

Classes

Barbarian

Core Barbarian Traits

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

Becoming a Barbarian ...

As a Level 1 Character

- Gain all the traits in the Core Barbarian Traits table.

- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character

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

Barbarian Class Features

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

Level 1: Rage

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

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

Barbarian Features

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

While active, your Rage follows the rules below.

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

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

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

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

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

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

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

Level 1: Unarmored Defense

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

Level 1: Weapon Mastery

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

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

Level 2: Danger Sense

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

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next

turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

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

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

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

Level 4: Ability Score Improvement

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

Level 5: Extra Attack

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

Level 5: Fast Movement

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

Level 7: Feral Instinct

Your instincts are so honed that you have Advantage on Initiative rolls.

Level 7: Instinctive Pounce

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

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

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

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

Level 11: Relentless Rage

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

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

Level 13: Improved Brutal Strike

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

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

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

Level 15: Persistent Rage

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

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

Level 17: Improved Brutal Strike

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

Level 18: Indomitable Might

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

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

Barbarian Subclass: Path of the Berserker

Channel Rage into Violent Fury

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

Level 3: Frenzy

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

Level 6: Mindless Rage

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

Level 10: Retaliation

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

Level 14: Intimidating Presence

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

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

Bard

Core Bard Traits

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

Becoming a Bard ...

As a Level 1 Character

- Gain all the traits in the Core Bard Traits table.

- Gain the Bard’s level 1 features, which are listed in the Bard Features table.

As a Multiclass Character

- Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
- Gain the Bard’s level 1 features, which are listed in the Bard Features table. See the multiclassing rules in “Character Creation” to determine your available spell slots.

Bard Class Features

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

Level 1: Bardic Inspiration

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

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains

Bard Features

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

one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

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

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

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

Level 1: Spellcasting

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

Cantrips. You know two cantrips of your choice from the Bard spell list. *Dancing Lights* and *Vicious Mockery* are recommended.

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

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

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

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

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

prepared spells can include six spells of levels 1 and 2 in any combination.

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

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

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

Spellcasting Focus. You can use a Musical Instrument as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain Expertise (see "Rules Glossary") in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

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

Level 2: Jack of All Trades

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

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

Level 3: Bard Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Font of Inspiration

You now regain all your expended uses of Bardic Inspiration when you finish a Short or Long Rest.

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

Level 7: Countercharm

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

Level 10: Magical Secrets

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

Level 18: Superior Inspiration

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Words of Creation

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

Bard Spell List

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

Cantrips (Level 0 Bard Spells)

Spell	School	Special
<i>Dancing Lights</i>	Illusion	<i>C</i>
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—

Spell	School	Special
<i>Prestidigitation</i>	Transmutation	—
<i>Starry Wisp</i>	Evocation	—
<i>True Strike</i>	Divination	—
<i>Vicious Mockery</i>	Enchantment	—

Level 1 Bard Spells

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

Level 2 Bard Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	<i>R</i>
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	<i>C</i>
<i>Detect Thoughts</i>	Divination	<i>C</i>
<i>Enhance Ability</i>	Transmutation	<i>C</i>
<i>Enlarge/Reduce</i>	Transmutation	<i>C</i>
<i>Enthrall</i>	Enchantment	<i>C</i>
<i>Heat Metal</i>	Transmutation	<i>C</i>
<i>Hold Person</i>	Enchantment	<i>C</i>

Spell	School	Special
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—

Level 3 Bard Spells

Spell	School	Special
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Major Image	Illusion	C
Mass Healing Word	Abjuration	—
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tiny Hut	Evocation	R
Tongues	Divination	—

Level 4 Bard Spells

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

Level 5 Bard Spells

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

Level 6 Bard Spells

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

Level 7 Bard Spells

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

Level 8 Bard Spells

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

Level 9 Bard Spells

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

Bard Subclass: College of Lore

Plumb the Depths of Magical Knowledge

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

Level 3: Bonus Proficiencies

You gain proficiency with three skills of your choice.

Level 3: Cutting Words

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

Level 6: Magical Discoveries

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

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

Level 14: Peerless Skill

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

Cleric

Core Cleric Traits

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

Becoming a Cleric ...

As a Level 1 Character

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

As a Multiclass Character

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

Cleric Class Features

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

Level 1: Spellcasting

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

Cantrips. You know three cantrips of your choice from the Cleric spell list. *Guidance*, *Sacred Flame*, and *Thaumaturgy* are recommended.

