

Chapter 1: Step-by-Step Characters

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

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

1. Choose a Race

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

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

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

Building Bruenor, Step 1

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

2. Choose a Class

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

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

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

Building Bruenor, Step 2

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

3. Determine Ability Scores

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

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

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

Optional: Customizing Ability Scores

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

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

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

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

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

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

Building Bruenor, Step 3

Bob decides to use the standard set of scores for Bruenor’s abilities. Since he’s a fighter, he puts his highest score, a 15, in Strength. His next-highest, a 14, goes in Constitution. Bruenor might be a brash fighter, but Bob decides he wants the dwarf to be older, wiser, and a good leader, so he puts decent scores in Wisdom

and Charisma. After applying his racial adjustments (increasing Bruenor’s Constitution by 2 and his Strength by 1), Bruenor’s ability scores and modifiers look like this: Strength 16 (+3), Dexterity 10 (+0), Constitution 16 (+3), Intelligence 8 (–1), Wisdom 13 (+1), Charisma 12 (+1).

Ability Score Summary

Strength

Measures: Athletic training, bodily power, exerting physical force

Racial Adjustments: Mountain dwarf (+2), dragonborn (+2), half-orc (+2), human (+1)

Important For: Barbarian, fighter, paladin

Dexterity

Measures: Physical agility, reflexes, balance, poise

Racial Adjustments: Elf (+2), halfling (+2), forest gnome (+1), human (+1)

Important For: Monk, ranger, rogue

Constitution

Measures: Health, stamina, vital force

Racial Adjustments: Dwarf (+2), stout halfling (+1), rock gnome (+1), half-orc (+1), human (+1)

Important For: Everyone

Intelligence

Measures: Mental acuity, information recall, reasoning ability

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

Important For: Wizard

Wisdom

Measures: Awareness, intuition, insight

Racial Adjustments: Hill dwarf (+1), wood elf (+1), human (+1)

Important For: Cleric, druid,

Charisma

Measures: Confidence, eloquence, leadership

Racial adjustments: Half-elf (+2), drow (+1), lightfoot halfling (+1), dragonborn (+1), tiefling (+2), human (+1)

Important For: Bard, sorcerer, warlock

Quick Build

Each class description includes a sidebar offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a

background suitable to the class, and starting equipment.

4. Describe Your Character

Once you know the basic game aspects of your character, it's time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms.

Chapter 4 helps you flesh out your character's history and behavior, what matters to him or her, and the moral compass that guides his or her decisions. Using the information in that chapter, you'll choose a background, physical details, personality traits, alignment, languages, and similar characteristics.

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

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

Your Character's Abilities

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

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

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

A character with high Constitution looks healthy, with plenty of color, bright eyes, and

abundant energy. A character with low Constitution is sickly or frail.

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

A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, distracted, or oblivious.

A character with high Charisma is a natural leader and exudes confidence and grace. A character with a low Charisma comes across as dull and possibly uneasy.

Building Bruenor, Step 4

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

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

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

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

5. Choose Equipment

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

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

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

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

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

Building Bruenor, Step 5

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

6. Fill in the Numbers

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

Level

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

assuming that your character has already had some adventures.

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

Hit Points and Hit Dice

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

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

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

Starting Hit Dice: 1 Hit Die, determined by your class
Starting hit points = the highest possible roll of your Hit Die + your Constitution modifier

Speed

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

Armor Class

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

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

Unarmored AC = 10 + Dexterity modifier

Armored AC = by armor type

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

Proficiency Bonus

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

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

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

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

Attacks

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

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

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

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

Damage = weapon damage + ability modifier

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

Ability Check Modifiers

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

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

Saving Throw Modifiers

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

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

Building Bruenor, Step 6

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

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

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

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

7. Come Together

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

Beyond 1st Level

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

When your character gains a level, his or her class often grants additional features, as detailed in the class description. These features include the opportunity to increase your ability scores, either increasing two scores by 1 each or

increasing one score by 2 (to a maximum of 20). In addition, every character's proficiency bonus increases at certain levels.

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

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

Character Advancement

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

Tiers of Play

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

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

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

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

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

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

Chapter 2: Races

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

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

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

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

Size

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

Dwarf

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

Dwarf Traits

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

Ability Score Increase. Your Constitution score increases by 2.

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

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

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

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

Darkvision. Accustomed to life underground, you can see in darkness within 60 feet of you as if it were dim light. You can't discern color in this darkness, only shades of gray.

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

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

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

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

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

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

Hill Dwarf

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

Ability Score Increase. Your Wisdom score increases by 1.

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

Mountain Dwarf

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

Ability Score Increase. Your Strength score increases by 2.

Elf

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

Elf Traits

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

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

Speed. Your base land speed is 30 feet.

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

Keen Senses. You have proficiency in the Perception skill.

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

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

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

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

High Elf

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

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

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

Wood Elf

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

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

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

Ability Score Increase. Your Wisdom score increases by 1.

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

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

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

Dark Elf (Drow)

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

Ability Score Increase. Your Charisma score increases by 1.

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

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls and on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

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

Halfling

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

Halfling Traits

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

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

Speed. Your base land speed is 25 feet.

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

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

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

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

people in whose lands they dwell or through which they are traveling.

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

Lightfoot

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

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

Ability Score Increase. Your Charisma score increases by 1.

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

Stout

As a stout halfling, you're hardier than average and have some resistance to poison. Some say that stouts have dwarven blood. In the Forgotten Realms, these halflings are called stronghearts, and they're most common in the south.

Ability Score Increase. Your Constitution score increases by 1.

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

Human

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

drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

Human Traits

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

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

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

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

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

Speed. 30 feet.

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

Variant Human

If your campaign uses the optional feat rules (see chapter 5), your Dungeon Master might allow these variant traits, which replace the human's Ability Score Increase trait.

Ability Score Increase. Two ability scores of your choice increase by 1.

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

Feat. You gain one feat of your choice.

Uncommon Races

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

Dragonborn

Born of dragons, as their name proclaims, the dragonborn walk proudly through a world that greets them with fearful incomprehension.

Blessed by Io, the Father of All Dragonkind, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

Dragonborn Traits

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

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

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

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

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

Speed. Your base land speed is 30 feet.

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

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

When you use your breath weapon, each creature in the area of the exhalation must make

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

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

Draconic Ancestry

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

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

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

Gnome

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

Gnome Traits

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

Ability Score Increase. Your Intelligence score increases by 2.

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

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

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

Speed. Your base land speed is 25 feet.

Darkvision. Accustomed to life underground, you can see in darkness within 60 feet of you as if it were dim light. However, you can't discern color in darkness, only shades of gray.

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

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

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

Forest Gnome

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

Ability Score Increase. Your Dexterity score increases by 1.

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

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

Rock Gnome

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

Ability Score Increase. Your Constitution score increases by 1.

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

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

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

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

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

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

Half-Elf

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

Half-Elf Traits

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

Ability Score Increase. Your Charisma score increases by 2. Choose one other ability score. That score also increases by 1.

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

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

Size. Half-elves are about the same size as humans, making your size Medium.

Speed. Your base land speed is 30 feet.

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

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

Keen Senses. You have proficiency in the Perception skill.

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

Multitalented. You can multiclass into a class without meeting its ability score requirements.

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

Half-Orc

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

Half-Orc Traits

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

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

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

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

Size. Half-orcs are somewhat larger and bulkier than humans. Your size is Medium.

Speed. Your base land speed is 30 feet.

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

Menacing. You gain proficiency in the Intimidation skill.

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

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the damage dice twice when you roll extra damage for the critical hit.

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

Tiefling

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

Tiefling Traits

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

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

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

Speed. Your base land speed is 30 feet.

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

Hellish Resistance. You have resistance to fire damage.

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

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

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

Chapter 3: Classes

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Barbarian

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

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

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

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

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

Quick Build

You can make a barbarian quickly by following these suggestions.

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

Background. Choose the outlander background.

Equipment. You start with the following equipment:

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

The Barbarian

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

Class Features

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

Rage

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

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

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

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

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

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

Unarmored Defense

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

Reckless Attack

Starting at 2nd level, you can draw on your reserve of rage to throw aside all concern for

defense and attack with fierce desperation.

When you do so, you have advantage on melee weapon attack rolls using Strength during your turn, but attack rolls against you have advantage until your next turn.

Danger Sense

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

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

Primal Path

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

Ability Score Improvement

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

Extra Attack

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

Fast Movement

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

Feral Instinct

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

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

Brutal Critical

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

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

Relentless Rage

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

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

Unending Rage

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

Indomitable Might

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

Primal Champion

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

Primal Paths

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an

internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

Path of the Berserker

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

Frenzy

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

Mindless Rage

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

Intimidating Presence

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

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

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you,

can use your reaction to make a melee weapon attack against that creature.

Path of the Totem Warrior

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

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

Spirit Seeker

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

Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

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

Eagle. While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can the Dash action as a bonus action on your

turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

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

Aspect of the Beast

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

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

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

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

Spirit Walker

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

Totemic Attunement

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

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

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

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

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

Bard

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

A stern human warrior bangs his sword rhythmically against his scale mail, setting the tempo for his war chant and exhorting his companions to bravery and heroism. The magic of his song fortifies and emboldens them.

Laughing as she tunes her cittern, a gnome weaves her subtle magic over the assembled nobles, ensuring that her companions' words will be well received.

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

Quick Build

You can make a bard quickly by following these suggestions.

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

Background. Choose the entertainer background.

Equipment. You start with the following equipment:

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

The Bard

Proficiency			Spells Known	—Spell Slots per Spell Level—									
Lvl.	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Bardic Inspiration (d6), Spellcasting	2	2	—	—	—	—	—	—	—	—	
2nd	+2	Jack of All Trades, Song of Rest (d6)	3	3	—	—	—	—	—	—	—	—	
3rd	+2	Bard College, Expertise	4	4	2	—	—	—	—	—	—	—	
4th	+2	Ability Score Improvement, cantrip	5	4	3	—	—	—	—	—	—	—	
5th	+3	Bardic Inspiration (d8), Fount of Inspiration (1)	6	4	3	2	—	—	—	—	—	—	
6th	+3	Bard College feature, Countercharm	7	4	3	3	—	—	—	—	—	—	
7th	+3	—	8	4	3	3	1	—	—	—	—	—	
8th	+3	Ability Score Improvement	9	4	3	3	2	—	—	—	—	—	
9th	+4	Song of Rest (d8)	10	4	3	3	3	1	—	—	—	—	
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets, Fount of Inspiration (2), cantrip	12	4	3	3	3	2	—	—	—	—	
11th	+4	—	13	4	3	3	3	2	1	—	—	—	
12th	+4	Ability Score Improvement	13	4	3	3	3	2	1	—	—	—	
13th	+5	Song of Rest (d10)	14	4	3	3	3	2	1	1	—	—	
14th	+5	Bard College feature, Magical Secrets	16	4	3	3	3	2	1	1	—	—	
15th	+5	Bardic Inspiration (d12), Fount of Inspiration (3)	17	4	3	3	3	2	1	1	1	—	
16th	+5	Ability Score Improvement, cantrip	17	4	3	3	3	2	1	1	1	—	
17th	+6	Song of Rest (d12)	18	4	3	3	3	2	1	1	1	1	
18th	+6	Magical Secrets	20	4	3	3	3	3	1	1	1	1	
19th	+6	Ability Score Improvement	20	4	3	3	3	3	2	1	1	1	
20th	+6	Superior Inspiration	20	4	3	3	3	3	2	2	1	1	

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per bard level

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

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

Proficiencies

Armor: Light armor

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

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Spellcasting

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

Cantrips

You know two cantrips of your choice from the bard spell list. You can cast your cantrips at will.

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

Spells Known of 1st Level and Higher

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

Spell Slots

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

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

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells, since the power of your magic comes from the heart and soul you pour into the performance of your music or oration. You use

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

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

Spell Attack Bonus = your Charisma modifier + your proficiency bonus

Ritual Casting

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

Spellcasting Focus

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

Learning Spells of 1st Level and Higher

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

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

Bardic Inspiration

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

Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw that it just made. The creature can wait until after it rolls the die for the ability check, attack roll, or

saving throw, but before the DM says whether or not it succeeds or fails before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

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

Jack of All Trades

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

Song of Rest

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

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

Bard College

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

Expertise

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

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

Ability Score Improvement

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

Fount of Inspiration

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

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

Countercharm

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

Magical Secrets

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

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

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

Superior Inspiration

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

Bard Colleges

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

College of Lore

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

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

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

Bonus Proficiencies

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

Cutting Words

When you join the College of Lore at 3rd level, you learn how to use your wit to distract,

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

Additional Magical Secrets

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

Peerless Skill

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

College of Valor

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

Bonus Proficiencies

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

Combat Inspiration

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

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

Extra Attack

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

Battle Magic

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

Cleric

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

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

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

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No

ordinary priest or temple servant, a cleric is imbued with divine magic.

Quick Build

You can make a cleric quickly by following these suggestions.

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

Background. Choose the acolyte background.

Equipment. You start with the following equipment:

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

The Cleric

Proficiency

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

Class Features

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Spellcasting

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

Cantrips

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

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

Preparing and Casting Spells of 1st Level and Higher

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher.

To cast one of these cleric spells, you must expend a slot of the spell's level or higher.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. To do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of 1). These spells must be of a level for which you have spell slots.

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

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

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

Spellcasting Ability

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

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

Spell Attack Bonus = your Wisdom modifier + your proficiency bonus

Ritual Casting

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

Spellcasting Focus

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

Divine Domain

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

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

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

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at certain cleric levels

noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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

Channel Divinity

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

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

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

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

Channel Divinity: Turn Undead

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

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

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability

score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Destroy Undead

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

Destroy Undead

Cleric Level	Destroys undead of CR ...
5th	1 or lower
8th	2 or lower
11th	3 or lower
14th	4 or lower
17th	5 or lower

Divine Intervention

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

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

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

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

Divine Domains

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

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

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

Knowledge

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>
5th	<i>nondetection, speak with dead</i>

7th *arcane eye, confusion*

9th *feeblemind, scrying*

Blessings of Knowledge

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

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

Channel Divinity: Knowledge of the Ages

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

Channel Divinity: Read Thoughts

At 6th level, you can use your Channel Divinity to read a creature’s thoughts. You can then use your access to the creature’s mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can’t use this feature on it again until you finish a long rest.

If it fails, you can read the creature’s surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) for 1 minute when it is within 60 feet of you.

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

Potent Spellcasting

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

Visions of the Past

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1

minute in meditation and prayer, then receive dreamlike, shadowy glimpses of past events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

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

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

Area Reading. As you meditate, you see visions of past events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. You see glimpses of events that involved powerful emotions, such as battles and betrayals, marriages and murders, births and great pain.

Life

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>bless, cure wounds</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>mass cure wounds, raise dead</i>

Bonus Proficiency

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

Disciple of Life

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

Channel Divinity: Restore Health

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

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

Blessed Healer

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

Divine Strike

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

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

Supreme Healing

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

Light

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, true seeing</i>

Bonus Cantrips

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

Warding Flare

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When a creature that you can see within 30 feet of you attacks you, you can use your reaction to cause

light to flare before the attacker. This light imposes disadvantage on the attack roll.

An attacker that can't be blinded is immune to this feature.

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

Channel Divinity: Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

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

Improved Flare

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

Potent Spellcasting

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

Corona of Light

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Nature

Gods of nature are as varied as the natural world itself, from inscrutable gods of the deep forests

(such as Silvanus, Obad-Hai, Chislev, Balinor, and Pan) to friendly deities associated with particular springs and groves (such as Eldath). Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

Gods of this domain are usually neutral, neutral good, or neutral evil.

Domain Spells

Cleric

Level	Spells
1st	<i>animal friendship, entangle</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>call lightning, plant growth</i>
7th	<i>air walk, dominate beast</i>
9th	<i>insect plague, plant door</i>

Acolyte of Nature

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

Friend of Beasts

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

Channel Divinity: Charm Animals and Plants

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

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

Dampen Elements

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

Potent Spellcasting

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

Master of Nature

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

Tempest

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>gust of wind, thunderwave</i>
3rd	<i>branding smite, sound burst</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>air walk, ice storm</i>
9th	<i>disintegrating smite, insect plague</i>

Bonus Proficiencies

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

Vengeance of the Storm

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

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

Channel Divinity: Destructive Wrath

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

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

Thunderbolt Strike

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

Divine Strike

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

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

Stormborn

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

Trickery

Gods of trickery—such as Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>charm person, disguise self</i>
3rd	<i>hunter's veil, mirror image</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

Blessing of the Trickster

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

Channel Divinity: Invoke Duplicity

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

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

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

Channel Divinity: Cloak of Shadows

Starting at 6th level, you can use your Channel Divinity to vanish.

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

Divine Strike

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

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

Improved Duplicity

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

War

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

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

Domain Spells

Cleric

Level	Spells
1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, holy vigor</i>
7th	<i>divine power, freedom of movement</i>
9th	<i>flame strike, hold monster</i>

Bonus Proficiencies

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

War Priest

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

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

Channel Divinity: Guided Strike

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

Channel Divinity: War God's Blessing

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

Divine Strike

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

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

Avatar of Battle

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

Druid

Holding high a gnarled staff wreathed with holly, an elf summons the fury of the storm and calls down explosive bolts of lightning to smite the torch-carrying orcs who threaten her forest.

Crouching out of sight on a high tree branch in the form of a leopard, a human peers out of the jungle at the strange construction of a temple of Evil Elemental Air, keeping a close eye on the cultists' activities.

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

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's

resilience, cunning, and fury. They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will.

Quick Build

You can make a druid quickly by following these suggestions.

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

Background. Choose the hermit background.

Equipment. You start with the following equipment:

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

The Druid

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

Class Features

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

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

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

Constitution modifier per druid level after 1st

Proficiencies

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

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

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

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

Druidic

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

Spellcasting

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

Cantrips

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

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

Preparing and Casting Spells of 1st Level and Higher

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

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. To do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of 1). These spells must be of a level for which you have spell slots.

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

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

Spellcasting Ability

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

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

Spell Attack Bonus = your Wisdom modifier + your proficiency bonus

Ritual Casting

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

Spellcasting Focus

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

Sacred Plants and Wood

Druids hold certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. They use such plants to focus their magic, incorporating lengths of oak or yew or sprigs of mistletoe into their spellcasting. Some druids

use *druidcraft* to keep the wood in their focus items alive, along with leaves or needles and berries or nuts.

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

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

Wild Shape

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

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a Challenge Rating of $\frac{1}{4}$ or lower that doesn't have a fly or swim speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	$\frac{1}{4}$	No fly or swim speed	Wolf
4th	$\frac{1}{2}$	No fly speed	Crocodile
8th	1	—	Giant eagle

Duration

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

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

Effects of Being Transformed

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your

alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.

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

[[INSERT STATS FOR WOLF, CROCODILE, AND GIANT EAGLE]]

Druid Circle

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

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

Ability Score Improvement

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

Timeless Body

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

Beast Spells

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

Archdruid

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

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

Druid Circles

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

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

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or stone to whisper primal secrets in Druidic. The circle's

wisest members serve as the chief priests of communities that hold to the Old Faith and as advisors to the rulers of those folk.

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

Bonus Cantrip

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

Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. Once per day during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher.

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

Circle Spells

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

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

Arctic

Level	Circle Spells
3rd	<i>hold person, spike growth</i>
5th	<i>sleet storm, slow</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>commune with nature, cone of cold</i>

Coast

Level	Circle Spells
3rd	<i>mirror image, misty step</i>

- 5th *water breathing, water walk*
- 7th *freedom of movement, solid fog*
- 9th *scrying, true seeing*

Desert

Level Circle Spells

- 3rd *blur, silence*
- 5th *create food and water, protection from energy*
- 7th *blight, hallucinatory terrain*
- 9th *control winds, wall of stone*

Forest

Level Circle Spells

- 3rd *barkskin, spider climb*
- 5th *call lightning, plant growth*
- 7th *divination, freedom of movement*
- 9th *commune with nature, plant door*

Grassland

Level Circle Spells

- 3rd *invisibility, pass without trace*
- 5th *daylight, haste*
- 7th *air walk, divination*
- 9th *dream, insect plague*

Mountain

Level Circle Spells

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

Swamp

Level Circle Spells

- 3rd *darkness, locate object*
- 5th *water walk, stinking cloud*
- 7th *freedom of movement, locate creature*
- 9th *insect plague, scrying*

Land's Stride

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

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

Nature's Ward

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

Nature's Sanctuary

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

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

Circle of the Moon

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

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

Combat Wild Shape

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

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

Circle Forms

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

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

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

Primal Strike

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

Elemental Wild Shape

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

Thousand Forms

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

Fighter

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

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

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

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

Quick Build

You can make a fighter quickly by following these suggestions.

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

Background. Choose the soldier background.

Equipment. You start with the following equipment:

- (a) chain mail or (b) leather, longbow, and 20 arrows
- (a) a longsword and shield or (b) a greatsword
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

The Fighter

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

Class Features

As a fighter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per fighter level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

Fighting Style

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

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

Archery

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

Defense

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

Dueling

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

Great Weapon Fighting

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

Protection

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

Two-Weapon Fighting

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

Second Wind

You have a limited well of stamina that you can draw upon to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

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

Action Surge

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

top of your regular action and a possible bonus action.

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

Martial Archetype

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

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

Ability Score Improvement

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

Extra Attack

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

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

Indomitable

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

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

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

Martial Archetypes

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

Champion

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

Improved Critical

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

Remarkable Athlete

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

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

Additional Fighting Style

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

Superior Critical

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

Survivor

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

Battle Master

Those who emulate the archetypal Battle Master employ martial techniques passed down through

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

Combat Superiority

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

Maneuvers. You learn three maneuvers of your choice, which are detailed under "Maneuvers" below.

