| --- | --- |
| **Dragon** | **Damage Type** |
| Black | Acid |
| Blue | Lightning |
| Brass | Fire |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Green | Poison |
| Red | Fire |
| Silver | Cold |
| White | Cold |

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

###### Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

###### Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

###### Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

###### Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

### Warlock

#### Class Features

As a warlock, you gain the following class features.

##### Hit Points

**Hit Dice:** 1d8 per warlock level

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

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

##### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon \* (*a*) a component pouch or (*b*) an arcane focus \* (*a*) a scholar's pack or (*b*) a dungeoneer's pack \* Leather armor, any simple weapon, and two daggers

**The Warlock (table)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Features** | **Cantrips Known** | **Spells Known** | **Spell Slots** | **Slot Level** | **Invocations Known** |
| 1st | +2 | Otherworldly Patron, Pact Magic | 2 | 2 | 1 | 1st | - |
| 2nd | +2 | Eldritch Invocations | 2 | 3 | 2 | 1st | 2 |
| 3rd | +2 | Pact Boon | 2 | 4 | 2 | 2nd | 2 |
| 4th | +2 | Ability Score Improvement | 3 | 5 | 2 | 2nd | 2 |
| 5th | +3 | - | 3 | 6 | 2 | 3rd | 3 |
| 6th | +3 | Otherworldly Patron feature | 3 | 7 | 2 | 3rd | 3 |
| 7th | +3 | - | 3 | 8 | 2 | 4th | 4 |
| 8th | +3 | Ability Score Improvement | 3 | 9 | 2 | 4th | 4 |
| 9th | +4 | - | 3 | 10 | 2 | 5th | 5 |
| 10th | +4 | Otherworldly Patron feature | 4 | 10 | 2 | 5th | 5 |
| 11th | +4 | Mystic Arcanum (6th level) | 4 | 11 | 3 | 5th | 5 |
| 12th | +4 | Ability Score Improvement | 4 | 11 | 3 | 5th | 6 |
| 13th | +5 | Mystic Arcanum (7th level) | 4 | 12 | 3 | 5th | 6 |
| 14th | +5 | Otherworldly Patron feature | 4 | 12 | 3 | 5th | 6 |
| 15th | +5 | Mystic Arcanum (8th level) | 4 | 13 | 3 | 5th | 7 |
| 16th | +5 | Ability Score Improvement | 4 | 13 | 3 | 5th | 7 |
| 17th | +6 | Mystic Arcanum (9th level) | 4 | 14 | 4 | 5th | 7 |
| 18th | +6 | - | 4 | 14 | 4 | 5th | 8 |
| 19th | +6 | Ability Score Improvement | 4 | 15 | 4 | 5th | 8 |
| 20th | +6 | Eldritch Master | 4 | 15 | 4 | 5th | 8 |

#### Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

#### Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

##### Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

##### Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

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

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

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

##### Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

##### Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your warlock spells.

#### Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

#### Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

##### Pact of the Chain

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

##### Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

##### Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

#### Ability Score Improvement

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

#### Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th- level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th- level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

#### Eldritch Master

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

#### Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

##### Agonizing Blast

*Prerequisite: Eldritch Blast cantrip*

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

##### Armor of Shadows

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

##### Ascendant Step

*Prerequisite: 9th level*

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

##### Beast Speech

You can cast *speak with animals* at will, without expending a spell slot.

##### Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

##### Bewitching Whispers

*Prerequisite: 7th level*

You can cast *compulsion* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Book of Ancient Secrets

*Prerequisite: Pact of the Tome feature*

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

##### Chains of Carceri

*Prerequisite: 15th level, Pact of the Chain feature*

You can cast *hold monster* at will—targeting a celestial, fiend, or elemental—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

##### Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

##### Dreadful Word

*Prerequisite: 7th level*

You can cast *confusion* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Eldritch Sight

You can cast *detect magic* at will, without expending a spell slot.

##### Eldritch Spear

*Prerequisite: Eldritch Blast cantrip*

When you cast *eldritch blast*, its range is 300 feet.

##### Eyes of the Rune Keeper

You can read all writing.

##### Fiendish Vigor

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

##### Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

##### Lifedrinker

*Prerequisite: 12th level, Pact of the Blade feature*

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

##### Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

##### Master of Myriad Forms

*Prerequisite: 15th level*

You can cast *alter self* at will, without expending a spell slot.

##### Minions of Chaos

*Prerequisite: 9th level*

You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Mire the Mind

*Prerequisite: 5th level*

You can cast *slow* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Misty Visions

You can cast *silent image* at will, without expending a spell slot or material components.

##### One with Shadows

*Prerequisite: 5th level*

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

##### Otherworldly Leap

*Prerequisite: 9th level*

You can cast *jump* on yourself at will, without expending a spell slot or material components.

##### Repelling Blast

*Prerequisite: Eldritch Blast cantrip*

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

##### Sculptor of Flesh

*Prerequisite: 7th level*

You can cast *polymorph* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Sign of Ill Omen

*Prerequisite: 5th level*

You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Thief of Five Fates

You can cast *bane* once using a warlock spell slot. You can't do so again until you finish a long rest.

##### Thirsting Blade

*Prerequisite: 5th level, Pact of the Blade feature*

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

##### Visions of Distant Realms

*Prerequisite: 15th level*

You can cast *arcane eye* at will, without expending a spell slot.

##### Voice of the Chain Master

*Prerequisite: Pact of the Chain feature*

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

##### Whispers of the Grave

*Prerequisite: 9th level*

You can cast *speak with dead* at will, without expending a spell slot.

##### Witch Sight

*Prerequisite: 15th level*

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

#### Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

##### The Fiend

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths.

###### Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**Fiend Expanded Spells (table)**

|  |  |
| --- | --- |
| **Spell Level** | **Spells** |
| 1st | burning hands, command |
| 2nd | blindness/deafness, scorching ray |
| 3rd | fireball, stinking cloud |
| 4th | fire shield, wall of fire |
| 5th | flame strike, hallow |

###### Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

###### Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

###### Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

###### Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

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

#### Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

***Pact of the Chain***. Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with sprites and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One's nature is inscrutable, any familiar form is suitable for it.

***Pact of the Blade***. If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.

***Pact of the Tome***. Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

### Wizard

#### Class Features

As a wizard, you gain the following class features.

##### Hit Points

**Hit Dice:** 1d6 per wizard level

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

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

##### Proficiencies

**Armor:** None

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

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

##### Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (*a*) a quarterstaff or (*b*) a dagger \* (*a*) a component pouch or (*b*) an arcane focus \* (*a*) a scholar's pack or (*b*) an explorer's pack \* A spellbook

**The Wizard (table)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Proficiency Bonus** | **Features** | **Cantrips Known** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +2 | Spellcasting, Arcane Recovery | 3 | 2 | - | - | - | - | - | - | - | - |
| 2nd | +2 | Arcane Tradition | 3 | 3 | - | - | - | - | - | - | - | - |
| 3rd | +2 | - | 3 | 4 | 2 | - | - | - | - | - | - | - |
| 4th | +2 | Ability Score Improvement | 4 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | +3 | - | 4 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | +3 | Arcane Tradition Feature | 4 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | +3 | - | 4 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | +3 | Ability Score Improvement | 4 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | +4 | - | 4 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | +4 | Arcane Tradition Feature | 5 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | +4 | - | 5 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | +4 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | +5 | - | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | +5 | Arcane Tradition Feature | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | +5 | - | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | +5 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | +6 | - | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Spell Mastery | 5 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Signature Spell | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

#### Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

##### Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

##### Spellbook

At 1st level, you have a spellbook containing six 1st- level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

##### Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

##### Spellcasting Ability

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

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

##### Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

##### Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

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

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

#### Arcane Recovery

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

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

#### Arcane Tradition

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, all detailed at the end of the class description.

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

#### Ability Score Improvement

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

#### Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

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

#### Signature Spells

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

#### Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

##### School of Evocation

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

###### Evocation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

###### Sculpt Spells

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

###### Potent Cantrip

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

###### Empowered Evocation

Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any wizard evocation spell you cast.

###### Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

#### Your Spellbook

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

***Copying a Spell into the Book***. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

***Replacing the Book***. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

***The Book's Appearance***. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

# Beyond 1st Level

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

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

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.

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

**Character Advancement (table)**

|  |  |  |
| --- | --- | --- |
| **Experience Points** | **Level** | **Proficiency Bonus** |
| 0 | 1 | +2 |
| 300 | 2 | +2 |
| 900 | 3 | +2 |
| 2,700 | 4 | +2 |
| 6,500 | 5 | +3 |
| 14,000 | 6 | +3 |
| 23,000 | 7 | +3 |
| 34,000 | 8 | +3 |
| 48,000 | 9 | +4 |
| 64,000 | 10 | +4 |
| 85,000 | 11 | +4 |
| 100,000 | 12 | +4 |
| 120,000 | 13 | +5 |
| 140,000 | 14 | +5 |
| 165,000 | 15 | +5 |
| 195,000 | 16 | +5 |
| 225,000 | 17 | +6 |
| 265,000 | 18 | +6 |
| 305,000 | 19 | +6 |
| 355,000 | 20 | +6 |

### Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

#### Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a barbarian who decides to multiclass into the druid class must have both Strength and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher- than-average ability scores.

**Multiclassing Prerequisites (table)**

|  |  |
| --- | --- |
| **Class** | **Ability Score Minimum** |
| Barbarian | Strength 13 |
| Bard | Charisma 13 |
| Cleric | Wisdom 13 |
| Druid | Wisdom 13 |
| Fighter | Strength 13 or Dexterity 13 |
| Monk | Dexterity 13 and Wisdom 13 |
| Paladin | Strength 13 and Charisma 13 |
| Ranger | Dexterity 13 and Wisdom 13 |
| Rogue | Dexterity 13 |
| Sorcerer | Charisma 13 |
| Warlock | Charisma 13 |
| Wizard | Intelligence 13 |

#### Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

#### Hit Points and Hit Dice

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.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

### Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th- level character, which is +3.

### Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

**Multiclassing Proficiencies (table)**

|  |  |
| --- | --- |
| **Class** | **Proficiencies Gained** |
| Barbarian | Shields, simple weapons, martial weapons |
| Bard | Light armor, one skill of your choice, one musical instrument of your choice |
| Cleric | Light armor, medium armor, shields |
| Druid | Light armor, medium armor, shields (druids will not wear armor or use shields made of metal) |
| Fighter | Light armor, medium armor, shields, simple weapons, martial weapons |
| Monk | Simple weapons, shortswords |
| Paladin | Light armor, medium armor, shields, simple weapons, martial weapons |
| Ranger | Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list |
| Rogue | Light armor, one skill from the class's skill list, thieves' tools |
| Sorcerer | — |
| Warlock | Light armor, simple weapons |
| Wizard | — |

#### Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

##### Channel Divinity

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

##### Extra Attack

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

##### Unarmored Defense

If you already have the Unarmored Defense feature, you can't gain it again from another class.

##### Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

***Spells Known and Prepared***. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger spells based on your levels in the ranger class. As 3rd-level wizard, you know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

***Spell Slots***. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower-level spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

***Pact Magic***. If you have both the Spellcasting class feature and the Pact Magic class feature from the warlock class, you can use the spell slots you gain from the Pact Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast warlock spells you know.