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

Cleric Features

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Level 1: Divine Order

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

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

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

Level 2: Channel Divinity

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

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

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

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

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

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

Level 3: Cleric Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Sear Undead

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

Level 7: Blessed Strikes

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

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

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

Level 10: Divine Intervention

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

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see “Feats”) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Greater Divine Intervention

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

Cleric Spell List

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

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
<i>Guidance</i>	Divination	<i>C</i>
<i>Light</i>	Evocation	—
<i>Mending</i>	Transmutation	—
<i>Resistance</i>	Abjuration	<i>C</i>
<i>Sacred Flame</i>	Evocation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Thaumaturgy</i>	Transmutation	—

Level 1 Cleric Spells

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

Level 2 Cleric Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Augury</i>	Divination	<i>R, M</i>
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	<i>C</i>
<i>Continual Flame</i>	Evocation	<i>M</i>
<i>Enhance Ability</i>	Transmutation	<i>C</i>
<i>Find Traps</i>	Divination	—
<i>Gentle Repose</i>	Necromancy	<i>R, M</i>
<i>Hold Person</i>	Enchantment	<i>C</i>
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Object</i>	Divination	<i>C</i>
<i>Prayer of Healing</i>	Abjuration	—

Spell	School	Special
<i>Protection from Poison</i>	Abjuration	—
<i>Silence</i>	Illusion	C, R
<i>Spiritual Weapon</i>	Evocation	C
<i>Warding Bond</i>	Abjuration	M
<i>Zone of Truth</i>	Enchantment	—

Level 3 Cleric Spells

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

Level 4 Cleric Spells

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

Level 5 Cleric Spells

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

Level 6 Cleric Spells

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

Level 7 Cleric Spells

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

Level 8 Cleric Spells

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

Level 9 Cleric Spells

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

Cleric Subclass: Life Domain

Soothe the Hurts of the World

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

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

Level 3: Disciple of Life

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

Level 3: Life Domain Spells

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

Life Domain Spells

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

Level 3: Preserve Life

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Level 6: Blessed Healer

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

Level 17: Supreme Healing

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

Druid

Core Druid Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	Choose A or B: (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP

Druid Features

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

Becoming a Druid ...

As a Level 1 Character

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

As a Multiclass Character

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

Druid Class Features

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

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See "Spells" for the rules on spellcasting. The information below details

how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. *Druidcraft* and *Produce Flame* are recommended.

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

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

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

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

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

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

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

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

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Druid spells.

Level 1: Druidic

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

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence

with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

Level 1: Primal Order

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

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

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

Level 2: Wild Shape

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

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

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

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see "Animals" in "Monsters" for stat block options). The **Rat**, **Riding Horse**, **Spider**, and **Wolf** are recommended. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

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

When choosing known forms, you may look in other sources for eligible Beasts if the Game Master permits you to do so.

Beast Shapes

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

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

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

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

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

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

Level 2: Wild Companion

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

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

Level 3: Druid Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Wild Resurgence

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

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

Level 7: Elemental Fury

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

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

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

Level 15: Improved Elemental Fury

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

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

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

Level 18: Beast Spells

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Archdruid

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

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

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

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

Druid Spell List

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

Cantrips (Level 0 Druid Spells)

Spell	School	Special
<i>Druidcraft</i>	Transmutation	—
<i>Elementalism</i>	Transmutation	—
<i>Guidance</i>	Divination	C
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Poison Spray</i>	Necromancy	—
<i>Produce Flame</i>	Conjuration	—
<i>Resistance</i>	Abjuration	C
<i>Shillelagh</i>	Transmutation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Starry Wisp</i>	Evocation	—

Level 1 Druid Spells

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Charm Person</i>	Enchantment	—
<i>Create or Destroy Water</i>	Transmutation	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Entangle</i>	Conjuration	C
<i>Faerie Fire</i>	Evocation	C
<i>Fog Cloud</i>	Conjuration	C
<i>Goodberry</i>	Conjuration	—
<i>Healing Word</i>	Abjuration	—
<i>Ice Knife</i>	Conjuration	—
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Speak with Animals</i>	Divination	R
<i>Thunderwave</i>	Evocation	—

Level 2 Druid Spells

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

Level 3 Druid Spells

Spell	School	Special
<i>Call Lightning</i>	Conjuration	C
<i>Conjure Animals</i>	Conjuration	C
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Meld into Stone</i>	Transmutation	R
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Sleet Storm</i>	Conjuration	C
<i>Speak with Plants</i>	Transmutation	—
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R
<i>Wind Wall</i>	Evocation	C

Level 4 Druid Spells

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

Level 5 Druid Spells

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

Level 6 Druid Spells

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

Level 7 Druid Spells

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

Level 8 Druid Spells

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

Level 9 Druid Spells

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

Druid Subclass: Circle of the Land

Celebrate Connection to the Natural World

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

Level 3: Circle of the Land Spells

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

Arid Land

Druid Level	Circle Spells
3	<i>Blur, Burning Hands, Fire Bolt</i>
5	<i>Fireball</i>
7	<i>Blight</i>
9	<i>Wall of Stone</i>

Polar Land

Druid Level	Circle Spells
3	<i>Fog Cloud, Hold Person, Ray of Frost</i>
5	<i>Sleet Storm</i>
7	<i>Ice Storm</i>
9	<i>Cone of Cold</i>