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

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

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

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

Maneuver Save DC = 8 + double your proficiency bonus

Student of War

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

Know Your Enemy

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

- Strength score
- Dexterity score
- Constitution score

- Armor Class
- Hit points
- Lifestyle (see “Expenses” in chapter 6)
- Total class levels (if any)
- Fighter class levels (if any)

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s.

At 18th level, they turn into d12s.

Relentless

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

Maneuvers

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

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it’s holding. You add the superiority die to the attack’s damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack’s damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

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

Goaded Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack’s damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack’s damage roll.

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

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

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

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

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

Rally. On your turn, you can use a bonus action and expend one superiority die to bolster the

resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

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

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

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

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

Eldritch Knight

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

Spellcasting

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

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

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

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

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

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

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

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

Spell Attack Bonus = your Intelligence modifier + your proficiency bonus

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

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

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

Spellcasting

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

Weapon Bond

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

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

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

War Magic

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

Eldritch Strike

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

Arcane Charge

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

Improved War Magic

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

Monk

Her fists a blur as they deflect an incoming hail of arrows, a half-elf springs over a barricade and throws herself into the massed ranks of hobgoblins on the other side. She whirls among them, knocking their blows aside and sending them reeling, until at last she stands alone.

Taking a deep breath, a human covered in tattoos settles into a battle stance. As the first charging orcs reach him, he exhales and a blast of fire roars from his mouth, engulfing his foes.

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

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

Quick Build

You can make a monk quickly by following these suggestions.

Ability Scores. Make Dexterity your highest ability score, followed by Wisdom.

Background. Choose the hermit background.

Equipment. You start with the following equipment:

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

The Monk

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

Class Features

As a monk, you gain the following class features.

Hit Points

Hit Dice: 1d8 per monk level

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

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

Proficiencies

Armor: None

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

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

Saving Throws: Strength, Dexterity

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

Unarmored Defense

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

Martial Arts

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

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

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d6 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

Monk Weapons

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

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

(a kama). Whatever name you use, the game statistics are unchanged.

Ki

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

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

When you spend a ki point, it is unavailable until you spend 1 hour meditating to draw all of your expended ki back into yourself. This meditation can occur during a short or long rest.

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

Ki Save DC = 8 + double your proficiency bonus

Flurry of Blows

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

Patient Defense

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

Step of the Wind

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

Unarmored Movement

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

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

Monastic Tradition

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

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

Deflect Missiles

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

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

Ability Score Improvement

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

Slow Fall

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

Extra Attack

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

Stunning Strike

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

Ki-Empowered Strikes

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

Evasion

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

Stillness of Mind

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

Purity of Body

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

Tongue of the Sun and Moon

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

Diamond Soul

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

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

Timeless Body

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

Empty Body

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

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

Perfect Self

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

Monastic Traditions

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

Way of the Open Hand

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

advanced meditation that can protect them from harm.

Open Hand Technique

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

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

Wholeness of Body

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

Tranquility

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

Quivering Palm

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

You can have only one creature under the effect of this feature at a time. You can choose to

end the vibrations harmlessly without using an action.

Way of Shadow

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

Shadow Arts

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

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

Shadow Step

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

Cloak of Shadows

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

Opportunist

At 17th level, you can exploit a creature's momentary distraction when it is hit by an

attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

Way of the Four Elements

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

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

Disciple of the Elements

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

Elemental Disciplines

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

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

The maximum number of ki points you can spend on a single use of an elemental discipline spell is determined by your monk level: 3 ki

points at 5th level, 4 ki points at 9th level, 5 ki points at 13th level, and 6 ki points at 17th level.

Clenched Fist of the North Wind (6th Level Required). You can spend 3 ki points to cast *hold person*.

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

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that fits within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

Eternal Mountain Defense (11th Level Required). You can spend 5 ki points to cast *stoneskin*, targeting yourself.

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

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

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

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

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

Gentle Breath of Winter (17th Level Required). You can spend 6 ki points to cast *cone of cold*.

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

Mist on the River Stance (11th Level Required). You can spend 4 ki points to cast *gaseous form*, targeting yourself.

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

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

Shape the Flowing River. As an action, you can spend 1 ki point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

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

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

Wave of Rolling Earth (17th Level Required). You can spend 6 ki points to cast *wall of stone*.

Paladin

Clad in plate that gleams in the sunlight despite the dust and grime of long travel, a human lays down her sword and shield and places her hands on a mortally wounded man. Divine radiance shines from her hands, the man's wounds knit closed, and his eyes open wide with amazement.

A dwarf crouches behind a rocky outcropping, his black cloak making him nearly invisible in the night, and watches an orc war band celebrating its recent victory. Silently, he stalks into their midst, whispers an oath, and two orcs are dead before they even realize he is there.

Silver hair shining in a shaft of light that seems to illuminate only him, an elf laughs with exultation. His spear flashes like his eyes as he jabs again and again at a twisted giant, until at last his light overcomes its hideous darkness.

Whatever their origin and their mission, paladins are united by their oaths to stand against

the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion of good.

Quick Build

You can make a paladin quickly by following these suggestions.

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

Background. Choose the noble background.

Equipment. You start with the following equipment:

- (a) a longsword and a shield or (b) a greatsword
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chainmail and a holy symbol

The Paladin

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

Class Features

As a paladin, you gain the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you, regardless of any intervening obstacles. You know the type (celestial, fiend, or undead) and number of any beings whose presence you sense, but not their identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

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

Lay on Hands

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

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

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease, remove one level of exhaustion, or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple

poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Divine Smite

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

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 for the paladin spell list.

Preparing and Casting Spells

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

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

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

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

Spellcasting Ability

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

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

Spell Attack Bonus = your Charisma modifier + your proficiency bonus

Spellcasting Focus

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

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options (you can take each Fighting Style option only once, even if you later get to choose again).

Defense

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

Dueling

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

Great Weapon Fighting

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

Protection

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

Divine Health

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

Sacred Oath

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

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

Oath Spells

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

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

Channel Divinity

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

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

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

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal,

you can't increase an ability score above 20 using this feature.

Extra Attack

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

Aura of Protection

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

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

Aura of Courage

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

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

Improved Divine Smite

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

Cleansing Touch

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

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

Sacred Oaths

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

Breaking Your Oath

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

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

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent paladin might be forced to abandon this class and adopt another, or perhaps to take the Oathbreaker paladin option that appears in the *Dungeon Master's Guide*.

Oath of Devotion

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

incorporate images of angelic wings into their helmets or coats of arms.

Tenets of Devotion

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

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

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

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

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

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

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin

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

Channel Divinity

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

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

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

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead within 30 feet of you that can see you must make a Wisdom saving throw.

If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

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

Aura of Devotion

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

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

Purity of Spirit

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

Holy Nimbus

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

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

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

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

Oath of the Ancients

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect

their commitment to preserving life and light in the world.

Tenets of the Ancients

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin

Level	Spells
3rd	<i>ensnaring strike, speak with animals</i>
5th	<i>moonbeam, misty step</i>
9th	<i>plant growth, protection from energy</i>
13th	<i>ice storm, stoneskin</i>
17th	<i>feblemind, tree stride</i>

Channel Divinity

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

Nature's Wrath. You can use your Channel Divinity to invoke primeval forces to ensnare a foe. When a creature moves within 10 feet of you, you can use your reaction to cause spectral vines to spring up and reach for that creature. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the start of each of its turns. On a success, it frees itself and the vines vanish.

Turn the Faithless. You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must

make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

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

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Aura of Warding

Beginning at 7th level, ancient magic lies so heavily upon you that it forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

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

Undying Sentinel

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

Elder Champion

At 20th level, you can assume the form of an ancient force of nature, taking on an appearance you choose. For example, your skin might turn green or take on a bark-like texture, your hair might become leafy or moss-like, or you might sprout antlers or a lion-like mane.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it as a swift spell instead.

- Enemy creatures within 10 feet of you have disadvantage on saving throws against your paladin spells and Channel Divinity options.

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

Oath of Vengeance

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice.

Tenets of Vengeance

The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

Fight the Greater Evil. Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked. Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary. My qualms can't get in the way of exterminating my foes.

Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin

Level	Spells
3rd	<i>cause fear, hunter's mark</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, protection from energy</i>
13th	<i>air walk, dimension door</i>

17th *hold monster, scrying*

Channel Divinity

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

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

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

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

Relentless Avenger

By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Soul of Vengeance

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When the creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

Avenging Angel

At 20th level, you can assume the form of an angelic avenger. Using your action, you undergo

a transformation. For 1 hour, you gain the following benefits:

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

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

Ranger

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the orcs he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he readies himself to attack. He becomes a whirlwind of steel, cutting down one creature after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that seems to emanate from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms

from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Quick Build

You can make a ranger quickly by following these suggestions.

Ability Scores. Make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make their Strength scores higher than Dexterity.)

Background. Choose the outlander background.

Equipment. You start with the following equipment:

- (a) scale mail or (b) leather armor
- (a) two short swords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

The Ranger

Level	Proficiency		Spells Known	—Spell Slots per Spell Level—				
	Bonus	Features		1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Archetype, Primeval Awareness	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Favored Enemy, Natural Explorer	4	4	2	—	—	—
7th	+3	Archetype feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Natural Explorer, Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Archetype feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Favored Enemy, Vanish	8	4	3	3	1	—
15th	+5	Archetype feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Wisdom of the World	11	4	3	3	3	2

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

Favored Enemy

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

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

You have advantage on any ability check you make related to your favored enemies when the check uses one of the following skills: Insight, Investigation, Nature, or Perception.

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

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

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and survival in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group cannot become lost except by magical means.
- While in the front rank of your group's marching order, you can perform one activity (such as foraging, navigating, or tracking) in addition to watching for danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

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

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options (you can take each Fighting Style option only once, even if you later get to choose again).

Archery

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

Defense

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

Dueling

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

Two-Weapon Fighting

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

Spellcasting

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

Spells Known

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

Spell Slots

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

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

Spellcasting Ability

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

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

Spell Attack Bonus = your Wisdom modifier + your proficiency bonus

Learning Spells

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on

the table. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description.

Your choice grants you features at 3rd level, and then again at 7th, 11th, and 15th level.

Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you, taking note of disturbances and determining their source.

For 1 minute per level of the spell slot you expend, you know the location of aberrations, celestials, constructs, dragons, elementals, fey, fiends, and undead within 1 mile of you (or within 6 miles if you are in your favored terrain). You know the nature of the being or beings whose presence you sense—whether it is a mind flayer or a horde of zombies, for example—but not their exact identity (the death knight Lord Soth, for instance).

Ability Score Improvement

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

Extra Attack

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

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without

taking damage from them if they have thorns, spines, or a similar hazard.

Hide in Plain Sight

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

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

Vanish

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

Feral Senses

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

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

Wisdom of the World

At 20th level, you count all hostile creatures as your favored enemies and all natural terrain as your favored terrain.

Ranger Archetypes

The ideal of the ranger has two classic expressions: the Hunter, who leads his allies

against the monstrous foes that press in on the edges of civilization, and the Beast Master, who tames the creatures of the wild to serve as companions in the hunt.

Hunter

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

Hunter's Prey

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

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes 1d6 extra damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. Your proficiency bonus is doubled for any weapon attack roll you make against a creature that is Large or larger.

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

Defensive Tactics

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

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

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

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

Multiattack

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

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

Whirlwind Attack. You can use your action to make a single melee attack against any number of creatures within 5 feet of you. You use the same attack roll against all of them.

Superior Hunter's Defense

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

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

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

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

Beast Master

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world: united in focus and working as one to stalk and fight the monstrous foes that threaten civilization and wilds alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal not as its master but as its friend.

Ranger's Companion

At 3rd level, you gain an animal companion, who accompanies you on your adventures and is trained to fight alongside you.

Choose a trained hawk, panther, or mastiff. Your Dungeon Master might make other animal companions available to you.

Your animal companion obeys your commands as best as it can. It takes its turn on your

initiative, though it does not take an action unless you command it to.

On your turn, if your animal companion can hear you, you can tell it where to move. You can also forgo one attack that you take as part of the Attack action on your turn to let your animal companion make one attack on its turn. You can also use your action to command your animal companion to take the Dash, Disengage, or Dodge action.

While traveling through your favored terrain with only your animal companion, you can move stealthily at a normal pace.

If your animal companion dies, you can obtain another one by spending 8 hours magically bonding with another animal that is not hostile to you. When you do so, you can choose a different kind of animal than the one you originally chose.

Trained Hawk

Tiny beast, unaligned

Armor Class 13 + your proficiency bonus

Hit Points 3 × your ranger level

Speed 5 ft., fly 60 ft.

Str 5 (−3) **Dex** 16 (+3) **Con** 8 (−1)

Int 2 (−4) **Wis** 14 (+2) **Cha** 6 (−2)

Saving Throws Dex +3 plus your proficiency bonus

Skills Perception +2 plus your proficiency bonus

Languages —

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

Actions

Talons—Melee Attack. +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d4 + 3 + your proficiency bonus slashing damage.

Distract—Melee Attack. Choose one creature within 5 feet of the hawk. The target has disadvantage on the next attack roll it makes before the end of its next turn, and the hawk's movement doesn't provoke opportunity attacks from it for the rest of the current turn.

Trained Panther

Medium beast, unaligned

Armor Class 13 + your proficiency bonus

Hit Points 4 × your ranger level

Speed 50 ft.

Str 8 (–1) **Dex** 16 (+3) **Con** 10 (+0)

Int 2 (–4) **Wis** 14 (+2) **Cha** 6 (–2)

Skills Stealth +4 plus your proficiency bonus

Special Senses darkvision 60 ft.

Languages —

Keen Sight. When using its sense of sight, the panther has advantage on Wisdom (Perception) checks.

Actions

Pounce—Melee Attack. +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + your proficiency bonus piercing damage. If the panther moved at least 10 feet on foot before hitting and the target is Large or smaller, the target is knocked prone.

Claw—Melee Attack. +3 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + 2 + your proficiency bonus slashing damage.

Trained Mastiff

Medium beast, unaligned

Armor Class 12 + your proficiency bonus

Hit Points 4 × your ranger level

Speed 50 ft.

Str 8 (–1) **Dex** 14 (+2) **Con** 10 (+0)

Int 2 (–4) **Wis** 12 (+1) **Cha** 8 (–1)

Skills Perception +1 plus your proficiency bonus

Special Senses darkvision 60 ft.

Languages —

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

Pack Tactics. The mastiff has advantage on any attack roll it makes against a target that is within 5 feet of at least one other creature that is also hostile to the target and not incapacitated.

Actions

Bite—Melee Attack. +2 plus your proficiency bonus to hit, reach 5 ft., one creature. *Hit:* 1d6 + 2 + your proficiency bonus piercing damage.

Harry—Melee Attack. Choose one creature within 5 feet of the mastiff. The next attack made against the chosen creature before the start of the mastiff's next turn has advantage and deals extra damage equal to 2d6 + your proficiency bonus.

Exceptional Training

Beginning at 7th level, on any of your turns when your animal companion doesn't attack, you can use a bonus action to command your animal companion to take the Dash, Disengage, or Dodge action on its turn.

Bestial Fury

Starting at 11th level, your animal companion can make two attacks when you forgo one of yours to allow it to attack.

Share Spells

Beginning at 15th level, when you cast a spell on yourself, including one with a range of self, you can also affect your animal companion with the spell if the animal is within 30 feet of you.

Rogue

Signaling to her companions to wait behind, a halfling creeps forward through the dungeon hall. She presses an ear to the door, then pulls out a set of tools and picks the lock in the blink of an eye. Then she disappears into the shadows as her fighter friend moves forward to kick the door open.

A human lurks in the shadows of an alley while his accomplice prepares for her part in the ambush. When their target—a notorious slaver—passes the alleyway, the accomplice cries out, the slaver comes to investigate, and the assassin’s blade cuts his throat before he can make a sound.

Suppressing a giggle, a gnome waggles her fingers and magically lifts the key ring from the guard’s belt. In a moment, the keys are in her hand, the cell door is open, and she and her companions are free to make their escape.

Rogues rely on skill, stealth, and their foes’ vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, bringing resourcefulness and versatility to their adventuring parties.

Quick Build

You can make a rogue quickly by following these suggestions.

Ability Scores. Dexterity should be your highest ability score. Make Intelligence your second-highest if you want to excel at Investigation or plan to take up the Arcane Trickster archetype. Choose Charisma instead if you want to make the best use of Charisma-related skills.

Background. Choose the charlatan background.

Equipment. You start with the following equipment:

- (a) a rapier, (b) a longsword, or (c) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- Leather armor, two daggers, and thieves’ tools

Class Features

As a rogue, you have the following class features.

Hit Point

Hit Dice: 1d6 per rogue level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbow, longsword, rapier, and shortsword

Tools: Thieves’ tools

Saving Throws: Dexterity, Intelligence

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

The Rogue

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

Expertise

At 1st level, choose two of your skill proficiencies or one skill and thieves’ tools. Your proficiency bonus is doubled for any ability

check you make that involves one of the chosen proficiencies.

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

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. When you attack a creature, you can deal 1d6 extra damage to it if all the following requirements are met:

- You haven't already used this feature this turn.
- You have advantage on the attack roll.
Alternatively, you fulfill this requirement if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- You hit the target with a weapon attack using Dexterity. (This feature is typically used with a finesse weapon or a ranged weapon.)

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

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such hidden messages. It takes four times longer to convey such a hidden message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether good loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns.

This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. You might have learned your techniques from a guild, a teacher, or life on the streets, and you honed it during the beginning of your adventuring career.

Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

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

Uncanny Dodge

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

Evasion

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

Reliable Talent

By 11th level, you have refined your skill so that you can treat a d20 roll of 9 or lower as a 10 when you make an ability check that lets you add your proficiency bonus.

Blindsense

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

Slippery Mind

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

Elusive

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

Stroke of Luck

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

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

Roguish Archetypes

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

Thief

You hone your skill in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers,

and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Burglary

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal. Climbing no longer halves your speed.

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

Fast Hands

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

Supreme Sneak

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

Use Magic Device

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

Thief's Reflexes

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

Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and

disguise help you eliminate your foes with deadly efficiency.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. After initiative is rolled for a combat, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

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

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend one week and 25 gp to establish the history, profession, and affiliations for an identity. You cannot establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

Impostor

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must study each of these three components of the person's behavior for at least one hour, listening to speech, examining handwriting, and observing mannerisms.

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

Death Strike

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Arcane Trickster

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters and mischief-makers and a significant number of adventurers.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn three cantrips: *mage hand* and two other cantrips of your choice from the wizard spell list. You can cast your cantrips at will.

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

Spells Known. You know two 1st-level spells, which you choose from the enchantment and illusion spells on the wizard spell list. You also know the *longstrider* spell.

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

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

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence

modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell Attack Bonus = your Intelligence modifier + your proficiency bonus

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

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

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

Spellcasting

Rogue Level	Spells Known	—Spell Slots per Spell Level—			
		1st	2nd	3rd	4th
3rd	2 + <i>longstrider</i> + 3 cantrips	2	—	—	—
4th	3	3	—	—	—
5th	3	3	—	—	—
6th	3	3	—	—	—
7th	4 + <i>misty step</i>	4	2	—	—
8th	4	4	2	—	—
9th	4	4	2	—	—
10th	5 + cantrip	4	3	—	—
11th	5	4	3	—	—
12th	5	4	3	—	—
13th	6 + <i>blink</i>	4	3	2	—
14th	6	4	3	2	—
15th	6	4	3	2	—
16th	7 + cantrip	4	3	3	—
17th	7	4	3	3	—
18th	7	4	3	3	—
19th	8 + <i>dimension door</i>	4	3	3	1
20th	8	4	3	3	1

Mage Hand Legerdemain

At 3rd level, you gain the ability to perform the following additional tasks with your *mage hand*:

- You can stow one object the *mage hand* is holding in a container, such as a backpack or pocket, worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

Magical Ambush

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Versatile Trickster

At 13th level, you gain the ability to distract targets with your *mage hand*. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

Spell Thief

At 17th level, you gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you steal the knowledge of the spell if it is at least 1st level and of a level you can cast. This theft doesn't disrupt the spell itself.

For the next 8 hours, you know the spell and can cast it using your spell slots. The creature cannot cast that spell until the 8 hours have passed.

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

Sorcerer

Golden eyes flashing, a human stretches out her hand and unleashes the dragonfire that burns in her veins. As an inferno rages around her foes, leathery wings spread from her back and she takes to the air.

Long hair whipped by a conjured wind, a half-elf spreads his arms wide and throws his head back. Lifting him momentarily off the ground, a wave of magic surges up in him, through him, and out from him in a mighty blast of lightning.

Crouching behind a stalagmite, a halfling points a finger at a charging troglodyte. A blast of fire springs from her finger to strike the creature. She ducks back behind the rock formation with a grin, unaware that her wild magic has turned her skin bright blue.

Sorcerers carry a magical birthright, conferred upon them by virtue of an exotic bloodline, some

otherworldly influence, or exposure to a cosmic force. One cannot study sorcery as one learns a language, any more than one can learn to write epic poetry or live a legendary life. No one chooses sorcery; the power chooses the sorcerer.

Quick Build

You can make a sorcerer quickly by following these suggestions.

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

Background. Choose the hermit background.