**Multiclass Spellcaster: Spell Slots per Spell Level (table)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | 2 | — | — | — | — | — | — | — | — |
| 2nd | 3 | — | — | — | — | — | — | — | — |
| 3rd | 4 | 2 | — | — | — | — | — | — | — |
| 4th | 4 | 3 | — | — | — | — | — | — | — |
| 5th | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

#### Alignment

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

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

**Lawful good** (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.

**Neutral good** (NG) folk do the best they can to help others according to their needs. Many celestials, some cloud giants, and most gnomes are neutral good.

**Chaotic good** (CG) creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.

**Lawful neutral** (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some wizards are lawful neutral.

**Neutral** (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.

**Chaotic neutral** (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and rogues, and some bards, are chaotic neutral.

**Lawful evil** (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.

**Neutral evil** (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and goblins are neutral evil.

**Chaotic evil** (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

##### Alignment in the Multiverse

For many thinking creatures, alignment is a moral choice. Humans, dwarves, elves, and other humanoid races can choose whether to follow the paths of good or evil, law or chaos. According to myth, the good- aligned gods who created these races gave them free will to choose their moral paths, knowing that good without free will is slavery.

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

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

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

#### Languages

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM'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, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

**Standard Languages (table)**

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

**Exotic Languages (table)**

|  |  |  |
| --- | --- | --- |
| **Language** | **Typical Speakers** | **Script** |
| Abyssal | Demons | Infernal |
| Celestial | Celestials | Celestial |
| Draconic | Dragons, dragonborn | Draconic |
| Deep Speech | Aboleths, cloakers | — |
| Infernal | Devils | Infernal |
| Primordial | Elementals | Dwarvish |
| Sylvan | Fey creatures | Elvish |
| Undercommon | Underworld traders | Elvish |

### Inspiration

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

#### Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't - you can't stockpile multiple "inspirations" for later use.

#### Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

### Backgrounds

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

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

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

##### Proficiencies

Each background gives a character proficiency in two skills (described in "Using Ability Scores").

In addition, most backgrounds give a character proficiency with one or more tools (detailed in "Equipment").

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

##### Languages

Some backgrounds also allow characters to learn additional languages beyond those given by race. See "Languages."

##### Equipment

Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

##### Suggested Characteristics

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

##### Customizing a Background

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

#### Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in "Fantasy-Historical Pantheons" or those specified by your GM, and work with your GM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

**Skill Proficiencies:** Insight, Religion

**Languages:** Two of your choice

**Equipment:** A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

###### Feature: Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

###### Suggested Characteristics

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

**Suggested Acolyte Characteristics (table)**

|  |  |
| --- | --- |
| **d8** | **Personality Trait** |
| 1 | I idolize a particular hero of my faith, and constantly refer to that person's deeds and example. |
| 2 | I can find common ground between the fiercest enemies, empathizing with them and always working toward peace. |
| 3 | I see omens in every event and action. The gods try to speak to us, we just need to listen |
| 4 | Nothing can shake my optimistic attitude. |
| 5 | I quote (or misquote) sacred texts and proverbs in almost every situation. |
| 6 | I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods. |
| 7 | I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. |
| 8 | I've spent so long in the temple that I have little practical experience dealing with people in the outside world. |

|  |  |
| --- | --- |
| **d6** | **Ideal** |
| 1 | Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful) |
| 2 | Charity. I always try to help those in need, no matter what the personal cost. (Good) |
| 3 | Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic) |
| 4 | Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful) |
| 5 | Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful) |
| 6 | Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any) |

|  |  |
| --- | --- |
| **d6** | **Bond** |
| 1 | I would die to recover an ancient relic of my faith that was lost long ago. |
| 2 | I will someday get revenge on the corrupt temple hierarchy who branded me a heretic. |
| 3 | I owe my life to the priest who took me in when my parents died. |
| 4 | Everything I do is for the common people. |
| 5 | I will do anything to protect the temple where I served. |
| 6 | I seek to preserve a sacred text that my enemies consider heretical and seek to destroy. |

|  |  |
| --- | --- |
| **d6** | **Flaw** |
| 1 | I judge others harshly, and myself even more severely. |
| 2 | I put too much trust in those who wield power within my temple's hierarchy. |
| 3 | My piety sometimes leads me to blindly trust those that profess faith in my god. |
| 4 | I am inflexible in my thinking. |
| 5 | I am suspicious of strangers and expect the worst of them. |
| 6 | Once I pick a goal, I become obsessed with it to the detriment of everything else in my life. |

# Equipment

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The old piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

**Standard Exchange Rates (table)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Coin** | **CP** | **SP** | **EP** | **GP** | **PP** |
| Copper (cp) | 1 | 1/10 | 1/50 | 1/100 | 1/1,000 |
| Silver (sp) | 10 | 1 | 1/5 | 1/10 | 1/100 |
| Electrum (ep) | 50 | 5 | 1 | 1/2 | 1/20 |
| Gold (gp) | 100 | 10 | 2 | 1 | 1/10 |
| Platinum (pp) | 1,000 | 100 | 20 | 10 | 1 |

### Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

***Arms, Armor, and Other Equipment***. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

***Magic Items***. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.

***Gems, Jewelry, and Art Objects***. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

***Trade Goods***. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

### Armor

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

***Armor Proficiency***. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

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

***Heavy Armor***. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

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

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

#### Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

***Padded***. Padded armor consists of quilted layers of cloth and batting.

***Leather***. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

***Studded Leather***. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

#### Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

***Hide***. This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

***Chain Shirt***. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

***Scale Mail***. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

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

***Half Plate***. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

#### Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

***Ring Mail***. This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

***Chain Mail***. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

***Splint***. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

***Plate***. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

**Armor (table)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **Cost** | **Armor Class (AC)** | **Strength** | **Stealth** | **Weight** |
| ***Light Armor*** |  |  |  |  |  |
| Padded | 5 gp | 11 + Dex modifier | — | Disadvantage | 8 lb. |
| Leather | 10 gp | 11 + Dex modifier | — | — | 10 lb. |
| Studded leather | 45 gp | 12 + Dex modifier | — | — | 13 lb. |
| ***Medium Armor*** |  |  |  |  |  |
| Hide | 10 gp | 12 + Dex modifier (max 2) | — | — | 12 lb. |
| Chain shirt | 50 gp | 13 + Dex modifier (max 2) | — | — | 20 lb. |
| Scale mail | 50 gp | 14 + Dex modifier (max 2) | — | Disadvantage | 45 lb. |
| Breastplate | 400 gp | 14 + Dex modifier (max 2) | — | — | 20 lb. |
| Half plate | 750 gp | 15 + Dex modifier (max 2) | — | Disadvantage | 40 lb. |
| ***Heavy Armor*** |  |  |  |  |  |
| Ring mail | 30 gp | 14 | — | Disadvantage | 40 lb. |
| Chain mail | 75 gp | 16 | Str 13 | Disadvantage | 55 lb. |
| Splint | 200 gp | 17 | Str 15 | Disadvantage | 60 lb. |
| Plate | 1,500 gp | 18 | Str 15 | Disadvantage | 65 lb. |
| ***Shield*** |  |  |  |  |  |
| Shield | 10 gp | +2 | — | — | 6 lb. |

#### Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

***Don***. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

***Doff***. This is the time it takes to take off armor. If you have help, reduce this time by half.

**Donning and Doffing Armor (table)**

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

### Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

#### Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

#### Weapon Properties

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

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

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

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

***Heavy***. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***Light***. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Loading***. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

***Range***. A weapon that can be used to make a ranged attack has a range 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 long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

***Reach***. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

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

***Thrown***. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

***Two-Handed***. This weapon requires two hands when you attack with it.

***Versatile***. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

##### Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, 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 GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

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

##### Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

##### Special Weapons

Weapons with special rules are described here.

***Lance***. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

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

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

**Weapons (table)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Cost** | **Damage** | **Weight** | **Properties** |
| ***Simple Melee Weapons*** |  |  |  |  |
| Club | 1 sp | 1d4 bludgeoning | 2 lb. | Light |
| Dagger | 2 gp | 1d4 piercing | 1 lb. | Finesse, light, thrown (range 20/60) |
| Greatclub | 2 sp | 1d8 bludgeoning | 10 lb. | Two-handed |
| Handaxe | 5 gp | 1d6 slashing | 2 lb. | Light, thrown (range 20/60) |
| Javelin | 5 sp | 1d6 piercing | 2 lb. | Thrown (range 30/120) |
| Light hammer | 2 gp | 1d4 bludgeoning | 2 lb. | Light, thrown (range 20/60) |
| Mace | 5 gp | 1d6 bludgeoning | 4 lb. | — |
| Quarterstaff | 2 sp | 1d6 bludgeoning | 4 lb. | Versatile (1d8) |
| Sickle | 1 gp | 1d4 slashing | 2 lb. | Light |
| Spear | 1 gp | 1d6 piercing | 3 lb. | Thrown (range 20/60), versatile (1d8) |
| ***Simple Ranged Weapons*** |  |  |  |  |
| Crossbow, light | 25 gp | 1d8 piercing | 5 lb. | Ammunition (range 80/320), loading, two-handed |
| Dart | 5 cp | 1d4 piercing | 1/4 lb. | Finesse, thrown (range 20/60) |
| Shortbow | 25 gp | 1d6 piercing | 2 lb. | Ammunition (range 80/320), two-handed |
| Sling | 1 sp | 1d4 bludgeoning | — | Ammunition (range 30/120) |
| ***Martial Melee Weapons*** |  |  |  |  |
| Battleaxe | 10 gp | 1d8 slashing | 4 lb. | Versatile (1d10) |
| Flail | 10 gp | 1d8 bludgeoning | 2 lb. | — |
| Glaive | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |
| Greataxe | 30 gp | 1d12 slashing | 7 lb. | Heavy, two-handed |
| Greatsword | 50 gp | 2d6 slashing | 6 lb. | Heavy, two-handed |
| Halberd | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |
| Lance | 10 gp | 1d12 piercing | 6 lb. | Reach, special |
| Longsword | 15 gp | 1d8 slashing | 3 lb. | Versatile (1d10) |
| Maul | 10 gp | 2d6 bludgeoning | 10 lb. | Heavy, two-handed |
| Morningstar | 15 gp | 1d8 piercing | 4 lb. | — |
| Pike | 5 gp | 1d10 piercing | 18 lb. | Heavy, reach, two-handed |
| Rapier | 25 gp | 1d8 piercing | 2 lb. | Finesse |
| Scimitar | 25 gp | 1d6 slashing | 3 lb. | Finesse, light |
| Shortsword | 10 gp | 1d6 piercing | 2 lb. | Finesse, light |
| Trident | 5 gp | 1d6 piercing | 4 lb. | Thrown (range 20/60), versatile (1d8) |
| War pick | 5 gp | 1d8 piercing | 2 lb. | — |
| Warhammer | 15 gp | 1d8 bludgeoning | 2 lb. | Versatile (1d10) |
| Whip | 2 gp | 1d4 slashing | 3 lb. | Finesse, reach |
| ***Martial Ranged Weapons*** |  |  |  |  |
| Blowgun | 10 gp | 1 piercing | 1 lb. | Ammunition (range 25/100), loading |
| Crossbow, hand | 75 gp | 1d6 piercing | 3 lb. | Ammunition (range 30/120), light, loading |
| Crossbow, heavy | 50 gp | 1d10 piercing | 18 lb. | Ammunition (range 100/400), heavy, loading, two-handed |
| Longbow | 50 gp | 1d8 piercing | 2 lb. | Ammunition (range 150/600), heavy, two-handed |
| Net | 1 gp | — | 3 lb. | Special, thrown (range 5/15) |

### Adventuring Gear

This section describes items that have special rules or require further explanation.