Temperate Land

Druid Level	Circle Spells
3	<i>Misty Step, Shocking Grasp, Sleep</i>
5	<i>Lightning Bolt</i>
7	<i>Freedom of Movement</i>
9	<i>Tree Stride</i>

Tropical Land

Druid Level	Circle Spells
3	<i>Acid Splash, Ray of Sickness, Web</i>
5	<i>Stinking Cloud</i>
7	<i>Polymorph</i>
9	<i>Insect Plague</i>

Level 3: Land's Aid

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

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

Level 6: Natural Recovery

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

In addition, when you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

Level 10: Nature's Ward

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

Nature's Ward

Land Type	Resistance	Land Type	Resistance
Arid	Fire	Temperate	Lightning
Polar	Cold	Tropical	Poison

Level 14: Nature's Sanctuary

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

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

Fighter

Core Fighter Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A, B, or C: (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP; or (C) 155 GP

Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

Becoming a Fighter ...

As a Level 1 Character

- Gain all the traits in the Core Fighter Traits table.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

As a Multiclass Character

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

Fighter Class Features

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

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see "Feats"). Defense is recommended.

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

Level 1: Second Wind

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

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

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

Level 1: Weapon Mastery

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

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

Level 2: Action Surge

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

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

Level 2: Tactical Mind

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

Level 3: Fighter Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Extra Attack

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

Level 5: Tactical Shift

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

Level 9: Indomitable

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

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

Level 9: Tactical Master

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

Level 11: Two Extra Attacks

You can attack three times instead of once whenever you take the Attack action on your turn.

Level 13: Studied Attacks

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

Level 20: Three Extra Attacks

You can attack four times instead of once whenever you take the Attack action on your turn.

Fighter Subclass: Champion

Pursue Physical Excellence in Combat

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

Level 3: Improved Critical

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

Level 3: Remarkable Athlete

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

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

Level 7: Additional Fighting Style

You gain another Fighting Style feat of your choice.

Level 10: Heroic Warrior

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

Level 15: Superior Critical

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

Level 18: Survivor

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

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

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

Monk

Core Monk Traits

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

Becoming a Monk ...

As a Level 1 Character

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

As a Multiclass Character

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

Monk Class Features

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

Monk Features

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

Level 1: Martial Arts

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

- Simple Melee weapons
- Martial Melee weapons that have the Light property

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

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

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

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

Level 1: Unarmored Defense

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

Level 2: Monk's Focus

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

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

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

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

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can

expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

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

Level 2: Unarmored Movement

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

Level 2: Uncanny Metabolism

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

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 3: Deflect Attacks

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

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

Level 3: Monk Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you

qualify. You gain this feature again at Monk levels 8, 12, and 16.

Level 4: Slow Fall

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

Level 5: Extra Attack

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

Level 5: Stunning Strike

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

Level 6: Empowered Strikes

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

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

You don't benefit from this feature if you have the Incapacitated condition.

Level 9: Acrobatic Movement

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

Level 10: Heightened Focus

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

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

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

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

Level 10: Self-Restoration

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

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

Level 13: Deflect Energy

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

Level 14: Disciplined Survivor

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

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

Level 15: Perfect Focus

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

Level 18: Superior Defense

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Body and Mind

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

Monk Subclass: Warrior of the Open Hand

Master Unarmed Combat Techniques

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

Level 3: Open Hand Technique

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

Addle. The target can't make Opportunity Attacks until the start of its next turn.

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

Topple. The target must succeed on a Dexterity saving throw or have the Prone condition.

Level 6: Wholeness of Body

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

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

Level 11: Fleet Step

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

Level 17: Quivering Palm

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

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

Paladin

Core Paladin Traits

Primary Ability	Strength and Charisma
Hit Point Die	D10 per Paladin level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A or B: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP; or (B) 150 GP

Becoming a Paladin ...

As a Level 1 Character

- Gain all the traits in the Core Paladin Traits table.

Paladin Features

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Lay On Hands, Spellcasting, Weapon Mastery	—	2	2	—	—	—	—
2	+2	Fighting Style, Paladin's Smite	—	3	2	—	—	—	—
3	+2	Channel Divinity, Paladin Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Faithful Steed	2	6	4	2	—	—	—
6	+3	Aura of Protection	2	6	4	2	—	—	—
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Abjure Foes	2	9	4	3	2	—	—
10	+4	Aura of Courage	2	9	4	3	2	—	—
11	+4	Radiant Strikes	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Restoring Touch	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

- Gain the Paladin's level 1 features, which are listed in the Paladin Features table.

As a Multiclass Character

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

Paladin Class Features

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

Level 1: Lay On Hands

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

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

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

Level 1: Spellcasting

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

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

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

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

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

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

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

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

Level 1: Weapon Mastery

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

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

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see "Feats" for feats). Instead of choosing one of those feats, you can choose the option below.