Equipment. You start with the following equipment:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Sorcerer

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

Class Features

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sorcerer level

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

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

Proficiencies

Armor: None

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

Tools: None

Saving Throws: Constitution, Charisma

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

Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

Cantrips

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

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

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells from the sorcerer spell list.

Spell Slots

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

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

Spellcasting Ability

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

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

Spell Attack Bonus = your Charisma modifier + your proficiency bonus

Spellcasting Focus

You can use an arcane focus as the material component for a sorcerer spell, as described in chapter 10.

Learning Spells of 1st Level and Higher

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

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

Sorcerous Origin

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

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

Font of Magic

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

Sorcery Points

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

Flexible Casting

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

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

Creating Spell Slots

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

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

Metamagic

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

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

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can spend 1 sorcery point to choose a number of those creatures up to your Charisma modifier (minimum of one). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

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

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

Empowered Spell

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

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

Extended Spell

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

Heightened Spell

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

Quickened Spell

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

Subtle Spell

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

Twinned Spell

When you cast a spell that targets only one creature, you can spend a number of sorcery points equal to the spell's level to target a second creature with the same spell.

Ability Score Improvement

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

Sorcerous Restoration

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

Sorcerous Origins

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

Draconic Bloodline

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

Dragon Ancestor

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

Draconic Ancestry

Dragon	Damage Type
Black	Acid
Blue	Lightning

Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

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

Draconic Resilience

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

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

Elemental Affinity

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

Dragon Wings

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

Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your

concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Wild Magic

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, the chaotic magic within you churns, waiting for any outlet.

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

However, at any time before you regain the use of this feature, the Dungeon Master can impose disadvantage on a different attack roll, ability check, or saving throw that you make, as the chaotic whims of fate turn against you. When this happens, you regain the use of this feature.

Bend Luck

Starting at 6th level, you have two Bend Luck dice, which are d4s. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction to

twist fate using your wild magic. Roll one of your Bend Luck dice and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Once you use a Bend Luck die, you can't use it again until you finish a long rest.

Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Spell Bombardment

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll another die of the same denomination, and add the number to the damage. You can use the feature only once per turn.

Wild Magic Surge

d100	Effect
01–02	Roll on this table at the start of each of your turns for the next minute.
03–04	For the next minute, you can see an invisible creature if you have line of sight to it.
05–06	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.
07–08	You cast <i>fireball</i> as a 3rd-level spell centered on yourself.
09–10	You cast <i>magic missile</i> as a 5th-level spell.
11–12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
13–14	You cast <i>confusion</i> centered on yourself.
15–16	For the next minute, you regain 5 hit points at the start of each of your turns.
17–18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
19–20	You cast <i>grease</i> on yourself.
21–22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
23–24	Your skin turns a vibrant shade of blue. A <i>remove curse</i> spell can end this effect.

- 25–26 An eye appears on your forehead. For the next minute, you have advantage on Wisdom (Perception) checks involving sight.
- 27–28 For the next minute, all your spells with a casting time of 1 action have a casting time of swift.
- 29–30 You teleport up to 60 feet to an unoccupied space of your choice that you can see.
- 31–32 You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
- 33–34 Maximize the damage of the next damaging spell you cast within the next minute.
- 35–36 Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger. If the roll is even, you get older.
- 37–38 1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.
- 39–40 You regain 2d10 hit points.
- 41–42 You turn into a potted plant until the start of your next turn. While a potted plant, you are incapacitated. You have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, spilling dirt everywhere.
- 43–44 At the start of each of your turns for the next minute, you teleport 20 feet horizontally in a random direction. If the destination is occupied, repeat the teleport.
- 45–46 You cast *levitate* on yourself.
- 47–48 A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
- 49–50 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.
- 51–52 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to *magic missile*.
- 53–54 You are immune to being intoxicated for the next 1d4 weeks.
- 55–56 For the next minute, when you move on your turn, you can teleport the distance instead of moving normally.
- 57–58 Your alignment changes to a randomly determined one. A *remove curse* spell can restore your original alignment.
- 59–60 You regain your lowest-level expended spell slot.
- 61–62 For the next minute, you must shout when you speak.
- 63–64 You cast *fog cloud* centered on yourself.
- 65–66 Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
- 67–68 You cast *polymorph* on yourself.
- 69–70 Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
- 71–72 You gain resistance to all damage for the next minute.
- 73–74 A random creature within 60 feet of you becomes intoxicated for 1d4 hours.
- 75–76 You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
- 77–78 You cast *polymorph* three times on three targets of your choice. A target that fails its saving throw turns into a sheep.
- 79–80 Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
- 81–82 You can take one additional action immediately.
- 83–84 Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
- 85–86 You cast *mirror image*.
- 87–88 You cast *fly* on a random creature within 60 feet of you.
- 89–90 You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
- 91–92 If you die within the next minute, you immediately come back to life as if by the *reincarnate* spell.
- 93–94 Your size increases by one size category for the next minute.
- 95–96 You become incorporeal for the next minute and have a spectral appearance during that time.
- 97–98 You are surrounded by faint, ethereal music for the next minute.
- 99–100 You regain all expended sorcery points.

Warlock

With a pseudodragon curled on his shoulder, a young elf in golden robes smiles warmly, weaving a magical charm into his honeyed words and bending the palace sentinel to his will.

As flames spring to life in her hands, a wizened human whispers the secret name of her demonic patron, infusing her spell with fiendish magic.

Shifting his gaze between a battered tome and the odd alignment of the stars overhead, a wild-eyed tiefling chants the mystic ritual that will open a doorway to a distant world.

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of great magical power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of

the Far Realm, warlocks piece together arcane secrets to bolster their own power.

Quick Build

You can make a warlock quickly by following these suggestions.

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

Background. Choose the charlatan background.

Equipment. You start with the following equipment:

- (a) leather armor or (b) any simple weapon
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Two daggers

The Warlock

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

Class Features

As a warlock, you gain the following class features.

Hit Points

Hit Dice: 1d8 per warlock level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Fiend, the Archfey, or the Great Old One, each of which is detailed at the end of the class.

Your choice grants you features at 1st level, and then again at 6th, 9th, and 14th level.

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

Cantrips

You know two cantrips of your choice from the warlock spell list. You can cast your cantrips at will.

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

Spells Known of 1st Level and Higher

You also know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another warlock spell that you could learn at that level.

Spell Slots

The Warlock table shows how many spell slots you have, and what the level of those slots is (all of your spell slots are the same level). To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You must finish a long rest to regain any expended spell slots.

So, for example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Charisma modifier + your proficiency bonus

Spell Attack Bonus = your Charisma modifier + your proficiency bonus

Spellcasting Focus

You can use an arcane focus as the material component for a warlock spell, as described in chapter 10.

Your Patron and Your Spells

Each patron has its own aesthetic, which might alter the appearance and other sensory qualities of your spells. For example, your *eldritch blast* spell might create a beam of silvery light accompanied by the smell of autumn leaves if your patron is the Archfey, or it might manifest as a smoky, reeking blast if your patron is the Fiend.

When you cast a spell that reaches out to other planes of existence, your patron typically influences the spell. If you cast *contact other plane*, for example, you touch the mind of your patron to receive the answers you seek.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that permanently imbue you with a magical ability.

At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in Invocations Known column of the Warlock table.

Your invocation options are detailed at the end of the class.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You learn the *find familiar* spell and can cast it as a ritual (the spell doesn't count against your number of spells known). To cast a spell as a ritual, you must add 10 minutes to the spell's casting time.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pixie, pseudodragon, or quasit.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it; you are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, you dismiss the weapon (no action required), or you die.

Pact of the Tome

Your patron gives you a magical tome called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While your Book of Shadows is on your person, you can cast those cantrips at will.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

Pact of the Chain. Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with pixies and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One's nature is inscrutable, any familiar form is suitable for it.

Pact of the Blade. If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.

Pact of the Tome. Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret, an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all your Mystic Arcanum uses when you finish a long rest.

Eldritch Master

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. At the end of a short rest, you can regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out their mystic knowledge relatively freely or boasting in their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron view each other as allies, siblings, or rivals.

The Archfey

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were long forgotten before the mortal races were born. Your patron might be an ancient nymph, a fearsome hag, or an entity such as the Prince of Frost or the Queen of Air and Darkness.

Expanded Spell List

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>phantasmal force, suggestion</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

Fey Presence

Starting at 1st level, your patron bestows upon you the ability to project the beguiling or the fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube next to you to make a Wisdom saving throw against your spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Misty Escape

Starting at 6th level, you can vanish in a puff of mist immediately after being struck. When you are hit by an attack roll, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Beguiling Defenses

Beginning at 9th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

Dark Delirium

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must succeed on a Wisdom saving throw or be charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the exact appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

You must finish a long rest before you can use this feature on the same creature again.

The Fiend

You have made a pact with a fiend from the lower planes of existence. Your patron might be a pit fiend, a balor, an ultroloth, an archdevil, or a demon lord.

Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell

Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so

after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience

At 9th level, you gain resistance to damage from nonmagical weapons, except those made of silver.

Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack roll, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space if that one is occupied. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can't use it again until you finish a long rest.

The Great Old One

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends and by secretive cults of the mad. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. Unlike other patrons, the Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Mak Thuum Ngatha, the Nine-Tongued Worm; Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Kezef, the Chaos Hound; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; the being known only as the Patient One; and other unfathomable beings.

Expanded Spell List

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell

Level	Spells
1st	<i>command, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>dominate beast, Evard's black tentacles</i>
5th	<i>dominate person, telekinesis</i>

Awakened Mind

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Thought Shield

Starting at 9th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Create Thrall

At 14th level, you gain the ability to infect a humanoid's mind with the alien magic of your patron. You can use your action to touch a humanoid who is incapacitated. That creature is then charmed by you until a *remove curse* spell is

cast on it or until you use this feature on someone else.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

Agonizing Blast

Prerequisite: eldritch blast *cantrip*

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Ascendant Step

Prerequisite: 8th level

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Beast Speech

You can cast *speak with animals* at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Book of Ancient Secrets

Prerequisite: *Pact of the Tome*

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells appear in the book and don't count against the number of spells you know.

With your Book of Shadows in hand, you can cast the chosen spells as rituals. To do so, you must add 10 minutes to the spell's casting time, as normal. You can't cast the spells otherwise,

unless you've learned them by some other means.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and 50 gp.

Chains of Carceri

Prerequisite: 14th level, Pact of the Chain feature

You can cast *hold monster* at will, targeting a celestial, fiend, or elemental, without expending a spell slot or material components.

Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Eldritch Sight

You can cast *detect magic* at will, without expending a spell slot.

Eldritch Spear

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing.

Fiendish Vigor

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and

you are blinded and deafened to your own surroundings.

Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

Misty Visions

You can cast *silent image* at will, without expending a spell slot or material components.

Otherworldly Leap

Prerequisite: 8th level

You can cast *jump* on yourself at will, without expending a spell slot or material components.

Repelling Blast

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

Revealer of Secrets

You can cast *identify* at will, without expending a spell slot or material components.

Scepter of the Eldritch Seeker

Prerequisite: eldritch blast cantrip

When you miss with an *eldritch blast* attack, it still deals half damage to the target.

Sculpt Flesh

Prerequisite: 14th level

You can cast *alter self* at will, without expending a spell slot.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature

You can attack one extra time with your pact weapon when you take the Attack action on your turn.

Visions of Distant Realms

Prerequisite: 14th level

You can cast *arcane eye* at will, without expending a spell slot.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Walk Unseen

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Whispers of the Grave

Prerequisite: 8th level

You can cast *speak with dead* at will, without expending a spell slot.

Witch Sight

Prerequisite: 14th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Wizard

Clad in the silver robes that denote her station, an elf closes her eyes to shut out the distractions of the battlefield and begins her quiet chant. Fingers weaving in front of her, she completes her spell and launches a tiny bead of fire toward the enemy ranks, where it erupts into a conflagration that engulfs the soldiers.

Checking and rechecking his work, a human scribes a circle in chalk on the bare stone floor, then sprinkles powdered iron along every line and graceful curve. When the circle is complete, he drones a long incantation. A hole opens in space inside the circle, bringing a whiff of brimstone from the otherworldly plane beyond.

Crouching on the floor in a dungeon intersection, a gnome tosses a handful of small bones inscribed with mystic symbols, muttering a few words of power over them. Closing his eyes to see the visions more clearly, he nods slowly, then opens his eyes and points down the passage to his left.

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire,

arcing lightning, subtle deception, and brute-force mind control. Their magic conjures elementals from other planes of existence, glimpses the future, or turns slain foes into shambling zombies. Their mightiest spells change one substance into another or alter a creature's form, open pathways to other planes of existence, or even kill with a single word.

Quick Build

You can make a wizard quickly by following these suggestions.

Ability Scores. Intelligence should be your highest ability score, followed by Constitution or Dexterity. If you plan to join the School of Enchantment, make Charisma your second-best score.

Background. Choose the sage background.

Equipment. You start with the following equipment:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

The Wizard

Level	Proficiency		—Spells Slots per Spell Level—								
	Bonus	Features	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Tradition	3	—	—	—	—	—	—	—	—
3rd	+2	—	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, cantrip	4	3	—	—	—	—	—	—	—
5th	+3	—	4	3	2	—	—	—	—	—	—
6th	+3	School feature	4	3	3	—	—	—	—	—	—
7th	+3	—	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	3	3	2	—	—	—	—	—
9th	+4	—	4	3	3	3	1	—	—	—	—
10th	+4	School feature, cantrip	4	3	3	3	2	—	—	—	—
11th	+4	—	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	3	3	3	2	1	—	—	—
13th	+5	—	4	3	3	3	2	1	1	—	—
14th	+5	School feature	4	3	3	3	2	1	1	—	—
15th	+5	—	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement, cantrip	4	3	3	3	2	1	1	1	—
17th	+6	—	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spell	4	3	3	3	3	2	2	1	1

Class Features

As a wizard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, and light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list.

You learn one wizard cantrip of your choice at 4th, 10th, and 16th level.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

Preparing and Casting Spells of 1st Level and Higher

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these wizard spells, you must expend a slot of the spell's level or higher.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your

wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You must finish a long rest to regain any expended spell slots. You can also change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Intelligence modifier + your proficiency bonus

Spell Attack Bonus = your Intelligence modifier + your proficiency bonus

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, as normal.

Spellcasting Focus

You can use an arcane focus as the material component for a wizard spell, as described in chapter 10.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the “Your Spellbook” sidebar).

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard’s chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the other wizard’s unique system of notation, practicing the spell until you understand the sounds or gestures required, and transcribing it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book’s Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. Your spellbook might be a plain,

functional leather tome that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous tome in a mishap.

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you’re a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition

When you reach 2nd level, you choose the arcane tradition that shapes your practice of magic: the School of Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, all detailed at the end of the class description.

Your choice grants you features at 2nd level, and then again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a

higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can change one or both of the spells you chose to different spells of the same levels.

Signature Spells

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools, as described in chapter 10. In some places, the schools of magic are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Abjuration

The School of Abjuration emphasizes magic that blocks, banishes, or protects. School detractors say the tradition is about denial. You understand, however, that ending harmful effects, protecting

the weak, and banishing evil influences is anything but a philosophical void. It is a proud and respected vocation.

Called abjurers, members of this school are sought when baleful spirits require exorcism, when important locations must be guarded against magical spying, and when portals to other planes of existence must be closed.

Abjuration Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Arcane Ward

Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until your next long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

Projected Ward

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Improved Abjuration

Beginning at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (for example, *counterspell*, *dispel magic*, and *greater dispel magic*), you add your proficiency bonus to that ability check.

Spell Resistance

Starting at 14th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

School of Conjuration

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

Conjuration Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transposition

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Focused Conjuration

Beginning at 10th level, while you are concentrating on a conjuration spell, your

concentration can't be broken as a result of taking damage.

Durable Summons

Starting at 14th level, any creature that you summon or create with a conjuration spell has 30 temporary hit points.

School of Divination

As a diviner, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

The counsel of a diviner is sought by royalty and commoners alike who seek clearer understanding of the past, present, and future.

Divination Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

Portent

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination

Beginning at 6th level, casting divination spells comes so easy to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

The Third Eye

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

Darkvision. You can see in darkness within 60 feet of you as if it was dim light. However, you can't discern color in darkness, only shades of gray.

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language.

See Invisibility. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Greater Portent

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

School of Enchantment

As a member of the School of Enchantment, you have honed your ability to magically entrance and beguile other people and monsters. Some enchanters are peacemakers who bewitch the violent to lay down their arms and the cruel to show mercy. Others are tyrants who spellbind the unwilling into their service. Most enchanters fall somewhere in between.

Enchantment Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze

Starting at 2nd level when you choose this school, your soft words and enchanted gaze can magically enthrall another creature. To do so, you use your action and choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom

saving throw or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

You can maintain the effect on a creature you have already charmed with this feature by using another action. However, the effect ends if you move more than 5 feet away from the creature, if the creature can't see or hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Instinctive Charm

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your spell save DC. On a failed save, the attacker must target the creature—other than you or itself—that is closest to it. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Split Enchantment

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Alter Memories

At 14th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it is unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent

charmed. The creature must succeed on an Intelligence saving throw against your spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier. This number can't exceed the duration of your enchantment spell.

School of Evocation

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Evocation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

Potent Cantrip

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When you miss a creature or it succeeds on a saving throw against your evocation cantrip, the creature still takes half the cantrip's damage (if any) but suffers no additional effect.

Empowered Evocation

Beginning at 10th level, you can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

School of Illusion

You focus your studies on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind make the impossible seem real. Some illusionists—including many gnome wizards—are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

Illusion Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an illusion spell into your spellbook is halved.

Improved Minor Illusion

When you choose this school at 2nd level, you learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice.

When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell.

Malleable Illusions

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

Illusory Self

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a short or long rest.

Illusionary Reality

By 14th level, you have learned the secret of weaving shadow magic into your illusions to give them a semi-reality. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real until the end of your next turn. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or otherwise directly harm anyone.

School of Necromancy

The School of Necromancy focuses on the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to manipulate the energy that animates all living things. As your studies progress, you can sap the life force from a creature as your magic destroys its body, transforming that vital energy into magical power you can manipulate.

Most people see necromancers as menacing, or even villainous, due to the close association with death. Not all necromancers are evil, but the forces they manipulate are considered taboo by many societies.

Necromancy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Undead Thralls

At 6th level, you add the *animate dead* spell to your spellbook if it is not there already. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Additionally, you can create skeletons or zombies from the bones or corpses of humanoids and giants up to Huge in size.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to twice your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.
- The creature has advantage on saving throws against the Turn Undead feature.

Inured to Undeath

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

Command Undead

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of

12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

School of Transmutation

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge.

Some transmuters are tinkerers and pranksters, turning people into toads and transforming copper into fool's gold for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.

Transmutation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy

Starting at 2nd edition when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. Taking one object composed entirely of wood, stone, iron, copper, or silver, you perform a special alchemical procedure on it, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Philosopher's Stone

Starting at 6th level, you can spend 8 hours creating a philosopher's stone that stores transmutation magic. When you create the stone, choose one of the following effects. You gain that benefit as long as the stone is in your possession. If you create a new philosopher's stone, the previous one ceases to function. When you cast a

transmutation spell of 1st level or higher, you can change the effect of your stone.

Darkvision. You gain darkvision with a range of 60 feet.

Fast Movement. Your speed increases by 10 feet if you are unencumbered.

Resilience. You gain proficiency in Constitution saving throws.

Resistance. You gain resistance to one of the following damage types of your choice: acid, cold, fire, lightning, or thunder.

Shapechanger

At 10th level, you add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose Challenge Rating is 1 or lower.

For the spell's duration, you can transform from one of these shapes into another as a bonus action. You can also return to your normal form as a bonus action, but doing so ends the spell.

Once you cast *polymorph* in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Master Transmuter

At 14th level, you can use your action to consume the reserve of transmutation magic stored within your philosopher's stone in a single burst. When you do so, choose one of the following effects. Your philosopher's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the philosopher's stone. The creature also regains all its hit points.

Restore Life. You cast the *raise dead* spell on a creature you touch with the philosopher's stone,

without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the philosopher's stone to a willing creature and that creature's age is reduced by 3d10 years, to a minimum of 1 year.

Transmute Metal to Gold. You touch one object made entirely of metal and transform it into gold. The object must fit within a 1-foot cube.

Chapter 5: Equipment

The marketplace of a large city in the worlds of D&D teems with buyers and sellers of many sorts: dwarf smiths and elf woodcarvers, halfling farmers and gnome jewelers, not to mention humans of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

Starting Equipment

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much gold you have to spend.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps.

Starting Wealth by Class

Class	Funds
Barbarian	2d4 × 10 gp
Bard	5d4 × 10 gp
Cleric	5d4 × 10 gp
Druid	2d4 × 10 gp
Fighter	5d4 × 10 gp

Monk	5d4 gp
Paladin	5d4 × 10 gp
Ranger	5d4 × 10 gp
Rogue	4d4 × 10 gp
Sorcerer	3d4 × 10 gp
Warlock	4d4 × 10 gp
Wizard	4d4 × 10 gp

Wealth

Wealth appears in many forms in a D&D world. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being. Members of the peasantry trade in goods, bartering for what they need and paying taxes in grain and cheese. Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or farmland, or in gold bars, measuring gold by the pound rather than by the coin. Only merchants, adventurers, and those offering professional services for hire commonly deal in coins.

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

With one gold piece, a character can buy a belt pouch, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

In addition, unusual coins made of other precious metals sometimes appear in ancient treasure hoards and lost ruins. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce (a little more than a U.S. quarter) on average, so fifty coins weigh a pound.