***Acid***. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

***Alchemist's Fire***. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 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 10 Dexterity check to extinguish the flames.

***Antitoxin***. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

***Arcane Focus***. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item— designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

***Ball Bearings***. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

***Block and Tackle***. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

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

***Caltrops***. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

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

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

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

***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. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

***Component Pouch***. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description). ***Crowbar***. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

***Druidic Focus***. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

***Fishing Tackle***. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting. Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

***Holy Symbol***. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

***Holy Water***. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

***Hunting Trap***. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

***Lamp***. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

***Lock***. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

***Magnifying Glass***. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

***Manacles***. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

***Mess Kit***. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

***Oil***. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 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 or ends its turn in the area. A creature can take this damage only once per turn.

***Poison, Basic***. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

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

***Pouch***. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section). Quiver. A quiver can hold up to 20 arrows. Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

***Rations***. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

***Rope***. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

***Scale, Merchant's***. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

***Spellbook***. Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

***Spyglass***. Objects viewed through a spyglass are magnified to twice their size.

***Tent***. A simple and portable canvas shelter, a tent sleeps two.

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

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

**Adventuring Gear (table)**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Abacus | 2 gp | 2 lb. |
| Acid (vial) | 25 gp | 1 lb. |
| Alchemist's fire (flask) | 50 gp | 1 lb. |
| ***Ammunition*** |  |  |
| - *Arrows (20)* | 1 gp | 1 lb. |
| - *Blowgun needles (50)* | 1 gp | 1 lb. |
| - *Crossbow bolts (20)* | 1 gp | 1½ lb. |
| - *Sling bullets (20)* | 4 cp | 1½ lb. |
| Antitoxin (vial) | 50 gp | — |
| ***Arcane focus*** |  |  |
| - *Crystal* | 10 gp | 1 lb. |
| - *Orb* | 20 gp | 3 lb. |
| - *Rod* | 10 gp | 2 lb. |
| - *Staff* | 5 gp | 4 lb. |
| - *Wand* | 10 gp | 1 lb. |
| Backpack | 2 gp | 5 lb. |
| Ball bearings (bag of 1,000) | 1 gp | 2 lb. |
| Barrel | 2 gp | 70 lb. |
| Basket | 4 sp | 2 lb. |
| Bedroll | 1 gp | 7 lb. |
| Bell | 1 gp | — |
| Blanket | 5 sp | 3 lb. |
| Block and tackle | 1 gp | 5 lb. |
| Book | 25 gp | 5 lb. |
| Bottle, glass | 2 gp | 2 lb. |
| Bucket | 5 cp | 2 lb. |
| Caltrops (bag of 20) | 1 gp | 2 lb. |
| Candle | 1 cp | — |
| Case, crossbow bolt | 1 gp | 1 lb. |
| Case, map or scroll | 1 gp | 1 lb. |
| Chain (10 feet) | 5 gp | 10 lb. |
| Chalk (1 piece) | 1 cp | — |
| Chest | 5 gp | 25 lb. |
| Climber's kit | 25 gp | 12 lb. |
| Clothes, common | 5 sp | 3 lb. |
| Clothes, costume | 5 gp | 4 lb. |
| Clothes, fine | 15 gp | 6 lb. |
| Clothes, traveler's | 2 gp | 4 lb. |
| Component pouch | 25 gp | 2 lb. |
| Crowbar | 2 gp | 5 lb. |
| ***Druidic focus*** |  |  |
| - Sprig of mistletoe | 1 gp | — |
| - Totem | 1 gp | — |
| - Wooden staff | 5 gp | 4 lb. |
| - Yew wand | 10 gp | 1 lb. |
| Fishing tackle | 1 gp | 4 lb. |
| Flask or tankard | 2 cp | 1 lb. |
| Grappling hook | 2 gp | 4 lb. |
| Hammer | 1 gp | 3 lb. |
| Hammer, sledge | 2 gp | 10 lb. |
| Healer's kit | 5 gp | 3 lb. |
| ***Holy symbol*** |  |  |
| - Amulet | 5 gp | 1 lb. |
| - Emblem | 5 gp | — |
| - Reliquary | 5 gp | 2 lb. |
| Holy water (flask) | 25 gp | 1 lb. |
| Hourglass | 25 gp | 1 lb. |
| Hunting trap | 5 gp | 25 lb. |
| Ink (1 ounce bottle) | 10 gp | — |
| Ink pen | 2 cp | — |
| Jug or pitcher | 2 cp | 4 lb. |
| Ladder (10-foot) | 1 sp | 25 lb. |
| Lamp | 5 sp | 1 lb. |
| Lantern, bullseye | 10 gp | 2 lb. |
| Lantern, hooded | 5 gp | 2 lb. |
| Lock | 10 gp | 1 lb. |
| Magnifying glass | 100 gp | — |
| Manacles | 2 gp | 6 lb. |
| Mess kit | 2 sp | 1 lb. |
| Mirror, steel | 5 gp | 1/2 lb. |
| Oil (flask) | 1 sp | 1 lb. |
| Paper (one sheet) | 2 sp | — |
| Parchment (one sheet) | 1 sp | — |
| Perfume (vial) | 5 gp | — |
| Pick, miner's | 2 gp | 10 lb. |
| Piton | 5 cp | 1/4 lb. |
| Poison, basic (vial) | 100 gp | — |
| Pole (10-foot) | 5 cp | 7 lb. |
| Pot, iron | 2 gp | 10 lb. |
| Potion of healing 5 | 0 gp | 1/2 lb. |
| Pouch | 5 sp | 1 lb. |
| Quiver | 1 gp | 1 lb. |
| Ram, portable | 4 gp | 35 lb. |
| Rations (1 day) | 5 sp | 2 lb. |
| Robes | 1 gp | 4 lb. |
| Rope, hempen (50 feet) | 1 gp | 10 lb. |
| Rope, silk (50 feet) | 10 gp | 5 lb. |
| Sack | 1 cp | 1/2 lb. |
| Scale, merchant's | 5 gp | 3 lb. |
| Sealing wax | 5 sp | — |
| Shovel | 2 gp | 5 lb. |
| Signal whistle | 5 cp | — |
| Signet ring | 5 gp | — |
| Soap | 2 cp | — |
| Spellbook | 50 gp | 3 lb. |
| Spikes, iron (10) | 1 gp | 5 lb. |
| Spyglass | 1,000 gp | 1 lb. |
| Tent, two-person | 2 gp | 20 lb. |
| Tinderbox | 5 sp | 1 lb. |
| Torch | 1 cp | 1 lb. |
| Vial | 1 gp | — |
| Waterskin | 2 sp | 5 lb. (full) |
| Whetstone | 1 cp | 1 lb. |