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

Level 2: Paladin's Smite

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

Level 3: Channel Divinity

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

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

BREAKING YOUR OATH

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

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

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

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

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

Level 3: Paladin Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Extra Attack

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

Level 5: Faithful Steed

You can call on the aid of an otherworldly steed. You always have the *Find Steed* spell prepared.

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

Level 6: Aura of Protection

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

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

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

Level 9: Abjure Foes

As a Magic action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your

Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

Level 10: Aura of Courage

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

Level 11: Radiant Strikes

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

Level 14: Restoring Touch

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

Level 18: Aura Expansion

Your Aura of Protection is now a 30-foot Emanation.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Truesight is recommended.

Paladin Spell List

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

Level 1 Paladin Spells

Spell	School	Special
Bless	Enchantment	C, M
Command	Enchantment	—
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R

Spell	School	Special
Divine Favor	Transmutation	—
Divine Smite	Evocation	—
Heroism	Enchantment	C
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Searing Smite	Evocation	—
Shield of Faith	Abjuration	C

Level 2 Paladin Spells

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

Level 3 Paladin Spells

Spell	School	Special
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Magic Circle	Abjuration	M
Remove Curse	Abjuration	—
Revivify	Necromancy	M

Level 4 Paladin Spells

Spell	School	Special
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Locate Creature	Divination	C

Level 5 Paladin Spells

Spell	School	Special
Dispel Evil and Good	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Raise Dead	Necromancy	M

Paladin Subclass: Oath of Devotion

Uphold the Ideals of Justice and Order

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

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

These paladins share the following tenets:

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

Level 3: Oath of Devotion Spells

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

Oath of Devotion Spells

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

Level 3: Sacred Weapon

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

The weapon also emits Bright Light in a 20-foot radius and Dim Light 20 feet beyond that.

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

Level 7: Aura of Devotion

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

Level 15: Smite of Protection

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

Level 20: Holy Nimbus

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

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

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

Sunlight. The aura is filled with Bright Light that is sunlight.

Ranger

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 3: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP; or (B) 150 GP

Becoming a Ranger ...

As a Level 1 Character

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

As a Multiclass Character

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

Ranger Class Features

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

Level 1: Spellcasting

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

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

Ranger Features

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	Spell Slots per Spell Level				
					1	2	3	4	5
1	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	—	—	—	—
2	+2	Deft Explorer, Fighting Style	2	3	2	—	—	—	—
3	+2	Ranger Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack	3	6	4	2	—	—	—
6	+3	Roving	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	Ability Score Improvement	3	7	4	3	—	—	—
9	+4	Expertise	4	9	4	3	2	—	—
10	+4	Tireless	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Relentless Hunter	5	11	4	3	3	1	—
14	+5	Nature's Veil	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

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

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

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

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

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

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Level 1: Favored Enemy

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

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

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your

choice with which you have proficiency, such as Longbows and Shortswords.

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

Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill.

Languages. You know two languages of your choice from the language tables in “Character Creation.”

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see “Feats”). Instead of choosing one of those feats, you can choose the option below.

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

Level 3: Ranger Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see “Feats”) or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Level 5: Extra Attack

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

Level 6: Roving

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

Level 9: Expertise

Choose two of your skill proficiencies with which you lack Expertise. You gain Expertise in those skills.

Level 10: Tireless

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

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

Decrease Exhaustion. Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

Level 13: Relentless Hunter

Taking damage can’t break your Concentration on *Hunter’s Mark*.

Level 14: Nature’s Veil

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

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

Level 17: Precise Hunter

You have Advantage on attack rolls against the creature currently marked by your *Hunter’s Mark*.

Level 18: Feral Senses

Your connection to the forces of nature grants you Blindsight with a range of 30 feet.

Level 19: Epic Boon

You gain an Epic Boon feat (see “Feats”) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Foe Slayer

The damage die of your *Hunter’s Mark* is a d10 rather than a d6.

Ranger Spell List

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

Level 1 Ranger Spells

Spell	School	Special
<i>Alarm</i>	Abjuration	<i>R</i>
<i>Animal Friendship</i>	Enchantment	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	<i>C, R</i>
<i>Detect Poison and Disease</i>	Divination	<i>C, R</i>
<i>Ensnares Strike</i>	Conjunction	<i>C</i>
<i>Entangle</i>	Conjunction	<i>C</i>
<i>Fog Cloud</i>	Conjunction	<i>C</i>
<i>Goodberry</i>	Conjunction	—
<i>Hunter's Mark</i>	Divination	<i>C</i>
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Speak with Animals</i>	Divination	<i>R</i>