Standard Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—such as bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

Armor and Shields

D&D worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a wide range of armor types, ranging from leather armor to chain mail to costly plate armor, and a wide range of armors in between. The Armor table collects the most commonly available types of armor found in the game and separates them into four categories: light armor, medium armor, heavy armor, and shields.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of D&D.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class determines what types of armor you have proficiency with. While you wear armor that you lack proficiency with, you have disadvantage on ability checks, saving throws, and attack rolls that involve Strength or Dexterity.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows “Disadvantage” in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is carried in one hand to offer additional protection. You can benefit from only one shield at a time. A shield is made of wood or metal.

Armor

Armor	Price	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather	200 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide armor	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	500 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	500 gp	17	Str 15	Disadvantage	60 lb.
Plate	5,000 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

Light Armor

Made from lightweight materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded. Padded armor consists of quilted layers of cloth and batting.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Medium Armor

Medium armor relies on metal components to improve its defensive qualities, but such materials can weigh the wearer down. If you wear medium armor, you can add your Dexterity

modifier, to a maximum of +2, to the armor’s base AC to determine your Armor Class.

Hide. This crude armor consists of thick furs and hides. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Chain Shirt. Made of interlocking metal rings, a chain shirt is typically worn underneath clothing or leathers. This armor offers modest protection to the wearer’s upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Breastplate. This armor consists of a fitted metal chest piece that leaves the legs and arms relatively unprotected. This armor provides good protection for the wearer’s vital organs while the wearer remains relatively unencumbered.

Half plate. Consisting of shaped and fitted metal plates that cover most of the wearer’s

body. Similar to in appearance to plate armor, half plate typically does not include leg protection beyond simple greaves that are attached with leather straps.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail. This armor is leather armor with heavy rings sewn into the material. The rings help reinforce the armor against blows from swords and axes. Ring mail is typically considered inferior to chain mail, worn by those who can't afford better armor.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Plate. Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorer, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes

Weapons

Your class grants proficiency in certain weapons, reflecting both your class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the worlds of D&D, their price and weight, the damage they deal on a successful attack, and any special properties they possess.

Weapon Proficiency. Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

Weapon Categories. Weapons are grouped into two broad categories, simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Weapon Properties

Many weapons have special properties related to their use.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to launch from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you employ such a weapon to make a melee attack, you use the weapon as an improvised

weapon. A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you can use your choice of your Strength or Dexterity modifier for your attack and damage rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use your action or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When

attacking a target beyond normal range, you have disadvantage on the attack roll.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description.

Thrown. If a melee weapon has the thrown property, you can throw the weapon at a target to make a ranged attack. You use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands.

Weapons

Name	Price	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	—
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 30/120)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed

Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Reach, special
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Bola	2 gp	1 bludgeoning	1 lb.	Special, thrown (range 30/90)
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	None	3 lb.	Special, thrown (range 20/60)

Improvised Weapons

An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's discretion, a character proficient with a weapon can use a comparable object as if it were that weapon.

An object that bears no resemblance to an actual weapon deals 1d4 damage, or 1d6 if it is wielded with two hands. The DM assigns a damage type appropriate to the object.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Special Weapons

Weapons with special rules are described here.

Bola. A Large or smaller creature hit by a bola must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can break free by dealing 5 slashing damage to the bola or by succeeding on a DC 10 Strength check using its action. Formless creatures are immune to this effect.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. When you attack with a net, you target a point in space. Each Large or smaller creature within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free by dealing 5 slashing damage to the net or by succeeding on a DC 10 Strength check using its action.

Whip. You use your Dexterity modifier for the attack rolls you make with a whip, but you use no ability modifier for damage rolls with it.

Adventuring Gear

This section describes common gear available to adventurers. Items that have special rules are described below.

Adventuring Gear

Item	Price	Weight		
Abacus	2 gp	2 lb.	Amulet	5 gp 1 lb.
Acid (vial)	25 gp	1 lb.	Emblem	5 gp —
Alchemist's fire (flask)	50 gp	1 lb.	Reliquary	5 gp 2 lb.
Ammunition			Holy water (flask)	25 gp 1 lb.
Arrows (20)	1 gp	1 lb.	Hourglass	5 gp 1 lb.
Blowgun needles (50)	1 gp	1 lb.	Hunting trap	5 gp 25 lb.
Crossbow bolts (20)	1 gp	1 1/2 lb.	Ink (1 ounce bottle)	10 gp —
Sling bullets (20)	4 cp	1 1/2 lb.	Ink pen	2 cp —
Antitoxin (vial)	50 gp	—	Jug or pitcher	2 cp 4 lb.
Arcane focus			Ladder (10-foot)	1 sp 25 lb.
Crystal	10 gp	1 lb.	Lamp, common	5 sp 1 lb.
Orb	20 gp	3 lb.	Lantern, bullseye	10 gp 2 lb.
Rod	10 gp	2 lb.	Lantern, hooded	5 gp 2 lb.
Staff	5 gp	4 lb.	Lock	10 gp 1 lb.
Wand	10 gp	1 lb.	Magnifying glass	100 gp —
Backpack	2 gp	5 lb.	Manacles	2 gp 6 lb.
Ball bearings (100)	1 gp	2 lb.	Mess kit	1 sp 1 lb.
Barrel	2 gp	70 lb.	Mirror, steel	5 gp 1/2 lb.
Basket	4 sp	2 lb.	Oil (flask)	1 sp 1 lb.
Bedroll	1 gp	7 lb.	Paper (one sheet)	2 sp —
Bell	1 gp	—	Parchment (one sheet)	1 sp —
Blanket	5 sp	3 lb.	Perfume (vial)	5 gp —
Block and tackle	1 gp	5 lb.	Pick, miner's	5 sp 10 lb.
Bottle, glass	2 gp	2 lb.	Piton	5 cp 1/4 lb.
Bucket	5 cp	2 lb.	Poison, basic (vial)	100 gp —
Caltrops	1 gp	2 lb.	Pole (10-foot)	5 cp 7 lb.
Candle	1 cp	—	Pot, iron	1 sp 10 lb.
Case (for map or scroll)	1 gp	1 lb.	<i>Potion of healing</i>	50 gp —
Chain (10 feet)	5 gp	10 lb.	Pouch	1 gp 1 lb.
Chalk (1 piece)	1 cp	—	Ram, portable	1 gp 35 lb.
Chest	2 gp	25 lb.	Rations (1 day)	1 sp 2 lb.
Climber's kit	25 gp	12 lb.	Robes	1 gp 4 lb.
Clothes, common	5 sp	3 lb.	Rope, hempen (50 feet)	1 gp 10 lb.
Clothes, costume	5 gp	4 lb.	Rope, silk (50 feet)	10 gp 5 lb.
Clothes, fine	15 gp	6 lb.	Sack	1 cp 1/2 lb.
Clothes, traveler's	2 gp	4 lb.	Scale, merchant's	5 gp 3 lb.
Component pouch	25 gp	2 lb.	Sealing wax	5 sp —
Crowbar	2 sp	5 lb.	Shovel	5 sp 5 lb.
Druidic focus			Signal whistle	5 cp —
Sprig of mistletoe	1 gp	—	Signet ring	5 gp —
Totem	1 gp	—	Soap	2 cp —
Wooden staff	5 gp	4 lb.	Spellbook	50 gp 3 lb.
Yew wand	10 gp	1 lb.	Spike, iron (10)	2 cp 5 lb.
Fishing tackle	1 gp	4 lb.	Spyglass	1,000 gp 1 lb.
Flask or tankard	2 cp	1 lb.	Tent	2 gp 20 lb.
Grappling hook	2 gp	4 lb.	Tinderbox	5 sp 1 lb.
Hammer	2 sp	3 lb.	Tome	25 gp 5 lb.
Hammer, sledge	5 sp	10 lb.	Torch	1 cp 1 lb.
Healer's kit	5 gp	3 lb.	Vial	1 gp —
Holy symbol			Waterskin	2 sp 5 lb. (full)
			Whetstone	1 cp 1 lb.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature or object. On a hit, the target takes 3d6 acid damage.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains poison resistance and advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—designed to channel the power of mage spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, as described in chapter 10.

Ball Bearings. These tiny metal balls come in a pouch, which you can spill to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 11 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Caltrops. A caltrop consists of four sharp metal spikes arranged in such a way that they always rest on the ground with one point upward. A single bag of caltrops covers a 5-foot-square area. Any creature that enters the area must succeed on a DC 11 Dexterity saving throw or stop moving and take 1 piercing damage and a -10-foot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle. A candle provides dim light in a 5-foot radius and burns for 1 hour.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chalk. A small piece of chalk is often used to mark the path when exploring twisting dungeon passages.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness to aid in climbing. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch. A component pouch is a small, watertight leather belt pouch that holds a variety of spell material components. A component pouch holds all the material components and other special items you need to cast your spells, except for those components that have a specific cost.

Crowbar. Using a crowbar grants a +2 bonus to Strength checks where the crowbar's leverage can be applied.

Druidic Focus. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus, as described in chapter 10.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points.

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be a silver amulet depicting a symbol commonly used to represent a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it emblazoned on a shield.

Holy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage.

A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Hunting Trap. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). Breaking free of the trap requires a successful DC 13 Strength check. Each failed check deals 1 piercing damage to the trapped creature.

Lamp. A lamp casts bright light in a 15-foot radius and dim light in a 30-foot radius. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light in a 120-foot cone. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A lock is worked with a key that is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to

ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil. A clay flask of oil burns for 6 hours in a lantern or household lamp. As an action, you can splash the contents of the flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Poison, Basic. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Healing. This vial of magical red fluid restores vitality to the individual consuming it. A character who drinks the contents regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. Compact, dry, high-energy foods suitable for extended travel, rations include jerky, dried fruit, hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or small trade goods, to help determine their worth.

Spellbook. Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, firesteel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Lighting a torch with the flint and steel takes an action, and lighting any other fire takes at least that long.

Tome. This heavy book contains text pertaining to a particular field of lore. The DM assigns a DC to the tome's lore (15 for the basic tome). If you spend an hour studying the tome, you automatically succeed at one Intelligence (Arcana, History, Nature, or Religion) check with a DC less than or equal to the tome's DC rating.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light in a 40-foot radius.

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here.

Burglar's Pack. A burglar's pack includes a backpack, 100 ball bearings, 10 feet of string, a bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, and a waterskin.

Diplomat's Pack. A diplomat's pack includes a chest, 2 cases, a set of fine clothes, bottle of ink, ink pen, common lamp, 2 flasks of oil, 5 sheets of paper, perfume, sealing wax, and soap.

Dungeoneer's Pack. A dungeoneer's pack includes a backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, and a waterskin. The pack

also has 50 feet of hempen rope strapped to the side of the backpack.

Entertainer's Pack. An entertainer's pack includes a backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, and a disguise kit.

Explorer's Pack. An explorer's pack includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of backpack.

Priest's Pack. A priest's pack includes a backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack. A scholar's pack includes a backpack, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife, and a tome.

Container Capacity

Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, ½ cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, Iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Tools

Your race, background, class, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. A tool proficiency might also enable you to do something you otherwise couldn't do; for example, you can craft items during the time between adventures if you are proficient with appropriate artisan's tools.

Unlike skills, the use of tools is not typically tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the Dungeon Master might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength

check to carve particularly hard wood you encounter on an adventure.

Tools

Item	Price	Weight
Artisan's tools		
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligraphy supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.
Gaming set		
Dice set	1 sp	—
Dragonchess set	1 gp	1/2 lb.
Playing card set	5 sp	—
Three-Dragon Ante set	1 gp	—
Herbalism kit	5 gp	3 lb.
Musical instrument		
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.
Vehicles (land or water)	*	*

* See the "Mounts and Vehicles" section.

Artisan's Tools. These special tools include the items needed to pursue a craftsman's trade. The tools shown on the table are examples of the most common types of tools, each providing

items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small physical props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the tables, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft herbal mixtures and infusions, such as antitoxin or a *potion of healing*.

Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Navigator's Tools. This kit contains a variety of instruments used for navigation, both over land and sea. If you are proficient with navigator's tools, you can add your proficiency

bonus to any ability check you make to avoid getting lost.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in the worlds of D&D, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses and hippocampi, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

Barding. Barding is armor designed to protect an animal's head, neck, chest, and body. It's available in the same types as armor intended for humanoids and offers the same protection. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you

make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Rowed Vessels. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

A rowboat weighs 100 pounds, in case adventurers carry it over land.

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	400 lb.
Dog, guard or sled	25 gp	40 ft.	10 lb.
Donkey or mule	8 gp	40 ft.	180 lb.
Elephant	200 gp	40 ft.	1,300 lb.
Horse, draft	200 gp	40 ft.	340 lb.
Horse, riding	75 gp	60 ft.	220 lb.
Pony	30 gp	40 ft.	100 lb.
Warhorse	400 gp	60 ft.	250 lb.

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	500 gp	100 lb.
Feed (per day)	5 cp	10 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph

Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

Expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each month, you choose a lifestyle from the Expenses table and pay the monthly price to sustain that lifestyle. Your lifestyle might change from month to month, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career. Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections and your equipment might fail you when you need it most.

Expenses

Lifestyle	Price/Month
Wretched	—
Squalid	3 gp
Poor	5 gp
Modest	25 gp
Comfortable	50 gp
Wealthy	100 gp
Aristocratic	250 gp+

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever

you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback or other. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means better accommodations, food, and drink. You can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a sizeable home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants and cooks, including a footman or majordomo.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and servants attend to your every need. You receive invitations to the social gatherings of the rich and powerful and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit, trickery, and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as an ally, a pawn, or as an enemy.

Individual Expenses

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging.

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, loaf	2 cp	1/2 lb.
Cheese, hunk	1 sp	1/2 lb.
Inn stay (per day)		
Squalid	7 cp	—
Poor	1 sp	—
Modest	5 sp	—
Comfortable	8 sp	—
Wealthy	2 gp	—
Aristocratic	4 gp	—
Meals (per day)		
Squalid	3 cp	—
Poor	6 cp	—

Modest	3 sp	—
Comfortable	5 sp	—
Wealthy	8 sp	—
Aristocratic	2 gp	—
Meat, chunk	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Trade Goods

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Item
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper
7 sp	1 sq. yd. of cotton cloth
1 gp	1 lb. of cinnamon or one goat
2 gp	1 lb. of ginger or pepper, or one sheep
3 gp	One pig
4 gp	1 sq. yd. of linen
5 gp	1 lb. of salt or silver
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or cloves, or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

Services

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of

people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *Leomund's secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold or some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Services

Service	Pay
Coach cab	
Between towns	3 cp per mile
Within a city	1 cp
Hireling	
Skilled	1 gp per day
Untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill, such as laborers, porters, maids, and similar workers.

Trinkets

When you make your character, you can roll once on this table to gain a trinket, a simple item lightly touched by mystery. The DM might also

use this table. It can help stock a room in a dungeon or a creature's pockets.

d100	Result
01	A mummified goblin hand
02	A piece of crystal that faintly glows in the moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice with an odd symbol on the side that would normally show 6 pips on each die
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A blackened tip from a sorcerer's wand
10	The deed for land in a country unknown to you
11	A 1-ounce block made from an unknown material
12	A small rubber ball
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright green feather
16	An old divination card bearing your likeness
17	A glass ball filled with moving smoke
18	A 1-pound egg with a red shell
19	A pipe that blows bubbles
20	A glass jar containing a weird bit of flesh floating in a pink fluid
21	A stone finger broken where it would normally join to a hand
22	A marble statuette of a smug halfling
23	A brass orb
24	A multicolored stone disk
25	A tiny silver icon of a raven
26	A bag of 46 clean humanoid teeth and 1 rotten tooth
27	A shard of obsidian that always feels warm to the touch
28	A small magnet
29	A pair of old socks that belonged to a renowned wizard
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other substance or marking
31	A silver star-shaped badge with 5 points
32	A folding knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A single white sequined glove

- | | | | |
|----|---|-----|--|
| 36 | A vest with 100 tiny pockets | 74 | A fan, that when unfolded, shows a sleeping cat |
| 37 | A stone block | 75 | A set of bone pipes |
| 38 | A tiny portrait of an attractive orc | 76 | A strange flower pressed inside a book discussing manners |
| 39 | An empty glass bottle that smells of perfume when opened | 77 | A folded piece of parchment bearing a complex diagram and scrawled with numerous codes |
| 40 | A gemstone that looks like a clod of dirt when examined by anyone but you | 78 | An ornate scabbard that fits no blade you have found so far |
| 41 | A scrap of cloth from an old banner | 79 | An invitation to a party where a murder happened |
| 42 | A rank insignia from a lost legionnaire | 80 | A bronze pentacle with a faint etching of a rat in the center |
| 43 | A tiny silver bell without a clapper | 81 | A handkerchief believed to have been used by a powerful wizard |
| 44 | A blue towel | 82 | Half of a plan for a temple, castle, or some other structure |
| 45 | A tiny chest carved to look like it has numerous feet on the bottom | 83 | A bit of folded cloth that, when unfolded, turns into a stylish cap |
| 46 | A dead sprite inside a clear glass bottle | 84 | A receipt of deposit at a bank in a far-flung city |
| 47 | A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice) | 85 | A diary missing 7 pages |
| 48 | A clear glass filled with water in which swims a clockwork goldfish | 86 | An empty silver snuffbox bearing an inscription on the surface that says "dreams" |
| 49 | A silver spoon with an M initialed on the handle | 87 | An iron holy symbol devoted to an unknown god |
| 50 | A whistle made from transparent metal | 88 | A book with 66 blank pages and 1 page holding a single word you have not been able to translate |
| 51 | A dead scarab beetle the size of your hand | 89 | A vial of full of dragon blood |
| 52 | Two toy soldiers, one with a missing head and the other with two heads | 90 | An arrowhead of elven design |
| 53 | A small box filled with different-sized buttons | 91 | A needle that never bends |
| 54 | A candle that can't be lit | 92 | An ornate wooden brooch of elven design |
| 55 | A tiny cage with no door | 93 | An empty wine bottle bearing a pretty label that says "The Wizard of Wines Winery, Red Dragon Crush, 331422-W" |
| 56 | An old key | 94 | A mosaic tile with a multicolored glazed surface |
| 57 | An indecipherable treasure map | 95 | A petrified mouse |
| 58 | A hilt from a broken sword | 96 | A mechanical pocket watch that never keeps accurate time |
| 59 | A lucky rabbit's foot | 97 | A tiny mechanical crab or spider that moves about when it's not being observed |
| 60 | A glass eye | 98 | A glass jar containing lard with a label that reads "Griffon Grease" |
| 61 | A cameo carved in the likeness of a hideous person | 99 | A wooden box with a ceramic bottom that holds a living worm with a head on either end of its body |
| 62 | A silver skull the size of a coin | 100 | A metal urn containing the ashes of a hero |
| 63 | An alabaster mask | | |
| 64 | A pyramid of sticky black incense that smells very bad | | |
| 65 | A nightcap that, when worn, gives you pleasant dreams | | |
| 66 | A single caltrop made from bone | | |
| 67 | A tiny lens made from glass | | |
| 68 | A 1-inch cube, each side painted a different color | | |
| 69 | A crystal knob from a door | | |
| 70 | A small packet filled with pink dust | | |
| 71 | A sheet of music paper on which are written notes that when played contain a beautiful, though incomplete, song | | |
| 72 | A silver teardrop earring made from a real teardrop | | |
| 73 | The shell of an egg painted with scenes of human misery in bizarre detail | | |

Chapter 6: Customization Options

The combination of ability scores, race, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and race, you have options to fine-tune what your character can do. But this chapter is for players who—with the DM's permission—want to go a step further.

This chapter defines two optional sets of rules for customizing your character: multiclassing and feats. Multiclassing lets you combine classes together, and feats are special options you can choose instead of increasing your ability scores as you gain levels. Your DM decides whether these options are available in a campaign.

Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

Multiclassing Example

Gary is playing a 4th-level fighter. Upon achieving enough experience points to reach 5th level, Gary decides that his character will multiclass instead of continuing to progress as a fighter. Gary's fighter has been spending a lot of time with Dave's rogue, and has

even been doing some jobs on the side for the local thieves' guild as a bruiser. Gary decides that his character will multiclass into the rogue class, and thus his character becomes a 4th-level fighter and 1st-level rogue (written as fighter 4/rogue 1).

When Gary's character earns enough experience to reach 6th level, he can decide whether to add another fighter level (becoming a fighter 5/rogue 1), another rogue level (becoming a fighter 4/rogue 2), or a level in a third class, perhaps dabbling in wizardry thanks to the tome of mysterious lore he acquired (becoming a fighter 4/rogue 1/wizard 1).

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for the class, as shown in the Multiclassing Prerequisites table.

Adopting a new class without the full training that a beginning character has means that you must be a quick study, with a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites

Class	Ability Score Minimum
Barbarian	Strength 13
Bard	Charisma 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength or Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Paladin	Strength 13 and Charisma 13
Ranger	Dexterity 13 and Wisdom 13
Rogue	Dexterity 13
Sorcerer	Charisma 13
Warlock	Charisma 13
Wizard	Intelligence 13

Experience Points

The experience point cost to gain a level is always based on your total character level, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have 10d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have 5d10 and 5d8 Hit Dice.

Proficiency Bonus

When you multiclass, your proficiency bonus is based on your total character level, not your level in a particular class. You add together your levels in all classes, and have the proficiency bonus for a character of that level. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character.