**Container Capacity (table)**

|  |  |
| --- | --- |
| **Container** | **Capacity** |
| Backpack\* | 1 cubic foot/30 pounds of gear |
| Barrel | 40 gallons liquid, 4 cubic feet solid |
| Basket | 2 cubic feet/40 pounds of gear |
| Bottle | 1½ pints liquid |
| Bucket | 3 gallons liquid, 1/2 cubic foot solid |
| Chest | 12 cubic feet/300 pounds of gear |
| Flask or tankard | 1 pint liquid |
| Jug or pitcher | 1 gallon liquid |
| Pot, iron | 1 gallon liquid |
| Pouch | 1/5 cubic foot/6 pounds of gear |
| Sack | 1 cubic foot/30 pounds of gear |
| Vial | 4 ounces liquid |
| Waterskin | 4 pints liquid |

\* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

#### Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

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

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

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

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

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

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

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

### Tools

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

**Tools (table)**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| ***Artisan's tools*** |  |  |
| - Alchemist's supplies | 50 gp | 8 lb. |
| - Brewer's supplies | 20 gp | 9 lb. |
| - Calligrapher's supplies | 10 gp | 5 lb. |
| - Carpenter's tools | 8 gp | 6 lb. |
| - Cartographer's tools | 15 gp | 6 lb. |
| - Cobbler's tools | 5 gp | 5 lb. |
| - Cook's utensils | 1 gp | 8 lb. |
| - Glassblower's tools | 30 gp | 5 lb. |
| - Jeweler's tools | 25 gp | 2 lb. |
| - Leatherworker's tools | 5 gp | 5 lb. |
| - Mason's tools | 10 gp | 8 lb. |
| - Painter's supplies | 10 gp | 5 lb. |
| - Potter's tools | 10 gp | 3 lb. |
| - Smith's tools | 20 gp | 8 lb. |
| - Tinker's tools | 50 gp | 10 lb. |
| - Weaver's tools | 1 gp | 5 lb. |
| - Woodcarver's tools | 1 gp | 5 lb. |
| Disguise kit | 25 gp | 3 lb. |
| Forgery kit | 15 gp | 5 lb. |
| ***Gaming set*** |  |  |
| - Dice set | 1 sp | — |
| - Playing card set | 5 sp | — |
| Herbalism kit | 5 gp | 3 lb. |
| ***Musical instrument*** |  |  |
| - Bagpipes | 30 gp | 6 lb. |
| - Drum | 6 gp | 3 lb. |
| - Dulcimer | 25 gp | 10 lb. |
| - Flute | 2 gp | 1 lb. |
| - Lute | 35 gp | 2 lb. |
| - Lyre | 30 gp | 2 lb. |
| - Horn | 3 gp | 2 lb. |
| - Pan flute | 12 gp | 2 lb. |
| - Shawm | 2 gp | 1 lb. |
| - Viol | 30 gp | 1 lb. |
| Navigator's tools | 25 gp | 2 lb. |
| Poisoner's kit | 50 gp | 2 lb. |
| Thieves' tools | 25 gp | 1 lb. |
| Vehicles (land or water) | \* | \* |

\* See the "Mounts and Vehicles" section.

***Artisan's Tools***. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

***Disguise Kit***. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

***Forgery Kit***. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

***Gaming Set***. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

***Herbalism Kit***. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

***Musical Instrument***. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

***Navigator's Tools***. This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

***Poisoner's Kit***. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

***Thieves' Tools***. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

### Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in fantasy gaming worlds, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

***Barding***. Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

***Saddles***. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

***Vehicle Proficiency***. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

***Rowed Vessels***. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

**Mounts and Other Animals (table)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Cost** | **Speed** | **Carrying Capacity** |
| Camel | 50 gp | 50 ft. | 480 lb. |
| Donkey or mule | 8 gp | 40 ft. | 420 lb. |
| Elephant | 200 gp | 40 ft. | 1,320 lb. |
| Horse, draft | 50 gp | 40 ft. | 540 lb. |
| Horse, riding | 75 gp | 60 ft. | 480 lb. |
| Mastiff | 25 gp | 40 ft. | 195 lb. |
| Pony | 30 gp | 40 ft. | 225 lb. |
| Warhorse | 400 gp | 60 ft. | 540 lb. |

**Tack, Harness, and Drawn Vehicles (table)**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Barding | ×4 | ×2 |
| Bit and bridle | 2 gp | 1 lb. |
| Carriage | 100 gp | 600 lb. |
| Cart | 15 gp | 200 lb. |
| Chariot | 250 gp | 100 lb. |
| Feed (per day) | 5 cp | 10 lb. |
| ***Saddle*** |  |  |
| - Exotic | 60 gp | 40 lb. |
| - Military | 20 gp | 30 lb. |
| - Pack | 5 gp | 15 lb. |
| - Riding | 10 gp | 25 lb. |
| Saddlebags | 4 gp | 8 lb. |
| Sled | 20 gp | 300 lb. |
| Stabling (per day) | 5 sp | — |
| Wagon | 35 gp | 400 lb. |