Level 2 Ranger Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	<i>R</i>
<i>Barkskin</i>	Transmutation	—
<i>Darkvision</i>	Transmutation	—
<i>Enhance Ability</i>	Transmutation	<i>C</i>
<i>Find Traps</i>	Divination	—
<i>Gust of Wind</i>	Evocation	<i>C</i>
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	<i>R</i>
<i>Locate Object</i>	Divination	<i>C</i>
<i>Magic Weapon</i>	Transmutation	—
<i>Pass without Trace</i>	Abjuration	<i>C</i>
<i>Protection from Poison</i>	Abjuration	—
<i>Silence</i>	Illusion	<i>C, R</i>
<i>Spike Growth</i>	Transmutation	<i>C</i>

Level 3 Ranger Spells

Spell	School	Special
<i>Conjure Animals</i>	Conjunction	<i>C</i>
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Meld into Stone</i>	Transmutation	<i>R</i>
<i>Nondetection</i>	Abjuration	<i>M</i>
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	<i>C</i>
<i>Revify</i>	Necromancy	<i>M</i>
<i>Speak with Plants</i>	Transmutation	—
<i>Water Breathing</i>	Transmutation	<i>R</i>
<i>Water Walk</i>	Transmutation	<i>R</i>
<i>Wind Wall</i>	Evocation	<i>C</i>

Level 4 Ranger Spells

Spell	School	Special
<i>Conjure Woodland Beings</i>	Conjunction	<i>C</i>
<i>Dominate Beast</i>	Enchantment	<i>C</i>
<i>Freedom of Movement</i>	Abjuration	—
<i>Locate Creature</i>	Divination	<i>C</i>
<i>Stoneskin</i>	Transmutation	<i>C, M</i>

Level 5 Ranger Spells

Spell	School	Special
<i>Commune with Nature</i>	Divination	<i>R</i>
<i>Greater Restoration</i>	Abjuration	<i>M</i>
<i>Tree Stride</i>	Conjunction	<i>C</i>

Ranger Subclass: Hunter

Protect Nature and People from Destruction

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

Level 3: Hunter's Lore

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

Level 3: Hunter's Prey

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

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

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

Level 7: Defensive Tactics

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

Escape the Horde. Opportunity Attacks have Disadvantage against you.

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

Level 11: Superior Hunter's Prey

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

Level 15: Superior Hunter's Defense

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

Rogue

Core Rogue Traits

Primary Ability	Dexterity
Hit Point Die	D8 per Rogue level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Finesse or Light property
Tool Proficiencies	Thieves' Tools
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP; or (B) 100 GP

Becoming a Rogue ...

As a Level 1 Character

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

As a Multiclass Character

- Gain the following traits from the Core Rogue Traits table: Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

Rogue Class Features

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

Level 1: Expertise

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

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

Level 1: Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack

Rogue Features

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

roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

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

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

Level 1: Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in "Character Creation."

Level 1: Weapon Mastery

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

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

Level 2: Cunning Action

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

Level 3: Rogue Subclass

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

Level 3: Steady Aim

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

Level 4: Ability Score Improvement

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

Level 5: Cunning Strike

You’ve developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack’s damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack’s damage before rolling.

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

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

To use this effect, you must have a Poisoner’s Kit on your person.

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

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

Level 5: Uncanny Dodge

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

Level 7: Evasion

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

Level 7: Reliable Talent

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

Level 11: Improved Cunning Strike

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

Level 14: Devious Strikes

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

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

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

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

Level 15: Slippery Mind

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

Level 18: Elusive

You’re so evasive that attackers rarely gain the upper hand against you. No attack roll can have Advantage against you unless you have the Incapacitated condition.

Level 19: Epic Boon

You gain an Epic Boon feat (see “Feats”) or another feat of your choice for which you qualify. Boon of the Night Spirit is recommended.

Level 20: Stroke of Luck

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

Once you use this feature, you can’t use it again until you finish a Short or Long Rest.

Rogue Subclass: Thief

Hunt for Treasure as a Classic Adventurer

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

Level 3: Fast Hands

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

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

Use an Object. Take the Utilize action, or take the Magic action to use a magic item that requires that action.

Level 3: Second-Story Work

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

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

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

Level 9: Supreme Sneak

You gain the following Cunning Strike option.

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

Level 13: Use Magic Device

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

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

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

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

Level 17: Thief's Reflexes

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

Sorcerer

Core Sorcerer Traits

Primary Ability	Charisma
Hit Point Die	D6 per Sorcerer level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP; or (B) 50 GP

Becoming a Sorcerer ...

As a Level 1 Character

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

As a Multiclass Character

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Sorcerer Class Features

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

Level 1: Spellcasting

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

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

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

Spell Slots. The Sorcerer Features table shows how many spell slots you have to cast your level 1+

Sorcerer Features

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

spells. You regain all expended slots when you finish a Long Rest.

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

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

If another Sorcerer feature gives you spells that you always have prepared, those spells don’t count

against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

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

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

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

Level 1: Innate Sorcery

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

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

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

Level 2: Font of Magic

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

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

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

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

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a Long Rest.