Proficiencies

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

Class	Proficiencies Gained
Barbarian	Simple weapons, martial weapons
Bard	One skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor
Druid	Padded armor, leather armor, hide armor
Fighter	All armor, simple weapons, martial weapons
Monk	Unarmed strikes
Paladin	All armor, simple weapons, martial weapons
Ranger	Light armor, medium armor, simple weapons, martial weapons
Rogue	Light armor, one skill from the class's skill list
Sorcerer	—
Warlock	Light armor, simple weapons

Class Features

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Channel Divinity, Expertise, Unarmored Defense, and Spellcasting.

Channel Divinity

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

Unarmored Defense

If you already have the Unarmored Defense feature, you can't gain it again from another class.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger spells based on your levels in the ranger class. As 3rd-level wizard, you know three wizard cantrips, and your spellbook contains eight wizard spells, two of which (the two you gained when you reached 3rd level as a

wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, half your levels (rounded down) in the paladin and ranger classes, and a third of your fighter or rogue levels (rounded down) if you have the Eldritch Knight or the Arcane Trickster feature. Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower-level spell that

you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

Pact Magic. If you have both the Spellcasting class feature and the Pact Magic class feature from the warlock class, you can use the spell slots you gain from the Pact Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast warlock spells you know.

Multiclass Spellcaster: Spell Slots per Spell Level

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. With this rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 at least. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Alert

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Actor

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Crossbow Expert

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading quality of hand crossbows and light crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Defensive Duelist

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a different melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Dungeon Delver

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secrets doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

Durable

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals your Constitution modifier.

Elemental Adept

Prerequisite: The ability to cast at least one spell

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

When you roll damage of the chosen type for a spell you cast, any 1 that you roll is treated as a 2. And all of the spell's damage of that type ignores damage resistance.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Grappler

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are larger than you don't automatically succeed on checks to escape your grapple.

Great Weapon Master

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- When you make a melee attack with a heavy weapon that you are proficient with, you can take a -5 penalty to the attack roll. If the attack

hits, you can roll the weapon's damage dice one additional time, add your Strength modifier, and add the total to the attack's normal damage.

Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of hit dice. The creature can't benefit from your care again until it finishes a short rest or a long rest.

Heavily Armored

Prerequisite: Proficiency with medium armor

You have trained to master the use of heavy armor, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

Heavy Armor Master

Prerequisite: Proficiency with heavy armor

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from an attack is reduced by an amount equal to your Constitution modifier.

Inspiring Leader

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

Lightly Armored

You have trained to master the use of light armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor.

Linguist

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence

check (DC equal to your Intelligence score + your proficiency bonus), or they use magic.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and you choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you complete a long rest.

Mage Slayer

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

Magic Initiate

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it once per day at its lowest level.

If you don't already have a spellcasting ability, your spellcasting ability for these spells depends

on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; Intelligence for wizard.

Medium Armor Master

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Mobile

You are exceptionally speedy. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Moderately Armored

Prerequisite: Proficiency with light armor

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.

Mounted Combatant

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) checks.

Polearm Master

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, or quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, or pike, other creatures provoke an opportunity attack from you when they enter your reach.

Resilient

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Ritual Caster

Prerequisite: Intelligence or Wisdom 13 or higher

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. To cast a spell as a ritual, you add 10 minutes to the spell's casting time, as normal.

When you choose this feat, you acquire a ritual book holding two 1st-level spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

If you come across a spell in written form, such as a magical *spell scroll* or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage and use either roll.

Scroll Scribe

Prerequisite: The ability to cast at least one spell of 1st level or higher

You learn how to inscribe spells on scrolls, storing the spells for future casting. You can create a *spell scroll* (detailed in the *Dungeon Master's Guide*) of any spell you can cast of 1st level or higher. The scribing process requires special inks and paper worth 50 gp times the

level of the spell, plus the cost of any material components for the spell.

Scribing a scroll takes 2 days per level of the spell. If you prepare spells, you must have the spell prepared for the duration of the process, and each day you must expend a spell slot of the spell's level or higher. At the end of the process, you must make an Intelligence check, adding your proficiency bonus to the roll, against a DC equal to 10 + twice the spell's level. If you succeed, you create the *spell scroll*. If you fail, you make errors when creating the scroll and must start the process over from the beginning, including paying again for inks, paper, and material components.

Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- When you make an attack with a ranged weapon that you are proficient with, you can take a -5 penalty to the attack roll. If the attack hits, you can roll the weapon's damage dice one additional time, add your Dexterity

modifier, and add the total to the attack's normal damage.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Spell Sniper

Prerequisite: The ability to cast at least one spell

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. If you don't already have a spellcasting ability, your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; Intelligence for wizard.

Skilled

You gain proficiency in any combination of three skills or tools of your choice.

Skulker

Prerequisite: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light don't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Tavern Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- Your unarmed strike uses a d6 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.
- You have advantage on saving throws to resist becoming intoxicated.

Tough

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by 2.

War Caster

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your

concentration on a spell when you take damage.

- Holding weapons or a shield in each hand doesn't prevent you from performing the somatic components of spells.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice.

Chapter 7: Using Ability Scores

Six abilities provide a quick description of every creature's physical and mental characteristics: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

The remainder of this chapter discusses how to use saving throws and ability checks, covering the fundamental activities that creatures attempt in the game. Additional rules for attack rolls appear in chapter 9.

Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability. A character who has Strength 16 is much stronger than a character who has Strength 6, and is much better at tasks that rely on physical might.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30. To determine an ability modifier without consulting

the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Ability modifiers are the numbers used to modify almost every attack roll, ability check, and saving throw in the game.

Ability Modifiers

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Advantage and Disadvantage

Sometimes you have an edge in a situation. At other times, circumstances conspire against you. Circumstantial modifiers to ability checks, attack rolls, and saving throws are called advantage and disadvantage. When a special ability turns circumstances to your favor, you have advantage. When a special ability turns the circumstances against you, you have disadvantage.

When you have advantage or disadvantage on an ability check, an attack roll, or a saving throw, you roll a second d20 when making that roll. The higher of the two rolls determines the result if you have advantage, but the lower roll determines the result if you have disadvantage.

Sometimes multiple situations affect a single roll, granting advantage or imposing disadvantage on the roll, but you never roll more than one additional d20 because of advantage or disadvantage. If multiple favorable situations grant advantage, you still roll only one additional die. If both favorable and unfavorable situations affect a roll, no matter how many of each apply, you don't have advantage or disadvantage on the roll, and you make the roll as normal.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The DM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Working Together

Sometimes two or more characters team up to attempt a task. As a rule, if it's reasonable that two or more characters can combine their efforts productively, the character who's leading the effort—or the one with the highest ability modifier—can make an ability check or an attack roll with advantage to reflect the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task.

Saving Throws

A saving throw, or save, represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to roll a save because your character or monster is at risk of harm from some other force, such as a spell.

To make a saving throw, roll a d20 and add the relevant ability modifier, which is specified in the description of the spell or effect you're saving against or determined by the DM. However, bonuses and penalties that apply to ability checks don't apply to saving throws, and vice versa.

The Difficulty Class for a saving throw is determined by the effect that causes it. When a spell allows a saving throw, for instance, the DC for that save is determined by the spellcaster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that forces the save. Usually, a successful save means that the character or monster suffers no harm, or reduced harm, from the effect.

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the DM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class (DC) number. The more difficult a task, the higher its DC.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks.

The one with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest.

Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Similarly, in a contest where a character is attempting to hide from a monster, a tie means the situation doesn't change. If the observing monster was already aware of the hiding character before the contest, the monster remains aware of the character, but if it was not, then the hiding character remains hidden.

Group Checks

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group ability checks can come up in a variety of situations, such as when the adventurers try to sneak past some sentries using Dexterity.

Skills

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and a character's proficiency in a skill demonstrates a focus on that aspect.

A Dexterity check might, for example, reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The Skill List

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description for examples of how to use a skill associated with it.

Strength

Athletics

Dexterity

Acrobatics
Sleight of Hand
Stealth

Intelligence

Arcana
History
Investigation
Nature
Religion

Wisdom

Animal Handling
Insight
Medicine
Perception
Survival

Charisma

Deception
Intimidation
Performance
Persuasion

Using Skills in Play

Sometimes, the DM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means a character can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the character makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

Using Each Ability

Every task that a character or creature in the game might attempt is covered by one of the six abilities. This section explains in more detail what those abilities mean and the specific ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. Athletics is a broad category that covers many applications of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry. If you carry more than your carrying capacity, your speed drops to 0.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity, maximum load, and maximum lift. For a Tiny creature, halve these weights.

Variant: Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant for you if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment.

If you are using these optional rules, ignore the Strength column of the Armor table in chapter 5.

Encumbered. If you carry weight in excess of 5 times your Strength score, up to 10 times your Strength score, you are encumbered, which means that your speed drops by 10 feet.

Heavily Encumbered. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are heavily encumbered, which means that your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Dexterity

Dexterity measures physical agility, reflexes, balance, and poise.

Dexterity Checks

A Dexterity check can model any task that requires physical finesse, agility, balance, precision, or flexibility. Acrobatics, sleight of hand, and stealth are key aspects of Dexterity that govern many Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to keep your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. You can also draw small weapons without alerting anyone that you have done so, such as when palming a knife or sliding darts out of your sleeve. The DM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The DM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Securely tie up a prisoner
- Wriggle free of bonds
- Win a game of speed or agility
- Play a stringed instrument
- Craft a small or detailed object

Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow.

Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class, as described in chapter 5.

Initiative

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, as described in chapter 9.

Hiding

When you try to hide from one or more creatures, your Dexterity (Stealth) check is contested by the Wisdom (Perception) check of any creature who might notice you or the Intelligence (Investigation) check of a creature that is actively searching for signs of your presence. You make one Dexterity (Stealth) check for this contest. Use that same check for all such contests you engage in until you are discovered or you stop hiding.

Stay Quiet and Out of Sight. You can't hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

Wisdom or Intelligence? A Wisdom (Perception) check is most appropriate when a creature has no idea that any hidden creature is present and thus no reason to be actively searching, or if the creature is taking a moment to scan its surroundings or listen for movement. You might give yourself away with a muffled cough, a trail of disturbed dust, or some other sign.

An Intelligence (Investigation) check is most appropriate if the creature is specifically searching for clues to your location. The creature might look at the curtains for a telltale bulge, check the floor for footprints, or take some other action to deduce where you are hiding.

Constitution

Constitution measures health, stamina, and vital force. A character with high Constitution can

perform strenuous physical activity for a long time without getting tired.

Constitution Checks

Constitution checks are uncommon, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The DM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go
- Craft an object of great size or complexity

Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points. If your Constitution modifier increases, your hit point maximum goes up as well, as though you had applied the new modifier to each Hit Die you rolled as you gained levels.

Intelligence

Intelligence measures mental acuity, recalling information, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. Investigation is an important aspect of Intelligence, and a character's ability to recall knowledge is encompassed in the fields of arcana, history, nature, and religion.

Arcana. Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

History. Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, or lost civilizations.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, or natural cycles.

Religion. Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, ecclesiastical hierarchies, holy symbols, or the practices of secret cults.

Other Intelligence Checks. The DM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Spellcasting Ability

Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells the wizard casts.

Finding a Hidden Object

When your character searches for a hidden object, such as a secret door or a trap, the DM typically asks you to make an Intelligence (Investigation) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the DM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell

the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Intelligence (Investigation) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

Wisdom

Wisdom reflects how attuned you are to your surroundings, representing general perceptiveness, intuition, insight, and other, less tangible senses.

Wisdom Checks

A Wisdom check might arise in situations that call for intuition, gut feelings, empathy, or sensitivity to the environment. Animal handling, insight, medicine, perception, and survival are specific aspects of Wisdom that govern many Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver, or to stay in the saddle when something threatens to unhorse you.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of another person, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or quickly diagnose an illness afflicting him or her.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows

of an alley, or candlelight under a closed secret door.

Survival. The DM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your party safely through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The DM might call for a Wisdom check when you try to accomplish tasks like the following:

- Figure out the direction to a source of moving air while underground
- Discern whether a seemingly dead or living creature is undead
- Sense the true direction of an echoing sound

Spellcasting Ability

Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Listening at a Door

As adventurers explore a dungeon or a similar environment, one way they can be prepared for dangers ahead is to press an ear to a door in an effort to hear signs of activity beyond. If humanoid creatures are occupying the area, the listener might hear the casual conversation of bored sentries or a fierce argument between two rival chieftains. If a dragon is sleeping on its treasure pile, the listener might hear the rhythmic whisper of its breathing, perhaps punctuated by fiery snorts or the crackle of electricity around its nostrils. When you listen at a door or otherwise try to hear noise in an area, the DM calls for a Wisdom (Perception) check, setting the DC based on the volume of whatever you might hear.

Charisma

Charisma measures your ability to interact favorably with others. It includes such factors as confidence, eloquence, and even appearance.

Charisma Checks

A Charisma check might arise in a situation that requires social skills, the ability to influence or entertain others, or sheer force of personality.

Many Charisma checks involve deception, intimidation, performance, and persuasion.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass off a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, legerdemain, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The DM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Spellcasting Ability

Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which

helps determine the saving throw DCs of spells they cast.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster. The exploration rules in chapter 8 use passive checks.

Calculating a Passive Check. To determine a character's total for a passive check, start with 10 and add all the modifiers that would normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) check of 14.

Passive Perception. The most common passive checks are Wisdom (Perception) checks, so it's a good idea for the DM to record this number for each character at the start of an adventure. Rather than alert the players that a hidden monster lurks nearby by asking for a Wisdom (Perception) check, the DM can compare the adventurers' passive Wisdom (Perception) checks to the monster's Dexterity (Stealth) check.

In certain circumstances, characters might also use passive Intelligence (Investigation) or Dexterity (Stealth) checks, so some DMs like to have these numbers written down in advance as well.

Chapter 8: Adventuring

Delving into the ancient Tomb of Horrors, slipping through the back alleys of Waterdeep, hacking a fresh trail through the thick jungles on the Isle of Dread—these are the stuff of DUNGEONS & DRAGONS adventures. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex relationships of a royal court, the game follows a natural rhythm, as outlined in the book's introduction:

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of their actions.

Typically, the DM uses a map as an outline of the adventure, tracking the adventurers' progress as they explore dungeon corridors or wilderness regions. The DM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the DM might use a timeline or a flowchart to track their progress instead of a map.

Time

The DM determines the time a task requires. The DM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**: it takes them about a minute to creep down a long hallway, another minute to check for traps on

the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate: adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best: following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time described in chapter 9.

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in D&D adventures.

The DM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the DM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, your map leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in feet that the character or

monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far they can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the “Activity While Traveling” section later in this chapter for more information).

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel

beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see the appendix).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in large civilized areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel (shown in chapter 5), and they don’t suffer penalties for a fast pace or gain benefits from a slow pace.

Travel Pace

Pace	Distance Traveled per ...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	30 miles	–5 penalty to passive Wisdom checks
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth and passive investigation

Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking—adventurers might have to

climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling

You move at half speed while you climb, crawl, or swim. At the DM’s option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score with a running start of at least 10 feet (you must move at least 10 feet on foot immediately before

making the jump). When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of your speed.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

To land on your feet in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier with a running start of at least 10 feet (you must move at least 10 feet on foot immediately before making the jump). When you make a standing high jump, you can jump only a number of feet up to your Strength modifier (minimum 1). Either way, each foot you clear on the jump costs a foot of your speed.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

Activity While Traveling

As an adventuring party travels through a dungeon or the wilds, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Marching Order

A party should establish a marching order. A character might occupy the front rank, an amorphous middle rank, or the back rank. The members of the front and back ranks need enough room to travel abreast with others in their rank. When space is too tight, the marching order must change, usually by moving characters to the middle rank.

Fewer Than Three Ranks. A character traveling alone is effectively in the front rank. When two characters travel together, they can walk side by side, so they're both in the front rank, or one after another, making one character the front and the other the back rank.

If a larger group has enough room to travel abreast, everyone can occupy the front rank.

If a group is missing its back rank, use the front rank's passive Wisdom (Perception) check to detect hidden creatures that approach from the rear.

Splitting Up the Party

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed.

The drawback to this approach is that the party will be split into several, smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. A rogue and a monk moving at a slow pace are much harder to detect when they leave their dwarf paladin friend behind.

Each group has its own ranks and passive checks.

Stealth

While traveling at a slow pace, the characters move stealthily, giving them a chance to surprise or sneak by other creatures. Each member of the group makes a passive Dexterity (Stealth) check. As long as the group isn't traveling entirely in the open, other creatures must succeed on a Wisdom (Perception) check to notice a member of the group. A creature might detect some, but not all, members of the stealthy group.

Noticing Threats

A character in the front rank focuses on detecting danger that lies ahead, while a character in the back rank keeps watch behind the group. The DM uses the highest passive Wisdom (Perception) check among the characters in a given rank to determine whether the group notices—by sight, sound, or smell—any hidden creatures in the appropriate direction.

Traveling at a Fast Pace. While traveling at a fast pace, adventurers take a -5 penalty to their passive Wisdom (Perception) checks. Focusing on speed makes them less aware of hidden dangers around them.

Encountering Creatures. If the DM determines that the adventurers encounter

other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the DM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.

Other Activities

Characters in the middle ranks are not focused on watching for danger so they can turn their attention to other tasks as the group travels. These characters don't contribute their passive Wisdom (Perception) checks to the group's chance of noticing hidden threats.

Foraging. A character can forage for food and water. The character makes a Wisdom (Survival) check each day. The *Dungeon Master's Guide* provides complete rules for foraging.

Making a Map. A character can make a map to record the group's progress, which can help them get back on course if they get lost. No ability check is required.

Navigating. A character can navigate to make sure the group doesn't get lost. The character makes a Wisdom (Survival) check at the start of each day's travel. The *Dungeon Master's Guide* has rules to determine whether the group gets lost.

Searching. While traveling at a slow pace (see "Travel Pace"), a character can search the area for traps, secret doors, hidden inscriptions, cave mouths, dungeon entrances, or other hidden objects. The character makes a passive Intelligence (Investigation) check, which the DM uses to determine whether the character finds anything hidden along the way.

Tracking. A character can follow the tracks of another creature as the group travels. The character makes a Wisdom (Survival) check at appropriate intervals, as determined by the DM. The *Dungeon Master's Guide* includes rules for tracking.

The Environment

By its nature, adventuring involves venturing into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in these places. The *Dungeon Master's Guide* has additional rules covering more unusual situations.

Falling

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (for a minimum of 30 seconds).

A creature that runs out of breath when no air is available starts suffocating. It drops to 0 hit points at the start of its turn if it has been suffocating for a number of rounds equal to its Constitution modifier (minimum of 1 round). A creature can't be stabilized or regain hit points until it breathes.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition (see the appendix).

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon may cover the land beneath in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Darkvision

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Food and Drink

On long journeys, carrying enough food and water is critical to survival. Characters who run short of either suffer the effects of exhaustion (see the appendix).

Water

Characters need one gallon of water per day or two gallons each day if the weather is hot. A character who drinks only half that much water must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even

less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Food

A character needs one pound of food each day. A character can go without food for a number of days equal to 3 + his or her Constitution modifier. At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

Characters can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food. At the end of each day with half rations, a character must succeed on a DC 10 Constitution saving throw or suffer a level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Interacting with Objects

A pile of rubble blocks the entrance to a dungeon. The bridge over a rushing river sways in the wind. A hand crank raises or lowers an iron portcullis.

A character's interaction with the wide variety of objects, items, and contraptions in an environment is often simple to resolve in the game. The player tells the DM that his or her character is moving the lever on the right, and the DM describes what happens (if anything). The lever might be part of a puzzle that requires several levers to be pulled in the right order to stop the room from filling with water. Such a puzzle can test players' ingenuity to the limit, but rules aren't necessary for pulling a lever. The player simply tell the DM which lever the character pulls.

If a lever is rusted in position, though, a character might need to force it. In such a situation, the DM might call for a Strength check to see whether the character can wrench the lever into place.

A character who attempts to break an object attacks it with a weapon or spell, making an attack as described in chapter 9. An object, just like a creature, has an Armor Class and hit points,

provided by the DM. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The DC of this check equals the object's current hit points.

Social Interaction

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures, but no less important are the social interactions that adventurers have with other people and monsters in the world.

Interaction takes on many forms. You might need to convince a merchant to reveal the secrets of a thieves' guild, or you might try to flatter a dragon so that it will spare your life. In every case, the DM takes on the role of any characters who are participating in the conversation but don't belong to another player at the table. These characters are called nonplayer characters (NPCs).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

There are two primary aspects to social interactions: roleplaying and checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

While roleplaying is a part of every aspect of the game, it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

You can roleplay a character in one of two ways: a descriptive approach and an active approach. Most players use a combination of the two styles; you should use whichever mix of the two works best for you.

Descriptive Roleplaying

With this approach, you describe your character's words and actions to the DM and the

other players. Drawing on your mental image of your character, you tell everyone what your character does and, more importantly, how he or she does it.

For instance, Chris plays Tordek the dwarf. Tordek has a quick temper and blames the elves of the Cloakwood for his family's misfortune. At a tavern, an obnoxious elf minstrel sits at Tordek's table and tries to strike up a conversation with the dwarf.

Chris says, "Tordek spits on the floor, growls an insult at the bard, and stomps over to the bar. He sits on a stool and glares at the minstrel before ordering another drink."

In this example, Chris has conveyed Tordek's mood and given the DM a clear idea of his character's mood and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

Active Roleplaying

Descriptive roleplaying tells your DM and your fellow players what your character thinks and does; active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language.