**Waterborne Vehicles (table)**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Speed** |
| Galley | 30,000 gp | 4 mph |
| Keelboat | 3,000 gp | 1 mph |
| Longship | 10,000 gp | 3 mph |
| Rowboat | 50 gp | 1½ mph |
| Sailing ship | 10,000 gp | 2 mph |
| Warship | 25,000 gp | 2½ mph |

### Trade Goods

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

**Trade Goods (table)**

|  |  |
| --- | --- |
| **Cost** | **Goods** |
| 1 cp | 1 lb. of wheat |
| 2 cp | 1 lb. of flour or one chicken |
| 5 cp | 1 lb. of salt |
| 1 sp | 1 lb. of iron or 1 sq. yd. of canvas |
| 5 sp | 1 lb. of copper or 1 sq. yd. of cotton cloth |
| 1 gp | 1 lb. of ginger or one goat |
| 2 gp | 1 lb. of cinnamon or pepper, or one sheep |
| 3 gp | 1 lb. of cloves or one pig |
| 5 gp | 1 lb. of silver or 1 sq. yd. of linen |
| 10 gp | 1 sq. yd. of silk or one cow |
| 15 gp | 1 lb. of saffron or one ox |
| 50 gp | 1 lb. of gold |
| 500 gp | 1 lb. of platinum |

### Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

#### Lifestyle Expenses

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

**Lifestyle Expenses (table)**

|  |  |
| --- | --- |
| **Lifestyle** | **Price/Day** |
| Wretched | — |
| Squalid | 1 sp |
| Poor | 2 sp |
| Modest | 1 gp |
| Comfortable | 2 gp |
| Wealthy | 4 gp |
| Aristocratic | 10 gp minimum |

***Wretched***. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

***Squalid***. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

***Poor***. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

***Modest***. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

***Comfortable***. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

***Wealthy***. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

***Aristocratic***. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

##### Self-Sufficiency

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

#### Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

**Food, Drink, and Lodging (table)**

|  |  |
| --- | --- |
| **Item** | **Cost** |
| ***Ale*** |  |
| - Gallon | 2 sp |
| - Mug | 4 cp |
| Banquet (per person) | 10 gp |
| Bread, loaf | 2 cp |
| Cheese, hunk | 1 sp |
| ***Inn stay (per day)*** |  |
| - Squalid | 7 cp |
| - Poor | 1 sp |
| - Modest | 5 sp |
| - Comfortable | 8 sp |
| - Wealthy | 2 gp |
| - Aristocratic | 4 gp |
| ***Meals (per day)*** |  |
| - Squalid | 3 cp |
| - Poor | 6 cp |
| - Modest | 3 sp |
| - Comfortable | 5 sp |
| - Wealthy | 8 sp |
| - Aristocratic | 2 gp |
| Meat, chunk | 3 sp |
| ***Wine*** |  |
| - Common (pitcher) | 2 sp |
| - Fine (bottle) | 10 gp |

#### Services

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

**Services (table)**

|  |  |
| --- | --- |
| **Service Pay** | **Pay** |
| ***Coach cab*** |  |
| - Between towns | 3 cp per mile |
| - Within a city | 1 cp |
| ***Hireling*** |  |
| - Skilled | 2 gp per day |
| - Untrained | 2 sp per day |
| Messenger | 2 cp per mile |
| Road or gate toll | 1 cp |
| Ship's passage | 1 sp per mile |

#### Spellcasting Services

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

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

# Feats

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

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

#### Grappler

*Prerequisite: Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

* You have advantage on attack rolls against a creature you are grappling.
* You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

# Ability & Checks

Six abilities provide a quick description of every creature's physical and mental characteristics:

* **Strength**, measuring physical power
* **Dexterity**, measuring agility
* **Constitution**, measuring endurance
* **Intelligence**, measuring reasoning and memory
* **Wisdom**, measuring perception and insight
* **Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

### Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from −5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

**Ability Scores and Modifiers (table)**

|  |  |
| --- | --- |
| **Score** | **Modifier** |
| 1 | −5 |
| 2–3 | −4 |
| 4–5 | −3 |
| 6–7 | −2 |
| 8–9 | −1 |
| 10–11 | +0 |
| 12–13 | +1 |
| 14–15 | +2 |
| 16–17 | +3 |
| 18–19 | +4 |
| 20–21 | +5 |
| 22–23 | +6 |
| 24–25 | +7 |
| 26–27 | +8 |
| 28–29 | +9 |
| 30 | +10 |

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

### Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage or disadvantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration can also give a character advantage. The

GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

### Proficiency Bonus

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

### Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class.

The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

**Typical Difficulty Classes (table)**

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

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

#### Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal— for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

#### Skills

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

##### Strength

* Athletics

##### Dexterity

* Acrobatics
* Sleight of Hand
* Stealth

##### Intelligence

* Arcana
* History
* Investigation
* Nature
* Religion

##### Wisdom

* Animal Handling
* Insight
* Medicine
* Perception
* Survival

##### Charisma

* Deception
* Intimidation
* Performance
* Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

##### Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

#### Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

**10 + all modifiers that normally apply to the check**

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

#### Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

##### Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

### Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

#### Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

##### Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

***Athletics***. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

* You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
* You try to jump an unusually long distance or pull off a stunt midjump.
* You struggle to swim or stay afloat in treacherous currents, 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 GM might also call for a Strength check when you try to accomplish tasks like the following:

* Force open a stuck, locked, or barred door
* Break free of bonds
* Push through a tunnel that is too small
* Hang on to a wagon while being dragged behind it
* Tip over a statue
* Keep a boulder from rolling

##### Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

##### Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

***Carrying Capacity***. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

***Push, Drag, or Lift***. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

***Size and Strength***. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

##### Variant: Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.

If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

#### Dexterity

Dexterity measures agility, reflexes, and balance.