Creating Spell Slots

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

Level 2: Metamagic

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

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

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

Level 3: Sorcerer Subclass

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

Level 4: Ability Score Improvement

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

Level 5: Sorcerous Restoration

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

Level 7: Sorcery Incarnate

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Arcane Apotheosis

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.

Metamagic Options

The following options are available to your Metamagic feature. The options are presented in alphabetical order.

Careful Spell

Cost: 1 Sorcery Point

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

it takes no damage if it would normally take half damage on a successful save.

Distant Spell

Cost: 1 Sorcery Point

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

Empowered Spell

Cost: 1 Sorcery Point

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

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

Extended Spell

Cost: 1 Sorcery Point

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

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

Heightened Spell

Cost: 2 Sorcery Points

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

Quickened Spell

Cost: 2 Sorcery Points

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

Seeking Spell

Cost: 1 Sorcery Point

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

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

Subtle Spell

Cost: 1 Sorcery Point

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

Transmuted Spell

Cost: 1 Sorcery Point

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

Twinned Spell

Cost: 1 Sorcery Point

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

Sorcerer Spell List

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

Cantrips (Level 0 Sorcerer Spells)

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

Level 1 Sorcerer Spells

Spell	School	Special
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—

Level 2 Sorcerer Spells

Spell	School	Special
Alter Self	Transmutation	C
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C

Spell	School	Special
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Magic Weapon	Transmutation	—
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

Level 3 Sorcerer Spells

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

Level 4 Sorcerer Spells

Spell	School	Special
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Dimension Door	Conjunction	—
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Ice Storm	Evocation	—
Polymorph	Transmutation	C
Stoneskin	Transmutation	C, M
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C

Level 5 Sorcerer Spells

Spell	School	Special
Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Cloudkill	Conjunction	C
Cone of Cold	Evocation	—
Creation	Illusion	—
Dominate Person	Enchantment	C
Hold Monster	Enchantment	C
Insect Plague	Conjunction	C
Seeming	Illusion	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjunction	M
Wall of Stone	Evocation	C

Level 6 Sorcerer Spells

Spell	School	Special
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Freezing Sphere	Evocation	—
Globe of Invulnerability	Abjuration	C
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Sunbeam	Evocation	C
True Seeing	Divination	M

Level 7 Sorcerer Spells

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

Level 8 Sorcerer Spells

Spell	School	Special
Demiplane	Conjunction	—
Dominate Monster	Enchantment	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjunction	C
Power Word Stun	Enchantment	—
Sunburst	Evocation	—

Level 9 Sorcerer Spells

Spell	School	Special
Gate	Conjunction	C, M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Time Stop	Transmutation	—
Wish	Conjunction	—

Sorcerer Subclass: Draconic Sorcery

Breathe the Magic of Dragons

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power. Or perhaps you handled a treasure taken from a dragon's hoard that was steeped in draconic power. Or you might have a dragon for an ancestor.

Level 3: Draconic Resilience

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

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

Level 3: Draconic Spells

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

Draconic Spells

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

Level 6: Elemental Affinity

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

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

Level 14: Dragon Wings

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

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

Level 18: Dragon Companion

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

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

Warlock

Core Warlock Traits

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

Becoming a Warlock ...

As a Level 1 Character

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

As a Multiclass Character

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

Warlock Class Features

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

Level 1: Eldritch Invocations

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

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

Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you

Warlock Features

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

qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

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

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

Level 1: Pact Magic

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

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

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

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

For example, when you’re a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell *Charm Person*, you must spend one of those slots, and you cast it as a level 3 spell.

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

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what’s shown in the table’s Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

If another Warlock feature gives you spells that you always have prepared, those spells don’t count

against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Charisma is the spellcasting ability for your Warlock spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

Level 2: Magical Cunning

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

Level 3: Warlock Subclass

You gain a Warlock subclass of your choice. The Fiend Patron subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

Level 9: Contact Patron

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

Level 11: Mystic Arcanum

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Eldritch Master

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

Eldritch Invocation Options

Eldritch Invocation options appear in alphabetical order.

Agonizing Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

Choose one of your known Warlock cantrips that deals damage. You can add your Charisma modifier to that spell's damage rolls.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Armor of Shadows

You can cast *Mage Armor* on yourself without expending a spell slot.

Ascendant Step

Prerequisite: Level 5+ Warlock

You can cast *Levitate* on yourself without expending a spell slot.

Devil's Sight

Prerequisite: Level 2+ Warlock

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

Devouring Blade

Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

Eldritch Mind

You have Advantage on Constitution saving throws that you make to maintain Concentration.

Eldritch Smite

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target,

plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

Eldritch Spear

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Fiendish Vigor

Prerequisite: Level 2+ Warlock

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

Gaze of Two Minds

Prerequisite: Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

Gift of the Depths

Prerequisite: Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

Gift of the Protectors

Prerequisite: Level 9+ Warlock, Pact of the Tome Invocation

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name).