This approach is more immersive than descriptive roleplaying, but it requires a bit more work. You also still need to describe things that you couldn't reasonably act out.

Going back to the example of Chris roleplaying Tordek above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Tordek, Chris says in a gruff, deep voice, "I was wondering why it suddenly smelled awful in here. If I wanted to hear anything out of

you, I'd snap your arm and enjoy your screams." In his normal voice, he then adds, "I get up, glare at the elf, and head to the bar."

Results of Roleplaying

The DM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn dwarf refuses to let anyone badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the DM's portrayal of the character's mood, dialogue, and personality. If you can, gather information about an NPC ahead of an interaction. By learning what motivates the NPC, you might be able to shift his or her attitude in your favor. Specifically, you might be able to determine an NPC's personality traits, ideals, flaws, and bonds and play on them to influence the NPC's attitude.

Interactions in D&D are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your efforts at roleplaying can alter an NPC's attitude, but there might still be an element of chance in the situation. Your DM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Or the DM might call for a Wisdom (Insight) check to measure your success in identifying the NPC's character traits. Other checks might be appropriate in certain situations, at your DM's discretion.

It's a good idea to pay attention to your skill proficiencies when thinking of how you want to approach an NPC. Stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a castle, the rogue

who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the cleric with Persuasion should do most of the talking.

Resting

Heroic though they are, adventurers can't spend every hour of every day in the thick of exploration, interaction, and combat. They need rest—time to sleep and eat, tend the wounds they've suffered, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which characters catch their breath, eat, drink, and tend to their wounds.

A character can spend one or more Hit Dice during a short rest, up to the character's maximum number of Hit Dice. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. Once all Hit Dice are spent, the character must finish a long rest to regain them.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which characters sleep or perform light activity: reading, talking, eating, or standing watch for no more than 2 hours of the rest period. If the rest is interrupted by a long period of strenuous activity—at least an hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

A character must have at least 1 hit point to take a long rest. At the end of the rest, the character regains all lost hit points and half of

the character's maximum number of Hit Dice (round up).

A character can't benefit from more than one long rest in a 24-hour period.

Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the DM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the DM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

While not out in the world going on adventures, you still do the day-to-day things that everyone else in the world does. Of course, how you do so and how well you do it depend on how much gold you have to spend.

For each week that passes between adventures, you choose a particular quality of lifestyle and pay the per-week cost of maintaining that lifestyle (described in chapter 5).

Though most of the time this doesn't have a huge effect on your character, occasionally your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Downtime Activities

Long periods of time between adventures are often measured in weeks. The DM might ask you what your character is doing each week. Your character's background, ambitions, and the things that have happened up to this point in the

campaign should inform your character's activities.

Below are several examples of things that your character can do between adventures. You can use these options for inspiration or invent your own. Your DM might have some suggestions based on where your character is in the world or on the nature of the campaign.

Crafting

You can craft nonmagical objects, from adventuring equipment to works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with blacksmith's tools needs a forge in order to craft a new sword.

Each week, you can craft up to 100 gp (market value) worth of objects, expending raw materials worth half the object's cost. If something you want to create has a market value greater than 100 gp, you make progress each week in 100 gp increments until you reach the market value of the item. Thus, if something you want to make has a market value of 300 gp, it takes 3 weeks to craft it.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters are also proficient with the requisite tools, with each character contributing 100 gp worth of effort each week spent helping to craft the item.

Performing Research

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in the nearest library or buying drinks for the locals to pick up rumors and gossip.

When you begin your research, the DM determines whether the information is available, how long it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The DM might also require you to make one or more ability checks, such as an

Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each week of research, you must spend 5 gp in bribes, drinks purchased, fees paid to local sages, and so on.

Recuperating

Adventuring can be dangerous business, and you might find yourself troubled with injuries and maladies as a result. You can use the time between adventures to focus your efforts on getting better, healing any long-term wounds, or recovering from illnesses.

You have advantage on any saving throws you make against diseases, poisons, and other afflictions while recuperating.

Training

You can spend time between adventures learning a new language or training with a set of tools. Your DM might also make additional training options available to you.

You must find an instructor willing to teach you. Training costs 10 gp per week in expenses, covering both the teacher's time and the supplies you need. After you spend a total of 50 weeks training with one language or tool, you learn that language or become proficient with that tool. Weeks spent training don't need to be consecutive; you can study off and on between adventures over a year or more, as long as you spend 50 weeks total.

Practicing a Profession

You can spend the time between adventures working, allowing you to maintain a lifestyle appropriate to the job you are performing. During a week you spend working, you earn enough money to cover the costs of your lifestyle expenses. Over time you might also establish a reputation for yourself as a master of a particular profession, as others see the fruits of your labor.

At a minimum, you earn enough money to cover a poor lifestyle, performing menial labor or other unskilled work. If you are a member of

an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to cover a modest lifestyle. If you are proficient with artisan's tools, with a musical instrument, or in the Performance skill, you earn enough to pay for a comfortable lifestyle. Certain background features might allow you to earn enough to cover a more lavish lifestyle.

Chapter 9: Combat

The clatter of a sword striking against a shield. The terrible rending sound as monstrous claws tear through armor. A brilliant flash of light as a ball of flame blossoms from a wizard's spell. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in D&D can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a dungeon or on a field of battle. Throughout this chapter, the rules address you, the player or Dungeon Master. The Dungeon Master controls all the monsters and nonplayer characters (NPCs) involved in combat, and each other player controls his or her adventurer, or player character. "You" can also mean the character or monster that you control.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns.

A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.

3. Roll initiative. Everyone involved in a combat encounter rolls initiative, determining the order of combatants' turns.

4. Take turns. Each participant in the battle takes a turn in initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until one side stops fighting.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

If you're surprised, you lose your turn during the first round of combat.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the passive Dexterity (Stealth) checks of the hiding party with the passive Wisdom (Perception) checks of the other group. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A member of a group of characters or monsters can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The DM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The DM ranks the combatants in order from the one with the highest initiative result to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the DM decides the order among tied DM-controlled creatures, and the players

decide the order among their tied characters. The DM can decide the order if the tie is between a monster and a player character. Optionally, the DM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first.

The most common actions you can take are described in the “Actions in Combat” section later in this chapter. Many class features and other abilities provide additional options for your action.

The “Movement and Position” section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can’t decide what to do on your turn, consider using your action to dodge or ready an action, as described in “Actions in Combat.”

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action.

You can take only one bonus action per turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take the bonus action during the turn, unless the bonus action’s timing is specified.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

First, you can communicate however you like, through brief utterances and gestures, as you take your turn.

Second, you can interact with one object or feature of the environment for free, either during your move or your action. For example, you could open a door during your move, as you stride toward a foe, or you could draw your

weapon as part of the same action you use to attack a monster.

If you want to interact with a second object, you need to use your action. And some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use an action to open a stuck door, command panicking villagers, swing on a chandelier, turn a crank to lower a drawbridge, or shout instructions on how to disarm a magical trap.

Interacting with Objects Around You

Here are a few examples of the sort of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- place a jeweled necklace inside your sack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- wrap your arms around a column
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind and can occur on your turn or on someone else’s. The opportunity attack,

described later in this chapter, is the most common type of reaction.

You can take only one reaction per round. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed both before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, search for a trap door, and then move 20 feet.

Similarly, if you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks.

Moving Around Other Creatures

You can move through a friendly creature's space. In contrast, you can move through a hostile creature's space only if it is at least two sizes larger or smaller than you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave an enemy's reach during your move, you might provoke an opportunity attack, as described in the "Attack Options" section later in the chapter.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns,

briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

In difficult terrain, you move at half speed; moving 1 foot costs 2 feet of your speed.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are all examples of difficult terrain that might appear in a fight.

Jumping, Climbing, and Swimming

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The "Special Types of Movement" section in chapter 8 gives the particulars for jumping, climbing, and swimming.

Using Different Speeds

If a creature has more than one speed, such as a walking speed and a flying speed, the creature can use any of its speeds as part of the same move. When the creature switches from one speed to another, take the distance it has already covered during its current move and subtract that distance from the new speed. The result is the distance the creature can move using the new speed. If the result is 0 or less, the creature can't use the new speed during the current move.

For example, a dragon moves 30 feet on the ground and then leaps into the air to fly. The dragon has a speed of 40 feet and a fly speed of 80 feet. Because the dragon has already moved 30 feet during its move, it can fly up to 50 feet. During another turn, the dragon flies 60 feet and lands. Because its normal speed is 40 feet, the dragon can't walk during the same move.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or they throw themselves down. In the game, they are prone, a condition described in the appendix.

You can **drop prone** using none of your speed. But **standing up** is costly; doing so halves your

speed for the rest of the turn. If your speed is 0, you can't stand up.

To move while prone, you must **crawl** or use magic, such as teleportation. You move at half speed while crawling; crawling 1 foot costs 2 feet of your speed.

Creature Size

Each creature takes up a different amount of space—a factor that can greatly effect where you can position yourself in combat. Size determines how much space a creature takes up and how many enemies can gang up on it. A Large ogre can block off a 10-foot-wide bridge, while over a dozen Small goblins could surround a Huge storm giant.

The Size Categories table shows how much space a creature of a particular size takes up. Objects sometimes use the same categories.

Size Categories

Size	Space	Surround	Fills
Tiny	2½ × 2½ ft.	8	1
Small	5 × 5 ft.	8	1
Medium	5 × 5 ft.	8	1
Large	10 × 10 ft.	12	1½
Huge	15 × 15 ft.	16	2
Gargantuan	20 × 20 ft.*	20	2½

* or larger

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

The **Surround** column of the Size Categories table shows the number of creatures that can fit in a 5-foot radius around a creature of a particular size, unless the creatures are Large or bigger.

Because larger creatures take up more space, fewer of them can surround a creature. The **Fills** column of the table shows how much of the Surround number a particular creature takes up. For example, eight Medium creatures can

surround a fellow Medium creature. If two Gargantuan creatures and two Large creatures surround a Medium or smaller creature, there's no room for anyone else.

Squeezing into a Smaller Space

A creature can squeeze through a space large enough for a creature one size category smaller than itself. When squeezing through such a space, the creature's speed is halved. While squeezing, a creature has disadvantage on attacks and on Dexterity saving throws, and attacks against it have advantage.

Variant: Playing on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

If you use a grid often, consider writing your speed in squares on your character sheet.

Entering a Square. To enter a square, you must have at least 1 square of movement left (in other words, 5 feet of movement left).

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Diagonals. Entering a square diagonally also costs 1 square of movement. This rule sacrifices realism for the sake of smooth play. The *Dungeon Master's Guide* provides guidance on using a more realistic approach.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Actions in Combat

When you take your action on your turn, you can take one of the common actions presented here or an action you gained from your class or a special feature. Monsters have additional action options in their stat blocks.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, launching an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the “Making an Attack” section for the rules that govern attacks.

Certain features, such as the fighter’s Extra Attack, allow you to make more than one attack with this action.

Casting a Spell

Spellcasters like wizards and clerics, as well as many monsters, have access to potent spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. A spellcaster typically uses his or her action to cast a spell that has a casting time of 1 action. See chapter 10 for the rules on spellcasting.

Dash

When you take the Dash action, you gain additional movement for this turn. The increase equals your current speed, after applying any modifiers. With a speed of 30, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 is halved, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn’t provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage.

You lose this benefit if you are incapacitated or your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next relevant ability check to perform that task before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally’s attack more effective. If your ally attacks the target before your next turn, the attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 7 for hiding. If you succeed, you gain certain benefits, as described in the “Unseen Attackers and Targets” section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger. Examples include “If the cultist steps on the trapdoor, I’ll pull the lever that opens it,” “If the goblin moves next to me, I dash away,” and “If the lich starts casting a spell, I clobber it with my mace.”

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

A spell must have a casting time of 1 action to be readied, and holding onto the spell’s magic until you release it with your reaction requires concentration (explained in chapter 10). For example, if you are concentrating on the *web*

spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, you might lose the spell as a result of your concentration being broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object, such as when you draw a sword, while doing something else. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Improvising an Action

Your ability scores allow you to do things not covered by the actions described in this section, such as breaking down doors, intimidating your enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can take are your imagination and your ability scores.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Making an Attack

Whenever you make an attack roll, you're making an attack. Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities,

and other effects can apply penalties or bonuses to your attack roll.

- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack specifies otherwise.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. An attack roll is one of the three basic kinds of rolls in the game.

An attack roll looks like this:

d20 + ability modifier + proficiency bonus (if any) +
situational modifiers

If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. A character's AC is determined at character creation, whereas a monster's AC is in the monster's stat block.

Rolling a 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as described in the "Critical Hits" section later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Certain weapon properties, such as the finesse and thrown properties, break this rule.

The ability modifier used for a spell attack depends on the spellcaster's spellcasting ability, as explained in chapter 10.

Proficiency Bonus. If you are proficient with the weapon you are attacking with, you can add your proficiency bonus to the attack roll. If you make an attack with a weapon that you aren't proficient with, not only do you not add your proficiency bonus, but you also make the attack roll with disadvantage.

When you make a spell attack, you add your proficiency bonus to the attack roll.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll, whether or not you know where the target is located. Your attack might miss because you rolled too low or because the target is nowhere near where your attack struck.

In contrast, you have advantage on the attack roll when you attack a creature that can't see you.

If you are hidden—unseen and unheard—when you make an attack, you are no longer hidden as soon as the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you loose a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

A weapon has two ranges. The smaller number indicates the weapon's normal range. The larger number is its long range. Your attack roll has disadvantage when your target is beyond normal range. You can't attack a target beyond your weapon's long range.

A spell's description sets its maximum range. You can't attack a target beyond this range.

Ranged Attacks in Melee

Aiming a ranged attack is more difficult for a when an enemy is right next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Melee Attacks

A melee attack allows you to attack a foe within your reach. Melee attacks typically use handheld weapons such as a sword, a warhammer, an axe, or even bare fists. Monsters attacking with their claws, teeth, tails, or tentacles make melee attacks. A few spells also involve making melee attacks.

Reach

Most creatures have a 5-foot reach, and can thus attack targets within 5 feet of them. Certain creatures (typically those that are larger than a human) have greater reach, as noted in their descriptions.

Unarmed Strikes

When you are unarmed, you can still fight by making an unarmed strike, as described in chapter 5. Most characters are not proficient with their unarmed strikes.

Other than certain humanoids, monsters rarely need to resort to unarmed strikes, since they have claws, vicious bites, and other natural weapons.

Special Attacks

Several attacks have special rules.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you

use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before it leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can make a ranged attack with that weapon.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks using that action, this attack replaces one of them.

Using at least one free hand, you try to seize the target of your grapple by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it. In addition, you can release the target whenever you like.

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. If the target is more than one size larger than you, it automatically succeeds on this check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks using that action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The DM can use these contests as models for improvising others.

Cover

Cover is provided by creatures and solid objects between you and your target, whether it's the target of a weapon attack or a spell. Walls, pillars, and trees, for example, can provide cover. A target behind cover that blocks at least half its body is harder to hit.

Half Cover

A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with half cover has a +2 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Three-Quarters Cover

A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Total Cover

A target has total cover if it is completely concealed by an obstacle. Under normal circumstances, a target with total cover can't be targeted directly by an attack or a spell, although many spells can reach such a target by including it in an area of effect.

Damage, Healing, and Dying

Injury and the risk of death are constant companions of those who explore the worlds of D&D. A strike from a sword, a puncture from an arrow, or a blast of flame from a well-placed *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points and Damage

Hit points represent a combination of physical and mental durability, the will to live, and luck. Hit points are an abstraction, representing a creature's overall ability to survive the many perils it faces. Creatures with more hit points are more durable and, therefore, more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points), can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon and spell notes the damage it deals with a successful attack. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. In addition, certain special abilities give extra damage represented by bonus dice.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage.

A **spell** tells you which to dice to roll for damage and whether to add any modifiers.

If a spell or another effect deals damage to **more than one target** at the same time, roll the damage once for all the targets.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks deal different types of damage.

Damage types help describe how a creature or an object is being harmed when it loses hit points. For instance, a battleaxe deals slashing damage, a club deals bludgeoning damage, a red dragon's breath deals fire damage, and a mind flayer's telepathic blast deals psychic damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

Acid. The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks, including hammers, falling, and constriction, deal bludgeoning damage.

Cold. The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire. Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning. A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

Necrotic. Necrotic damage, dealt by a wight's energy drain attack or a spell such as *chill touch*, both kills the flesh and withers the soul.

Piercing. Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison. Venomous bites and the toxic gas of a green dragon's breath deal poison damage.

Psionic. Mental abilities such as a mind flayer's psionic blast power or the *feblemind* spell, deal psychic damage.

Radiant. Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound, such as the effect of the *thunderwave* spell or the resounding blast accompanying a storm giant's melee attacks, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage because of two different traits: damage resistance and damage vulnerability.

Resistance Halves. If a creature has resistance to a type of damage or to all damage, it takes only half that kind of damage from any source.

Vulnerability Doubles. If a creature has vulnerability to a type of damage or to all damage, it takes double that kind of damage from any source.

After Other Modifiers. If a creature has resistance or vulnerability, damage is halved or doubled after all other modifiers to the damage have been applied.

For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is

also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Describing the Effects of Damage

Dungeon Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

Healing

Unless it results in death, damage is not permanent (and even death is reversible, though it requires powerful magic). Good rest can restore a creature's hit points, and magical means—such as a *cure wounds* spell or a *potion of healing*—can heal damage in an instant.

When a creature receives healing of any kind, any hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. A creature that has died can't regain hit points until magic (such as a *raise dead* spell) has restored it to life.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals its hit point maximum, the cleric dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

Monsters and Death

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances at succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling a 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. And if you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, however, you suffer two failures instead.

If the damage equals or exceeds your hit point maximum, you die, as normal.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can, at least, be stabilized so that it isn't killed by a failed death saving throw.

How to Stabilize. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it. You must succeed on a DC 10 Wisdom (Medicine) check to stabilize the creature.

The Effects of Being Stable. A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage.

A stable creature that is not healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

Temporary hit points are separate from your actual hit points, so they can exceed your hit point maximum. If you have temporary hit points and take damage, the temporary hit points are lost first. And they can't be restored with healing.

Temporary hit points are also not cumulative. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

Finally, temporary hit points don't restore you to consciousness or stabilize you if you have 0 hit points. They can still absorb damage directed you while you're in that state, but only true healing can save you.

Chapter 10: Spellcasting

This chapter provides the rules for how spellcasting works in the worlds of D&D. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

What Is a Spell?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or heal it, impose or remove conditions (see the appendix), drain life energy away and restore life to the dead. Many spells are useful for altering the environment in some way, from opening a locked door to quelling a violent storm.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Spell Level

Every spell has a level, from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to

be at least 17th level, not 9th level, to cast a 9th-level spell.

Known and Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. Other spellcasters undergo a process of preparing spells. This process varies for members of different classes, as described in those classes. In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster knows or prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are increasingly so. Thus, each spellcasting class's description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at a given character level. For example, the 3rd-level wizard Umara has four 1st-level spell slots and two 2nd-level slots.

When a character casts a spell, he or she expends a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 9th-level spell will fit only in a 9th-level slot. So when Umara casts *magic missile*, a 1st-level spell, she spends one of her four 1st-level slots and has only three remaining.

Finishing a long rest (see chapter 8) refreshes any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using

spell slots. For example, a monk who follows the Way of the Four Elements, a warlock who chooses certain eldritch invocations, and a pit fiend from the Nine Hells can all cast spells in such a way.

Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts *magic missile* using one of her 2nd-level slots, that *magic missile* is 2nd level. Effectively, the spell expands to fill the slot it is put into.

Some spells have more powerful effects when cast at a higher level, as detailed in the spell.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0, though as a spellcaster advances in levels his or her cantrips might become as powerful as spells with a higher level.

Rituals

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal, and it doesn't expend a spell slot.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

The Schools of Magic

The academic study of magic is supported by a rich theoretical framework that attempts to explain its underpinnings and functioning. Part of that underpinning is a division of spells into eight so-called schools based on their essential operation. Scholars of magic, particularly wizards, apply these categories to all spells. They believe that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

Abjuration spells are fundamentally protective in nature, though some of them have clearly aggressive uses. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or banish creatures to another plane of existence.

Conjuration spells involve the transportation of objects from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to a distant location. Some conjurations actually create objects or effects from nothing.

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment spells affect the minds of others, influencing or controlling their behavior. They can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet on a string.

Evocation spells manipulate energy or tap mystical sources of power to produce a desired effect. Some call up blasts of fire or lightning, and others channel positive energy to heal wounds.

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to not see things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image in the mind of another creature, making the image entirely real for that creature.

Necromancy spells manipulate the very energies of life and death. They can grant an extra reserve of life force, drain the life energy from another creature, give the semblance of life to an undead creature, or even bring the dead back to life.

Creating an undead creature through the use of necromancy spells such as *animate dead* is not a good act, and only evil casters use such spells frequently.

Transmutation spells change the properties of some creature, object, or condition. They might turn an

enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

First, to cast a spell you must have access to it, either from your class, a magic item, or some other source. Certain classes also require that you have the spell prepared in advance.

Second, in combat, you must cast a spell as an action (see "Actions in Combat" in chapter 9), unless a spell's description says otherwise. Outside combat, you can effectively cast a spell whenever you want, but you must complete one spell before casting the next.

Each spell description in chapter 11 begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, a few seconds of time during which the caster recites a magical word or phrase and completes a set of hand motions.