##### Dexterity Checks

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

***Acrobatics***. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM 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. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

***Stealth***. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

***Other Dexterity Checks***. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

* Control a heavily laden cart on a steep descent
* Steer a chariot around a tight turn
* Pick a lock
* Disable a trap
* Securely tie up a prisoner
* Wriggle free of bonds
* Play a stringed instrument
* Craft a small or detailed object

##### Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

##### Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

##### Initiative

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

#### Hiding

The DM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the DM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

***Passive Perception***. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

\**\_What Can You See?*\*\_ One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in chapter 8, "Adventuring."

#### Constitution

Constitution measures health, stamina, and vital force.

##### Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

* Hold your breath
* March or labor for hours without rest
* Go without sleep
* Survive without food or water
* Quaff an entire stein of ale in one go

##### Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

#### Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

##### Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

***Arcana***. Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

***History***. Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

***Investigation***. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

***Nature***. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

***Religion***. Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

***Other Intelligence Checks***. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

* Communicate with a creature without using words
* Estimate the value of a precious item
* Pull together a disguise to pass as a city guard
* Forge a document
* Recall lore about a craft or trade
* Win a game of skill

##### Spellcasting Ability

Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

#### Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

##### Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

***Animal Handling***. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

***Insight***. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

***Medicine***. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

***Perception***. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

***Survival***. The GM might ask you to make a

Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

***Other Wisdom Checks***. The GM might call for a

Wisdom check when you try to accomplish tasks like the following:

* Get a gut feeling about what course of action to follow
* Discern whether a seemingly dead or living creature is undead

##### Spellcasting Ability

Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

#### Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

##### Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

***Deception***. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

***Intimidation***. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

***Performance***. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

***Persuasion***. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

***Other Charisma Checks***. The GM might call for a Charisma check when you try to accomplish tasks like the following:

* Find the best person to talk to for news, rumors, and gossip
* Blend into a crowd to get the sense of key topics of conversation

##### Spellcasting Ability

Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

### Saving Throws

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

### Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

Following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

### Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

#### Speed

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

##### Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

***Forced March***. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

***Mounts and Vehicles***. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

**Travel Pace (table)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Pace** | **Distance per: Minute** | **Hour** | **Day** | **Effect** |
| Fast | 400 feet | 4 miles | 30 miles | −5 penalty to passive Wisdom (Perception) scores |
| Normal | 300 feet | 3 miles | 18 miles | — |
| Slow | 200 feet | 2 miles | 24 miles | Able to use stealth |

##### Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain— moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

#### Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

##### Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

##### Jumping

Your Strength determines how far you can jump.

***Long Jump***. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

***High Jump***. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

### The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

#### Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

#### Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

#### Vision and Light

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally.

Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

##### Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

##### Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

##### Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

#### Food and Water

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

##### Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

##### Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

#### Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

### Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

#### Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

#### Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

### Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

#### Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

#### Downtime Activities

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

##### Crafting

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5 gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

##### Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

##### Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

* End one effect on you that prevents you from regaining hit points.
* For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

##### Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

##### Training

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

# Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

#### Combat Step by Step

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are̶how far away and in what direction.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

#### Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

#### Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

#### Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed— sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

##### Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

##### Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

#### Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

### Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

#### Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

##### Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

##### Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

#### Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

#### Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend

15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

### Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

* draw or sheathe a sword
* open or close a door
* withdraw a potion from your backpack
* pick up a dropped axe
* take a bauble from a table
* remove a ring from your finger
* stuff some food into your mouth
* plant a banner in the ground
* fish a few coins from your belt pouch
* drink all the ale in a flagon
* throw a lever or a switch
* pull a torch from a sconce
* take a book from a shelf you can reach
* extinguish a small flame
* don a mask
* pull the hood of your cloak up and over your head
* put your ear to a door
* kick a small stone
* turn a key in a lock
* tap the floor with a 10-foot pole
* hand an item to another character

#### Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

#### Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

#### Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

**Size Categories (table)**

|  |  |
| --- | --- |
| **Size** | **Space** |
| Tiny | 2½ by 2½ ft. |
| Small | 5 by 5 ft. |
| Medium | 5 by 5 ft. |
| Large | 10 by 10 ft. |
| Huge | 15 by 15 ft. |
| Gargantuan | 20 by 20 ft. or larger |

##### Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

##### Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

### Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

#### Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

#### Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

#### Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

#### Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

#### Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

#### Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

#### Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

#### Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

#### Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

#### Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

### Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. **Choose a target**. Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers**. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack**. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

#### Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

##### Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

***Ability Modifier*** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

***Proficiency Bonus*** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

##### Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

#### Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

#### Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

##### Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

##### Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

#### Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

##### Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. 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.

##### Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

##### Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

***Escaping a Grapple*** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

***Moving a Grappled Creature*** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

#### Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

##### Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

### Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

### Damage and Healing

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

#### Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

#### Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

##### Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

##### Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

***Acid*** The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

***Bludgeoning*** Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

***Cold*** The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

***Fire*** Red dragons breathe fire, and many spells conjure flames to deal fire damage.

***Force*** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

***Lightning*** A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

***Necrotic*** Necrotic damage, dealt by certain undead and a spell such as *chill touch*, withers matter and even the soul.

***Piercing*** Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

***Poison*** Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

***Psychic*** Mental abilities such as a mind flayer's psionic blast deal psychic damage.

***Radiant*** Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

***Slashing*** Swords, axes, and monsters' claws deal slashing damage.

***Thunder*** A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

#### Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

#### Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

#### Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

##### Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

##### Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

##### Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

***Rolling 1 or 20*** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

***Damage at 0 Hit Points*** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

##### Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

##### Monsters and Death

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

#### Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

#### Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

### Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

#### Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

#### Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

### Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.