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the

creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

Investment of the Chain Master

Prerequisite: Level 5+ Warlock, Pact of the Chain Invocation

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

Aerial or Aquatic. The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the familiar to take the Attack action.

Necrotic or Radiant Damage. Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

Lessons of the First Ones

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see "Feats").

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

Lifedrinker

Prerequisite: Level 9+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

Mask of Many Faces

Prerequisite: Level 2+ Warlock

You can cast *Disguise Self* without expending a spell slot.

Master of Myriad Forms

Prerequisite: Level 5+ Warlock

You can cast *Alter Self* without expending a spell slot.

Misty Visions

Prerequisite: Level 2+ Warlock

You can cast *Silent Image* without expending a spell slot.

One with Shadows

Prerequisite: Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

Otherworldly Leap

Prerequisite: Level 2+ Warlock

You can cast *Jump* on yourself without expending a spell slot.

Pact of the Blade

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

Pact of the Chain

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Imp**, **Pseudodragon**, **Quasit**, **Skeleton**, **Sphinx of Wonder**, **Sprite**, or **Venomous Snake** (see “Monsters” for the familiar’s stat block).

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

Pact of the Tome

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This *Book of Shadows* (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The

book disappears if you conjure another book with this feature or if you die.

Cantrips and Rituals. When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

Repelling Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage via an Attack Roll

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Thirsting Blade

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

Visions of Distant Realms

Prerequisite: Level 9+ Warlock

You can cast *Arcane Eye* without expending a spell slot.

Whispers of the Grave

Prerequisite: Level 7+ Warlock

You can cast *Speak with Dead* without expending a spell slot.

Witch Sight

Prerequisite: Level 15+ Warlock

You have Truesight with a range of 30 feet.

Warlock Spell List

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

Cantrips (Level 0 Warlock Spells)

Spell	School	Special
<i>Chill Touch</i>	Necromancy	—
<i>Eldritch Blast</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>True Strike</i>	Divination	—

Level 1 Warlock Spells

Spell	School	Special
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Expedient Retreat</i>	Transmutation	C
<i>Hellish Rebuke</i>	Evocation	—
<i>Hex</i>	Enchantment	C
<i>Hideous Laughter</i>	Enchantment	C
<i>Illusory Script</i>	Illusion	R, M
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Speak with Animals</i>	Divination	R
<i>Unseen Servant</i>	Conjuration	R

Level 2 Warlock Spells

Spell	School	Special
<i>Darkness</i>	Evocation	C
<i>Enthrall</i>	Enchantment	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C

Level 3 Warlock Spells

Spell	School	Special
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C

Spell	School	Special
<i>Gaseous Form</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Remove Curse</i>	Abjuration	—
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C

Level 4 Warlock Spells

Spell	School	Special
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Dimension Door</i>	Conjuration	—
<i>Hallucinatory Terrain</i>	Illusion	—

Level 5 Warlock Spells

Spell	School	Special
<i>Contact Other Plane</i>	Divination	R
<i>Dream</i>	Illusion	—
<i>Hold Monster</i>	Enchantment	C
<i>Mislead</i>	Illusion	C
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Teleportation Circle</i>	Conjuration	M

Level 6 Warlock Spells

Spell	School	Special
<i>Circle of Death</i>	Necromancy	M
<i>Create Undead</i>	Necromancy	M
<i>Eyebite</i>	Necromancy	C
<i>True Seeing</i>	Divination	M

Level 7 Warlock Spells

Spell	School	Special
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Forcecage</i>	Evocation	C, M
<i>Plane Shift</i>	Conjuration	M

Level 8 Warlock Spells

Spell	School	Special
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Power Word Stun	Enchantment	—

Level 9 Warlock Spells

Spell	School	Special
Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Power Word Kill	Enchantment	—
True Polymorph	Transmutation	C
Weird	Illusion	C

Warlock Subclass: Fiend Patron

Make a Deal with the Lower Planes

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord, an archdevil, or another fiend that is especially mighty. That patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

Level 3: Dark One's Blessing

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

Level 3: Fiend Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

Fiend Spells

Warlock Level	Spells
3	<i>Burning Hands, Command, Scorching Ray, Suggestion</i>
5	<i>Fireball, Stinking Cloud</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Geas, Insect Plague</i>

Level 6: Dark One's Own Luck

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

Level 10: Fiendish Resilience

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

Level 14: Hurl Through Hell

Once per turn when you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Wizard

Core Wizard Traits

Primary Ability	Intelligence
Hit Point Die	D6 per Wizard level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 55 GP

Becoming a Wizard ...

As a Level 1 Character

- Gain all the traits in the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table.