Swift Spells

A swift spell requires but a moment to cast. You use your action to cast it, but you can take another action on the same turn as a bonus action, immediately before or after casting the spell. You can't cast another spell with that bonus action, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells require more time to cast: minutes or even hours. While you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to cast the spell again, you must start over.

Range

The target of a spell must be within the spell's range. In a spell like *magic missile*, the target is a creature. In a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch.

Other spells affect only you. These spells have a range of self. For example, the *shield* spell protects you and only you.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you.

Once a spell is cast, its effects are not limited by its range.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves are not the source of power; instead, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in the desired motion. Thus, a character who is gagged or in an area of silence,

such as one created by the *silence* spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures.

If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular items or objects, specified in parentheses in the component entry. Usually, a character can use a spell component pouch or a spellcasting focus, as described in class descriptions and in chapter 6, in place of the specified components. But if an exceptional cost is indicated, a character must purchase that specific component before he or she can cast the spell in question.

If a spell specifies that the material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access these components, but it can be the same hand that he or she uses to perform somatic components.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters something or someone in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration

entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors or events can break concentration:

- **Casting another spell that requires concentration.** You lose your concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC is equal to half the damage you just took. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a saving throw for each source of damage separately.
- **Losing consciousness.** You lose your concentration on a spell if you fall asleep or are stunned or knocked unconscious. (An elf character in trance remains conscious.) By extension, the spell ends if you die.

You can also lose your concentration if an event or an effect distracts you too much. If an attack or another effect can disrupt your concentration in this way, its description says so.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to make a DC 10 Constitution saving throw to maintain concentration on a spell.

Targets

The bulk of a spell description provides information about what the spell does, including the creatures or area it affects and how creatures might resist its effects.

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, a point of origin for an area of effect, or a combination of these things.

A Clear Path to the Target

To target someone or something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you.

If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect

A *fireball* explodes, burning an entire group of orcs. A *cone of cold* blasts forth, freezing a gang of ogres in place. Spells such as these cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells require it to be a creature or an object.

A spell's effect expands in straight lines from the point of origin. Thus, if no unblocked straight line extends from the point of origin to a location within the area of effect, that location is not included in the spell's area.

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus.

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell you cast equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated (see chapter 9).

Combining Magical Effects

Although individual spells are fairly easy to adjudicate, sometimes the situation can be confusing when more than one spell is affecting the same creature.

The effects provided by spells all add together while the durations of those spells overlap, except for one case. Unless otherwise noted in a spell's description, the effects of the same spell cast multiple times (including higher- or lower-level versions of the same spell) don't combine. Instead, the most potent effect—such as the highest bonus or the worst penalty—from those castings applies. Each spell still expires individually.

For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

Chapter 11: Spells

This chapter describes the most common spells in the worlds of DUNGEONS & DRAGONS. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

Bard Spells

Cantrips

Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Vicious Mockery

Level 1 Spells

Animal Friendship
Charm Person
Cloud of Daggers
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Faerie Fire
Feather Fall
Healing Word
Identify
Illusory Script
Longstrider
Silent Image
Sleep
Speak with Animals
Tasha's Hideous Laughter
Thunderwave
Unseen Servant

Level 2 Spells

Animal Messenger
Blindness/Deafness
Blistering Satire

Calm Emotions
Crown of Madness
Detect Thoughts
Heat Metal
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Locate Object
Magic Mouth
Phantasmal Force
See Invisibility
Shatter
Silence
Suggestion
Zone of Truth

Level 3 Spells

Aura of Invisibility
Clairvoyance
Fear
Feign Death
Dispel Magic
Glyph of Warding
Hypnotic Pattern
Leomund's Tiny Hut
Nondetection
Plant Growth
Sending
Speak with Dead
Speak with Plants
Stinking Cloud
Tongues

Level 4 Spells

Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Polymorph

Level 5 Spells

Animate Objects
Awaken
Dominate Person

Dream/Nightmare
Feeblemind
Geas
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Planar Binding
Raise Dead
Scrying
Seeming
Teleportation Circle
True Seeing

Level 6 Spells

Eyebite
Greater Dispel Magic
Guards and Wards
Mass Suggestion
Permanent Image

Level 7 Spells

Find the Path
Greater Restoration
Mass Hold Person
Mass Invisibility
Project Image

Level 8 Spells

Dominate Monster
Mass Charm Monster
Mind Blank
Otto's Irresistible Dance
Power Word Stun

Level 9 Spells

Foresight
Mass Hold Monster
Power Word Heal
Power Word Kill

Cleric Spells

Cantrips

Amanuensis
Guidance

Light
Resistance
Produce Flame
Sacred Flame
Spare the Dying
Thaumaturgy

Level 1 Spells

Bestow Curse
Bless
Celestial Bolt
Command
Create or Destroy Water
Cure Wounds
Detect Good and Evil
Detect Magic
Detect Poison and Disease
Healing Word
Inflict Wounds
Protection from Evil
Purify Food and Drink
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Find Traps
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spirit Guardians
Spiritual Weapon
Warding Bond
Zone of Truth

Level 3 Spells

Animate Dead
Beacon of Hope
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Feign Death
Glyph of Warding

Holy Vigor
Magic Circle
Mass Healing Word
Prayer
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead
Tongues
Water Walk

Level 4 Spells

Air Walk
Banishment
Contagion
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Stone Shape

Level 5 Spells

Commune
Dispel Evil or Good
Flame Strike
Geas
Hallow
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
True Seeing

Level 6 Spells

Blade Barrier
Forbiddance
Greater Dispel Magic
Heroes' Feast
Harm
Heal
Planar Ally
Word of Recall

Level 7 Spells

Conjure Celestial
Control Weather
Destruction

Divine Word
Greater Restoration
Find the Path
Fire Storm
Plane Shift
Regenerate
Resurrection
Symbol

Level 8 Spells

Antimagic Field
Earthquake
Holy Aura

Level 9 Spells

Astral Projection
Gate
Mass Heal
True Resurrection

Druid Spells

Cantrips

Druidcraft
Guidance
Produce Flame
Resistance
Shillelagh

Level 1 Spells

Animal Friendship
Charm Person
Create or Destroy Water
Cure Wounds
Detect Magic
Detect Poison and Disease
Entangle
Faerie Fire
Fog Cloud
Goodberry
Gust of Wind
Healing Word
Jump
Longstrider
Purify Food and Drink
Speak with Animals
Thunderwave

Level 2 Spells

Animal Messenger
Beast Sense

Barkskin
Darkvision
Find Traps
Heat Metal
Flame Blade
Flaming Sphere
Hold Person
Lesser Restoration
Locate Animals or Plants
Locate Object
Moonbeam
Pass without Trace
Protection from Poison
Spike Growth
Tree Shape

Level 3 Spells

Call Lightning
Conjure Animals
Daylight
Dispelling Magic
Feign Death
Meld into Stone
Plant Growth
Protection from Energy
Sleet Storm
Speak with Plants
Water Breathing
Water Walk
Wind Wall

Level 4 Spells

Air Walk
Blight
Confusion
Conjure Woodland Beings
Contagion
Control Water
Dominate Beast
Freedom of Movement
Giant Insect
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Stoneskin
Stone Shape
Wall of Fire

Level 5 Spells

Antilife Shell
Awaken

Changestaff
Commune with Nature
Conjure Elemental
Feeblemind
Geas
Insect Plague
Mass Cure Wounds
Planar Binding
Reincarnate
Scrying
Tree Stride
Wall of Stone

Level 6 Spells

Heal
Heroes' Feast
Move Earth
Sunbeam
Transport via Plants
Wall of Thorns
Wind Walk

Level 7 Spells

Chariot of Sustarre
Control Weather
Creeping Doom
Find the Path
Fire Storm
Greater Restoration
Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity

Level 8 Spells

Animal Shapes
Antipathy/Sympathy
Earthquake
Sunburst
Tsunami

Level 9 Spells

Foresight
Shapechange
Storm of Vengeance

Paladin Spells

Level 1 Spells

Bless

Command
Cure Wounds
Demand
Detect Magic
Detect Poison and Disease
Divine Favor
Protection from Evil
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

Level 2 Spells

Aid
Branding Smite
Find Steed
Holy Accord
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Righteous Shield
Zone of Truth

Level 3 Spells

Aura of Vitality
Create Food and Water
Crusader's Mantle
Daylight
Dispelling Magic
Elemental Weapon
Magic Circle
Prayer
Remove Curse
Revivify
Sunburst Smite

Level 4 Spells

Aura of Life
Aura of Purity
Banishment
Death Ward
Divine Power
Locate Creature
Staggering Smite

Level 5 Spells

Circle of Power
Damning Smite
Disintegrating Smite
Dispelling Evil or Good

Geas
Raise Dead
True Seeing

Ranger Spells

Level 1 Spells

Alarm
Animal Friendship
Cure Wounds
Detect Magic
Detect Poison and Disease
Ensnaring Strike
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Speak with Animals

Level 2 Spells

Animal Messenger
Barkskin
Beast Sense
Cordon of Arrows
Darkvision
Find Traps
Hunter's Veil
Lesser Restoration
Locate Animals or Plants
Locate Object
Pass without Trace
Protection from Poison
Silence
Spike Growth
Tree Shape

Level 3 Spells

Conjure Barrage
Conjure Animals
Daylight
Plant Growth
Protection from Energy
Lightning Arrow
Nondetection
Speak with Plants
Water Breathing
Water Walk
Wind Wall

Level 4 Spells

Conjure Woodland Beings
Freedom of Movement
Grasping Vine
Locate Creature

Level 5 Spells

Commune with Nature
Conjure Volley
Swift Quiver

Sorcerer Spells

Cantrips

Acid Splash
Chill Touch
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Cloud
Prestidigitation
Ray of Frost
Scorching Burst
Shocking Grasp

Level 1 Spells

Bestow Curse
Burning Hands
Charm Person
Chromatic Orb
Cloud of Daggers
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Enlarge
False Life
Feather Fall
Fog Cloud
Gust of Wind
Jump
Mage Armor
Magic Missile
Ray of Sickness
Shield
Silent Image
Sleep
Thunderwave

Level 2 Spells

Alter Self
Blindness/Deafness
Blur
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Hold Person
Invisibility
Knock
Levitate
Mirror Image
Misty Step
Phantasmal Force
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

Level 3 Spells

Aura of Invisibility
Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Haste
Hypnotic Pattern
Lightning Bolt
Major Image
Protection from Energy
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Breathing
Water Walk

Level 4 Spells

Banishment
Blight
Confusion
Dimension Door
Dominate Beast
Greater Invisibility

Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Animate Objects
Cloudkill
Cone of Cold
Creation
Dominate Person
Hold Monster
Insect Plague
Seeming
Telekinesis
Teleportation Circle
True Seeing
Wall of Stone

Level 6 Spells

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Greater Dispel Magic
Mass Suggestion
Move Earth
Sunbeam

Level 7 Spells

Delayed Blast Fireball
Destruction
Etherealness
Finger of Death
Fire Storm
Mass Hold Person
Mass Invisibility
Plane Shift
Prismatic Spray
Reverse Gravity
Teleport

Level 8 Spells

Dominate Monster
Earthquake
Incendiary Cloud
Mass Charm Monster
Power Word Stun
Sunburst

Level 9 Spells

Gate
Mass Hold Monster
Meteor Swarm
Power Word Kill
Time Stop
Wish

Warlock Spells

Cantrips

Chill Touch
Eldritch Blast
Mage Hand
Minor Illusion
Poison Cloud
Prestidigitation

Level 1 Spells

Bestow Curse
Charm Person
Cloud of Daggers
Comprehend Languages
Hellish Rebuke
Illusory Script
Protection from Evil
Ray of Sickness
Thunderwave
Unseen Servant
Witch Bolt

Level 2 Spells

Crown of Madness
Dark Discorporation
Darkness
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion
Level 3 Spells
Counterspell
Dispel Magic
Fear
Fly
Gaseous Form
Haste
Hypnotic Pattern

Magic Circle
Major Image
Protection from Energy
Remove Curse
Slow
Tongues
Vampiric Touch

Level 4 Spells

Banishment
Blight
Confusion
Dimension Door
Hallucinatory Terrain
Polymorph

Level 5 Spells

Cloudkill
Conjure Elemental
Contact Other Plane
Dream/Nightmare
Feeblemind
Hold Monster
Screaming
True Seeing

Level 6 Spells

Arcane Gate
Circle of Death
Create Undead
Eyebite
Flesh to Stone
Greater Dispel Magic
Mass Suggestion
Permanent Image
Level 7 Spells
Etherealness
Finger of Death
Mass Hold Person
Mass Invisibility
Plane Shift

Level 8 Spells

Antipathy/Sympathy
Bind Elemental
Dominate Monster
Mass Charm Monster
Power Word Stun
Trap the Soul

Level 9 Spells

Astral Projection
Eternal Binding

Foresight
Mass Hold Monster
Power Word Kill

Wizard Spells

Cantrips

Amanuensis
Chill Touch
Dancing Lights
Eldritch Blast
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Scorching Burst
Shocking Grasp

Level 1 Spells

Alarm
Bestow Curse
Burning Hands
Charm Person
Chromatic Orb
Cloud of Daggers
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Enlarge/Reduce
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Gust of Wind
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil
Ray of Sickness
Shield
Silent Image
Sleep
Tasha's Hideous Laughter
Tenser's Floating Disk

Thunderwave
Unseen Servant
Witch Bolt

Level 2 Spells

Alter Self
Arcane Lock
Blindness/Deafness
Blur
Continual Flame
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Flaming Sphere
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Melf's Acid Arrow
Mirror Image
Misty Step
Nystul's Magic Aura
Phantasmal Force
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

Level 3 Spells

Animate Dead
Aura of Invisibility
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Feign Death
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern

Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Tongues
Vampiric Touch
Water Breathing

Level 4 Spells

Arcane Eye
Banishment
Blight
Confusion
Control Water
Dimension Door
Evard's Black Tentacles
Fabricate
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Leomund's Secret Chest
Locate Creature
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Stone Shape
Stoneskin
Wall of Fire

Level 5 Spells

Animate Objects
Bigby's Hand
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream/Nightmare
Feeblemind
Geas

Hold Monster
Legend Lore
Magic Jar
Mislead
Modify Memory
Passwall
Planar Binding
Rary's Telepathic Bond
Scrying
Seeming
Telekinesis
Teleportation Circle
True Seeing
Wall of Force
Wall of Stone

Level 6 Spells

Arcane Gate
Chain Lightning
Circle of Death
Contingency
Create Undead
Disintegrate
Eyebite
Flesh to Stone
Globe of Invulnerability
Greater Dispel Magic
Guards and Wards
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Permanent Image
Programmed Illusion
Sunbeam
Wall of Ice

Level 7 Spells

Control Weather
Delayed Blast Fireball
Drawmij's Instant Summons
Etherealness
Finger of Death
Forcecage
Insanity
Mass Hold Person
Mass Invisibility
Mirage Arcane
Mordenkainen's Magnificent
Mansion
Mordenkainen's Sword
Plane Shift
Prismatic Spray

Project Image
Reverse Gravity
Simulacrum
Symbol
Teleport

Level 8 Spells

Antimagic Field
Antipathy/Sympathy
Bind Elemental
Clone
Dominate Monster
Incendiary Cloud
Mass Charm Monster
Maze
Mind Blank
Otto's Irresistible Dance
Power Word Stun
Sequester
Sunburst
Trap the Soul

Level 9 Spells

Army of the Dead
Astral Projection
Foresight
Gate
Imprisonment
Mass Hold Monster
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Weird
Wish

Spell Descriptions

The spells are presented in alphabetical order.

Acid Splash

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose two creatures that are within 5 feet of each other that are both within range. Each creature must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Levels. The spell's damage increases by 1d6 when you reach a caster level of 5th (2d6), 10th (3d6), 15th (4d6), and 20th (5d6).

Aid

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth with a sticky substance on the ends)

Duration: 8 hours

Your prayer calls down a divine blessing of toughness and resolve. Choose up to three creatures within range that are not currently affected by this spell. Each target's hit point maximum and current hit points increase by 5 for the duration. This spell has no effect upon undead or constructs.

Air Walk

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of thistledown)

Duration: Concentration, up to 1 hour

Choose a willing creature within range. Until the spell ends, the target can tread on air as if walking on solid ground. The target can move upward or downward at a 45 degree angle at half its speed. Treat strong winds (twenty miles per hour or more) as difficult terrain.

If the spell ends while the target is airborne, it falls if this spell is the only thing keeping it aloft.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can add one target for each level above 4th.

Alarm

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. Also, choose whether the alarm is mental or audible.

A mental alarm alerts you with a psychic ping if you are within 1 mile of the warded area. This ping awakens you from sleep.

An audible alarm produces the sound of a hand bell for 10 seconds. Anyone within 60 feet of the warded area can hear the bell. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each interposing wall.

Alter Self

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You assume a different form for the duration or until you use your action to dismiss the spell. When you cast the spell, choose one or more of the following options, the effects of which last for the duration of the spell.

Aerial Adaptation. You adapt your body to an aerial environment, growing wings (the

appearance of which you can choose). You can fly at your normal land speed.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater, and swim at your normal land speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to attack rolls and damage rolls on attacks you make using it.

Amanuensis

Conjuration cantrip

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

You choose a piece of non-magical writing, map, art, image or scene within range, and a blank book, scroll or parchment within range. The chosen text or image is transcribed onto the blank book, scroll, or parchment as though written or drawn by a master scribe or artist. A single casting of the spell is enough to transcribe about 50 pages of text and images.

Animal Friendship

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

This spell lets you show an animal or similar beast that you mean it no harm. Choose a beast within range that can see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you until the spell ends. If you or one of your companions harms the target, the spells ends early.

Animal Messenger

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 8 hours

By means of this spell, you can use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf." You also speak a message of up to 25 words. The target beast travels as fast as it can to the specified location. When the animal arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave.

If the messenger does not reach its destination before the spell ends, the message is lost.

Animal Shapes

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 24 hours

Choose any number of willing creatures within range that you can see. This spell has no effect on constructs or undead. You transform the target creatures into the form of a Large or smaller beast for the duration or until you use an action to dismiss the spell for all creatures.

The transformation lasts for the duration, or until the target is reduced to 0 hit points or dies. The new form can be any beast the same size or smaller than a chosen creature, and you can

choose different forms for each target. The target's game statistics are replaced by the statistics of the chosen beast, though it retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The creature is limited in the actions it can perform by the nature of its new form, and cannot speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature cannot activate, use, wield, or otherwise benefit from any of its equipment.

Animate Dead

3rd-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. As part of your action, you can mentally command any creature you made with this spell if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor.

To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than animating a new creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you

create or reassert control over two additional undead creatures for each level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Animate Objects

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose up to five Large or smaller objects within range that are not being worn or carried. The objects animate and become creatures under your control for the duration.

When you cast the spell and as part of your action on each turn until the spell ends, you can decide what action each animated object takes and how it moves. The objects act on your turn.

An animated object is a construct with AC 10 and hit points determined by its size. Tiny objects have 2 hit points, Small have 5, Medium have 10, and Large have 50. An object is immune to any effect that requires a Constitution, Intelligence, Wisdom, or Charisma saving throw, is immune to necrotic, poison, psychic, and radiant damage. It is immune to disease and cannot be charmed or frightened. If the object makes a saving throw, it uses your modifier.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. The object has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes damage determined by the object's size. A Tiny object deals 1d3 damage, a Small object deals 1d4 damage, a Medium object deals 1d6 damage, and a Large object deals 1d8 damage. The type of damage depends on the nature of the object as determined by the Dungeon Master.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate one additional object for each level above 5th.

Antilife Shell

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out living things. The barrier lasts for the duration.

The barrier prevents living creatures from passing or reaching through, but it has no effect on undead, constructs, or objects. If a creature attempts to enter past the barrier, it must make a Wisdom saving throw. On a failed save, it cannot move through the barrier or make a melee attack against any creature inside it until the start of its next turn.

A creature that starts its turn within the barrier can pass through the barrier to exit it or make melee attacks against creatures beyond it. If, however, such a creature moves beyond the barrier it can't reenter without a successful Wisdom saving throw.

If you move so that a living creature is forced to pass through the barrier, you must initiate a contest using your magic ability against the creature's Strength. If you do not win the contest, the barrier allows the creature through as though it had made a successful saving throw. If you win the contest, you can move up to half your speed, pushing the creature away from you as you do so. If you move in such a way that you would push a living creature and the creature cannot be pushed because of an obstacle, or because it would be forced into hazardous terrain, the spell ends.

Antimagic Field

8th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of powdered iron or iron filings)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible cloud of antimagic surrounds you. This area is divorced from the weave of magical energy that suffuses the multiverse. Within the cloud, spellcasting fails, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the cloud moves with you, centered on you.

Magical effects, except those created by an artifact or a deity, are suppressed in the cloud and cannot protrude into it. While an effect is suppressed, it does not function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the cloud have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, cannot extend into the cloud, and if the cloud overlaps an area of magic, the part of that area that is covered by the cloud is suppressed. For example, the flames created by a *wall of fire* are suppressed within the cloud, creating a gap in the wall if the overlap is large enough.

Magic on Creatures and Objects. Any active magical effect on a creature or an object in the cloud is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the cloud. For example, a *+1 longsword* in the cloud functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the cloud or wielded by an attacker in the cloud. If a magic weapon or a piece of magic ammunition fully leaves the cloud (for example, if you fire a magic arrow or throw a magic spear at a target outside the cloud), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation fails to work in the cloud, whether the cloud is the destination or the departure point for such magical travel. A portal to another world or plane of existence, as well as an opening to an extradimensional space, such as that created by a *rope trick* spell, temporarily closes while in the cloud.