As a Multiclass Character

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Wizard Class Features

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

Level 1: Spellcasting

As a student of arcane magic, you have learned to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

Cantrips. You know three Wizard cantrips of your choice. *Light*, *Mage Hand*, and *Ray of Frost* are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

Wizard Features

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	Spell Slots per Spell Level								
					1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Ritual Adept, Arcane Recovery	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery	5	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	5	24	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells	5	25	4	3	3	3	3	2	2	1	1

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

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave* are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

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

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

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

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

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Level 1: Ritual Adept

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You

needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Level 1: Arcane Recovery

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

Level 2: Scholar

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

Level 3: Wizard Subclass

You gain a Wizard subclass of your choice. The Evoker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest

EXPANDING AND REPLACING A SPELLBOOK

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a *Spell Scroll*, for example, and then copy it into your spellbook.

Copying a Spell into the Book. When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook.

Copying the Book. You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

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

of your career, you gain each of your subclass's features that are of your Wizard level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

Level 5: Memorize Spell

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

Level 18: Spell Mastery

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Signature Spells

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

Wizard Spell List

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

Cantrips (Level 0 Wizard Spells)

Spell	School	Special
Acid Splash	Evocation	—
Chill Touch	Necromancy	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Light	Evocation	—

Spell	School	Special
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
True Strike	Divination	—

Level 1 Wizard Spells

Spell	School	Special
Alarm	Abjuration	R
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expedient Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Find Familiar	Conjuration	R, M
Floating Disk	Conjuration	R
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Hideous Laughter	Enchantment	C
Ice Knife	Conjuration	—
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Protection from Evil and Good	Abjuration	C, M
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

Level 2 Wizard Spells

Spell	School	Special
Acid Arrow	Evocation	—
Alter Self	Transmutation	C
Arcane Lock	Abjuration	M
Arcanist's Magic Aura	Illusion	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Continual Flame	Evocation	M
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flaming Sphere	Evocation	C
Gentle Repose	Necromancy	R, M
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	—
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Ray of Enfeeblement	Necromancy	C
Rope Trick	Transmutation	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

Level 3 Wizard Spells

Spell	School	Special
Animate Dead	Necromancy	—
Bestow Curse	Necromancy	C
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—

Spell	School	Special
Fear	Illusion	C
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M
Phantom Steed	Illusion	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Sending	Divination	—
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Stinking Cloud	Conjuration	C
Tiny Hut	Evocation	R
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R

Level 4 Wizard Spells

Spell	School	Special
Arcane Eye	Divination	C
Banishment	Abjuration	C
Black Tentacles	Conjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Control Water	Transmutation	C
Dimension Door	Conjuration	—
Divination	Divination	R, M
Fabricate	Transmutation	—
Faithful Hound	Conjuration	—
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C

Spell	School	Special
<i>Polymorph</i>	Transmutation	C
<i>Private Sanctum</i>	Abjuration	—
<i>Resilient Sphere</i>	Abjuration	C
<i>Secret Chest</i>	Conjuration	M
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Vitriolic Sphere</i>	Evocation	—
<i>Wall of Fire</i>	Evocation	C

Level 5 Wizard Spells

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Arcane Hand</i>	Evocation	C
<i>Cloudkill</i>	Conjuration	C
<i>Cone of Cold</i>	Evocation	—
<i>Conjure Elemental</i>	Conjuration	C
<i>Contact Other Plane</i>	Divination	R
<i>Creation</i>	Illusion	—
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Legend Lore</i>	Divination	M
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Passwall</i>	Transmutation	—
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Summon Dragon</i>	Conjuration	C, M
<i>Telekinesis</i>	Transmutation	C
<i>Telepathic Bond</i>	Divination	R
<i>Teleportation Circle</i>	Conjuration	M
<i>Wall of Force</i>	Evocation	C
<i>Wall of Stone</i>	Evocation	C

Level 6 Wizard Spells

Spell	School	Special
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Contingency</i>	Abjuration	M
<i>Create Undead</i>	Necromancy	M
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Freezing Sphere</i>	Evocation	—
<i>Globe of Invulnerability</i>	Abjuration	C
<i>Guards and Wards</i>	Abjuration	M
<i>Instant Summons</i>	Conjuration	R, M
<i>Irresistible Dance</i>	Enchantment	C
<i>Magic Jar</i>	Necromancy	M
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Programmed Illusion</i>	Illusion	M
<i>Sunbeam</i>	Evocation	C
<i>True Seeing</i>	Divination	M
<i>Wall of Ice</i>	Evocation	C

Level 7 Wizard Spells

Spell	School	Special
<i>Arcane Sword</i>	Evocation	C, M
<i>Delayed Blast Fireball</i>	Evocation	C
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Forcecage</i>	Evocation	C, M
<i>Magnificent Mansion</i>	Conjuration	M
<i>Mirage Arcane</i>	Illusion	—
<i>Plane Shift</i>	Conjuration	M
<i>Prismatic Spray</i>	Evocation	—
<i>Project Image</i>	Illusion	C, M
<i>Reverse Gravity</i>	Transmutation	C
<i>Sequester</i>	Transmutation	M
<i>Simulacrum</i>	Illusion	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—