Summoned Creatures. A creature summoned by magic temporarily winks out of existence in the cloud. Such a creature instantly reappears once the space the creature occupied is no longer within the cloud.

Dispel Magic. Spells and magical effects such as *dispel magic* and *greater dispel magic* have no effect on the cloud. Likewise, the clouds created by different *antimagic fields* do not nullify each other.

Antipathy/Sympathy

8th-level enchantment

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (either a lump of alum soaked in vinegar for the *antipathy* effect or drop of honey for the *sympathy* effect)

Duration: 10 days

Choose a Huge or smaller object or an area up to a 200-foot cube within range, and name a specific kind of intelligent creature, such as a red dragon, goblin, or vampire, or a creature with a specific alignment, such as lawful good or neutral evil. You invest the object or area with a powerful aura of primal feeling that either attracts or repels the creatures you specify for the duration. Choose one of the following effects.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened for as long as it can see the target or remains within 60 feet of it. If the creature moves more than 60 feet from the target and cannot see it, the creature is no longer frightened. The creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

If an affected creature starts its turn while not frightened by the target, the creature can attempt to break the enchantment by using an action to make a Wisdom check against your spell save DC. On a successful check, the creature is no longer frightened by the object and recognizes its repugnance as magical.

The effect of a successful save or check lasts only 1 minute, after which time the creature can be affected again.

Sympathy. The enchantment causes creatures of the kind you designated to feel bliss while within 60 feet of the target or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or it must use its movement on each of its turns to enter the area or move to within reach of the target.

When the creature has done so, it cannot willingly move away from the target.

Whenever an affected creature starts its turn in a place where it cannot see the target or is more than 60 feet from it, the creature can attempt to break the enchantment by making a Wisdom saving throw. On a successful save, the effect ends for the creature, and it recognizes its attraction as magical. Any creature affected by this spell also makes a Wisdom saving throw each time it takes damage; on a successful save, the effect ends for that creature.

The effect of a successful save or check lasts only 1 minute, after which time the creature can be affected again.

Arcane Eye

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 10 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Gate

6th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and

perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the only side that functions as a portal. The portals remain open for the duration.

Any creature or object entering the correct side of one portal exits from the active side of the other portal as if the two were adjacent to each other. The mist that fills each portal prevents vision through it. On your turn, as long as you are not incapacitated, you can rotate the rings so that the active side faces in a different direction.

Arcane Lock

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which is consumed when you cast the spell)

Duration: Permanent

Touch a door, window, gate, chest, or other entryway that is closed. The chosen object is locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break; the DC to break it increases by 10.

Army of the Dead

9th-level necromancy

Casting Time: 1 minute

Range: 500 feet

Components: V, S, M (a human, which you must kill no more than 10 minutes before you cast this spell)

Duration: Concentration, up to 1 hour

Choose a point you can see within range. You must be on a battlefield, cemetery, or some other place where the remains of one hundred or more creatures can be found. Bones and corpses pull free from the ground and animate into a mass of undead monsters. The army covers the ground within 50 feet of the point you chose, stands 10

feet tall, spreads around corners and remains for the duration.

The area of undead can be harmed by radiant damage. Any 5-foot section of the area that takes radiant damage is cleared of undead. Any spell or effect that would deal radiant damage to a creature deals radiant damage to the area of the spell (if such an effect depends on an attack roll or saving throw, the attack automatically hits and the saving throw automatically fails). When the last area is cleared of undead, the spell also ends.

The area covered by the undead army is difficult terrain and grants partial cover to creatures in it and superior cover to creatures behind it.

The undead army claws and grasps other creatures. Any creature that enters or starts its turn in the area must make a Dexterity saving throw. A creature takes 4d6 slashing damage and falls prone on a failed save, or just half as much damage on a successful one. Any prone creature in the area cannot stand up unless it uses an action to make a Strength check and succeeds on that check. If a creature ends its turn prone in the area, it takes 4d6 slashing damage.

At the start of each of your turns, the area of undead moves up to 30 feet in a direction you choose. You can move the area through gaps wide enough to accommodate a Small or larger creature.

Astral Projection

9th-level necromancy

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each creature you will affect with this spell, you must provide a jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which is consumed when you cast this spell)

Duration: Permanent

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a

state of suspended animation; it does not need food or air and does not age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends out from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane, your astral form disappears, and you gain a body capable of surviving on the plane you visit. Your game statistics do not change. If you return to the Astral Plane by casting this spell again, or by some other means, the body created for the plane you visited disappears, and your astral body reappears.

The spell ends for you and your companions when you use your action to end it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end prematurely for you or one of your companions. A successful *dispel magic* or *greater dispel magic* used against an astral or physical body ends the spell for that creature. And if a creature's second body or its astral form is reduced to 0 hit points, the spell ends for that creature. The silver cord returns to the creature's body where it rests, reviving it from its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Augury

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

Describe a course of action that you plan to take within the next 30 minutes. By casting gem-laid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an answer from an otherworldly entity about the results of that course of action. The DM chooses from the following possible answers:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that are not especially good or bad

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Aura of Invisibility

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (an eyelash encased in a bit of gum arabic)

Duration: 1 hour

An aura of invisibility surrounds you to a distance of 10 feet. You and the creatures you designate in the area become invisible for 1 hour. The spell ends for an affected creature that attacks, casts a spell that affects an enemy creature, or moves more than 10 feet away from you. The spell ends for all affected creatures if you attack or cast a spell that affects an enemy creature, or if you use your action to end it.

Aura of Life

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

The power of life radiates out from you, protecting friendly creatures within 30 feet of you from death's hold. For the duration, each friendly creature in the area, including you, has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, whenever a friendly creature with 0 hit points starts its turn in the area, it regains 1 hit point.

Aura of Purity

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Holy energy radiates out from you, protecting friendly creatures within 30 feet of you from bodily corruption. For the duration, each friendly creature in the area, including you, cannot become diseased, has resistance to poison damage, and has advantage on all saving throws against harmful conditions.

Aura of Vitality

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Healing power links you to friendly creatures within 10 feet of you, and with each strike you land on a foe, your allies receive a surge of vitality. For the duration, once on each of your turns when you deal damage to a hostile creature, each friendly creature in the area, including you, regains 1d6 hit points.

Awaken

5th-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an agate worth at least 1,000 gp, which is consumed when you cast the spell)

Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, touch a

Large or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 2 or less. The target permanently gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Banishment

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (any item that is distasteful to the creature you choose)

Duration: Instantaneous or concentration, up to 1 minute

Choose one creature within range. The target must succeed on a Charisma saving throw or be subjected to one of the following effects:

- If the target is native to a different plane of existence than the one you're on, the target disappears with a faint popping noise, instantaneously returned to its home plane.
- If the target is native to the plane of existence you're on, the target vanishes into a harmless extradimensional space. While in this space, the target is incapacitated and can't perceive anything outside the space. The target remains there until your concentration ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each level above 4th.

Barkskin

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of bark from an oak tree)

Duration: Concentration, up to 1 hour

Touch a willing creature. The creature's skin takes on a rough, bark-like appearance and becomes as tough as wood, giving the creature a +2 bonus to AC for the duration.

Beacon of Hope

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

Beast Sense

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to stop doing so. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

Bestow Curse

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose one of the following effects of the curse:

- Choose one ability score; while cursed, the target has disadvantage on checks and saving throws made with that ability score.
- While the target is cursed, it has disadvantage on attack rolls made against you.
- While cursed, at the start of each of its turns, the target must make a Wisdom saving throw; if it fails, it loses its action for the turn.
- While the target is cursed, your attacks and spells deal 1d8 extra necrotic damage to the target.

A *remove curse* spell ends this effect. At the Dungeon Master's discretion, you may choose an alternate curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effects.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the duration is permanent.

Bigby's Hand

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (the shell of an egg and a snakeskin glove)

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent magical force centered on a point you can see within range. The hand moves at your command, mimicking the movements of your own hand, with the strength of a giant.

The hand has AC 20 and hit points equal to your hit point maximum. It is immune to any effect that requires a Constitution, Intelligence,

Wisdom, or Charisma saving throw and is also immune to necrotic and psychic damage. If it drops to 0 hit points, the spell ends.

When you cast the spell and as an action on each of your turns, you can move the hand up to 60 feet and then make the hand do any one of the following.

Clenched Fist. The hand strikes a creature or object within 5 feet of it. Make a melee attack roll for the fist with a bonus equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with your magic ability contested by the Strength check of the creature you choose. If the creature is Medium or smaller, you have advantage on your check. If you succeed, the hand pushes the creature 5 feet plus 5 feet per point of your magic ability modifier. The hand moves with the creature to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use your magic ability in place of your Strength to resolve the grapple. If the creature is Medium or smaller, you have advantage on your check. In addition, each time you use an action to maintain the grapple, you can have the hand crush the creature it is grabbing. When you do so, the target takes bludgeoning damage equal to 2d6 + your magic ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until the start of your next turn. The hand moves to stay between you and the creature, providing you with half cover against the creature's attacks. The creature cannot push past the hand if its Strength score is less than your magic ability score. If its Strength score is higher than your magic ability score, the creature can move toward you, but it does so at half speed.

This spell was invented by the famed archmage Bigby, a native of the world of GREYHAWK. The spell has since spread throughout the multiverse.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases

by 2d8 and the damage from the grasping hand increases by 2d6 for each level above 5th.

Bind Elemental

8th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a censer for an air elemental, stone for an earth elemental, brazier for a fire elemental, or bowl for a water elemental, none of which is consumed in the casting)

Duration: Concentration, up to 1 hour

Choose an area of air, earth, fire, or water that fills a 10-foot cube within range that you can see. An air elemental, earth elemental, fire elemental, or water elemental appropriate to the material you chose emerges from the cube into an unoccupied space within 10 feet of it. A water elemental, for example, would emerge from a lake, while an air elemental would coalesce out of thin air. When the spell ends, you dismiss the elemental, or the elemental is reduced to 0 hit points, the elemental disappears, returning to the plane from which you conjured it.

The conjured elemental is friendly to you and your companions for the spell's duration. If your concentration is broken, the elemental becomes hostile to you and your companions. It rolls initiative and acts on its turn. You can use your action to dismiss the elemental when it is hostile to you.

If the elemental is friendly to you, it acts on your turn. Provided you are within range, you can issue it a mental command, deciding what action the elemental will take and how it moves. The Dungeon Master has the elemental's statistics and resolves all of its actions and movement.

At any time before the spell ends, you can spend 10 minutes to bind the elemental. During this time, you describe a specific task the elemental can perform. The task can range from simple (destroy a castle's walls or burn down the town) or complex (find and retrieve a specific item, protect us during our foray into the dungeon). Once you describe the task, the elemental sets out to complete the task you set

for it and you need no longer concentrate on this spell.

The bound elemental works to complete the task for up to 20 days. After the creature completes the task, or when the agreed-upon duration of service expires, the elemental returns to its home plane after reporting back to you, if appropriate to the task and if possible.

If the elemental cannot complete the task for any reason, it returns to you 21 days later, appearing in an unoccupied space within 100 feet of you and then attempts to kill you.

If you bind the elemental to accompany your group, the elemental counts as a full member of your group and receives a full share of experience points awarded.

Blade Barrier

6th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can choose to make the wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

Any creature that enters the wall's area or starts its turn there must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage, and unless it can't take actions, it can move 5 feet so it is not in the wall.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell.

Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Blight

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that you can see. Necromantic energy washes over that creature, draining moisture and vitality from its body. The creature must make a Constitution saving throw. The creature takes 8d8 necrotic damage on a failed save, and half as much damage on a successful one. This spell has no effect upon undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that is not a creature, such as a tree or shrub, it does not make a saving throw; it simply withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you deal 1d8 extra necrotic damage for each level above 4th.

Blindness/Deafness

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

Choose one creature within range that you can see and choose one of the following effects. This spell has no effect on undead or constructs.

Blindness. The target must succeed on a Constitution saving throw or be blinded until your concentration is broken.

Deafness. The target must succeed a Constitution saving throw with disadvantage, or be deafened until your concentration is broken.

Blink

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Roll a d20 at the end of each of your turns before the spell ends. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, you return in a space of your choice within 10 feet of the space you vanished from.

Unless you have magic that can reach across planes, you can affect and be affected only by creatures and objects on the Ethereal Plane while you are there.

If you roll a 1 on the d20, roll again. If you roll another 1, you are lost in the Ethereal Plane for 2d6 hours. At the end of that time, you reappear as described above.

Blistering Satire

2nd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

Choose a creature within range that you can see. The target must succeed on a Constitution saving throw or take 3d10 poison damage as boils and blisters enflame its flesh. If the creature survives this damage, it has disadvantage on Charisma (Persuasion) checks for 1 day. A *lesser restoration* spell can end this effect. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 day for each level above 2nd.

Blur

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with the *true seeing* spell.

Branding Smite

2nd-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn.

Your weapon gleams with astral radiance as you strike, the light leaping toward your foe, and the attack deals 2d6 extra radiant damage to the target. If the target is invisible, it becomes visible. The target also emits dim light in a 5-foot radius and cannot become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each level above 2nd.

Burning Hands

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Call Lightning

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A roiling stormcloud appears over your head, flashing with lightning. When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, and half as much damage on a successful one.

Until the spell ends, you can use your action to call down another lightning strike from the cloud.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. When you call down a bolt of lightning from the storm, it deals 6d10 damage.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each level above 3rd.

Calm Emotions

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a point within range. Each humanoid within 20 feet of that point must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, the creature becomes indifferent to any creature to which it is hostile. Any effect causing it to be charmed or frightened is suppressed.

If an affected creature is attacked or targeted by a harmful spell, or witnesses a creature that it is friendly to being attacked or having a harmful spell cast upon it, the effect ends early for that creature. When the spell ends, any suppressed effect resumes, provided its duration has not expired in the meantime.

Celestial Bolt

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A flash of light streaks toward a creature within range. Make a ranged attack roll against that creature, with a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the creature takes 4d6 radiant damage, and the next attack roll made against this creature before the end of your next turn has advantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal 2d6 extra radiant damage for each level above 1st.

Chain Lightning

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; plus three silver pins)

Duration: Instantaneous

You create a bolt of lightning that strikes a target you choose within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object, and a target can be struck by only one of the bolts.

For each bolt that strikes a target, that target must make a Dexterity saving throw. The target takes 10d6 lightning damage on a failed save, and half as much damage on a successful one.

Changestaff

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a specially prepared quarterstaff that is not consumed in the spell's casting. The staff must be a sound limb cut from ash, oak, or yew, then cured, shaped, carved, and polished, a process requiring twenty-eight continuous days)

Duration: 12 hours

You plant the end of your specially prepared quarterstaff in the ground. The staff transforms until the start of your next turn, at which point it becomes a treant-like creature for the duration. When the spell ends, the creature transforms back into the staff.

The creature is identical to a treant except it does not have the ability to Animate Trees. The creature is friendly to you and your companions and obeys any spoken command you give it. The treant acts on your turn and as part of your action, provided it can hear you, you decide how it moves and acts. The Dungeon Master has the creature's statistics and resolves all of its actions.

The spell ends early if the creature drops to 0 hit points, which causes it to crumble to dust and utterly destroy the staff.

Chariot of Sustarre

7th-level conjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small piece of wood, two holly berries, and a fire source at least the size of a campfire)

Duration: 8 hours

You summon the chariot of Sustarre, which appears amid a cloud of roiling smoke and fire accompanied by a clap of thunder. The chariot is a Huge vehicle made of brass decorated with a sunburst motif and drawn by two fiery horses from the Elemental Plane of Fire. The chariot appears in any unoccupied space within range.

You and up to seven other Medium or smaller creatures you touched when you cast the spell can safely enter the chariot. (A Large creature counts as four Medium creatures.) Any other creature that comes within 5 feet of the chariot takes 2d6 fire damage. A creature can take this damage just once per round.

Until the spell ends, you control the chariot by spoken command. You can cause the flaming steeds to stop or go, trot, run or fly, and turn left or right as you choose. The chariot has a speed of 60 feet and a fly speed of 120 feet.

Although the chariot and steeds appear to be separate, they count as one object with an AC 18 and 90 hit points. The chariot is immune to all nonmagical damage. A *dispel magic* or a *divine word* spell returns the chariot, without its passengers, to the Elemental Plane of Fire.

Once the spell ends, you cannot conjure the chariot of Sustarre again until 10 days have passed.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Chill Touch

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Make a melee attack roll to touch a creature and assail its life force with the chill of the grave. You have a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d8 necrotic damage, and it cannot regain hit points until the start of your next turn. This spell has no effect upon undead or constructs.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Chromatic Orb

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a diamond worth at least 50 gp)

Duration: Instantaneous

You hurl a 4-inch diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Circle of Death

6th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (the powder of a crushed black pearl worth at least 500 gp)

Duration: Instantaneous

Choose a point within range that you can see. A wave of raw negative energy washes out from that point to a distance of 60 feet, threatening to snuff the life force of creatures it touches. Each creature in that area must make a Constitution saving throw. The creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect upon undead or constructs.

Circle of Power

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Divine energy radiates out from you, distorting and diffusing magical energy within 30 feet of you. For the duration, each friendly creature in

the area, including you, has advantage on saving throws against spells and other magical effects.

Clairvoyance

3rd-level divination

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn (for hearing) or a glass eye (for seeing), which is not consumed when you cast the spell)

Duration: Concentration, up to 10 minutes

You create an invisible sensor shaped like a great eye in a location known to you (a place you have visited or seen before) or an obvious one, such as behind a door, around a corner, or in a grove of trees, within range. The sensor remains in place for the duration.

When you cast the spell, choose to see or hear. You can use that sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing and can change the sensor's orientation to look in any direction. A creature that can see the sensor (such as a creature benefitting from *see invisible* or *true seeing*) sees a luminous orb about the size of your fist.

Clone

8th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp, which is consumed when you cast the spell. In addition, you must provide a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature. This might be a huge urn, an elaborate coffin, a mud-filled cyst in the ground, or an elaborate crystal container filled with salt water, for example)

Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death. You must have a tiny portion (at least a cubic inch) of its flesh within range. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days. It remains inert and endures

indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, the creature's soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical with the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and cannot thereafter be restored to life, since the creature's soul is elsewhere.

Cloud of Daggers

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sliver of glass)

Duration: Concentration, up to 1 minute

You fill the air with spinning daggers in a cube five feet on each side, centered on a point you choose within range. Each time a creature enters the cube or ends its turn within the cube, it takes 4d4 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each level above 1st.

Cloudkill

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose a point within range. You create a 20-foot-radius sphere of poisonous, yellow-green fog centered there. The fog spreads around corners. It lasts for the duration, and its area is heavily obscured.

A creature must make a Constitution saving throw when it starts its turn in the area or enters it for the first time on a turn. The creature takes 6d8 poison damage on a failed save, and half as much damage on a successful one. Undead and constructs take no damage from the fog, but it affects other creatures even if they hold their breath or do not need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Color Spray

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch each of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Each creature in a 15-foot cone must make a Wisdom saving throw, provided the creature can see. For every creature that fails its saving throw, roll a d6 to determine the spell's effect on that creature.

- 1–2 Until the end of the creature's next turn, the creature's speed is halved, and it has disadvantage on attack rolls and ability checks.
- 3–4 The only action the creature can take on its next turn is an attack against a randomly determined target within range.
- 5–6 Until the end of the creature's next turn, the creature is frightened by you and must move as far away from you as possible before taking any action.

Command

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it. This spell has no effect upon undead or constructs.

Some typical commands and their effects follow. You might issue a command other than

one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Commune

5th-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense and a vial of holy or unholy water)

Duration: 1 minute

You contact your deity, or a divine proxy, and ask up to three questions that can be answered with a yes or a no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings of the Outer Planes are not necessarily omniscient, so you might receive “unclear” as an answer if a question pertains to information that lies beyond the deity’s knowledge. In a case where a one-word answer could be misleading or contrary to the deity’s interests, the DM might offer a short phrase as answer instead.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get no answer. The DM makes this roll in secret.

Commune with Nature

5th-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with nature, attaining knowledge of the surrounding territory. In outdoor settings, the spell gives you knowledge of the land within 3 miles of you. In natural underground settings—caves, caverns, and the like—the radius is limited to 300 feet. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns. You instantly gain knowledge of up to three facts about any of the following subjects:

- The ground or terrain
- Plants
- Minerals
- Bodies of water
- People
- General animal population
- Presence of woodland creatures
- Presence of powerful celestials, fiends, elementals, or undead
- Influence from other planes of existence or alternate realities
- The general state of the natural setting

For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots to your perception).

Comprehend Languages

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and a few grains of salt)

Duration: 1 hour

For the duration, you understand the literal meaning of spoken language that you hear and of written language that you can see, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell does not reveal secret messages that are concealed in a text, and it does not allow you

to read magical writing or inscriptions, such as those deciphered by the *read magic* spell.

Cone of Cold

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a very small crystal or glass cone)

Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed save, and half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Confusion

4th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

A creature affected by this spell must roll a d10 at the start of each of its turns to determine its behavior during that turn.

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
- 2–6 The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.

7–8 The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9–10 The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Conjure Animals

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of animals and appear in unoccupied spaces within range. You can choose any one of the following to appear:

- 2 black bears
- 1 brown bear
- 3 boars
- 2 crocodiles
- 1 giant eagle
- 4 herd animals (DM's choice)
- 4 riding horses or ponies
- 1 lion

The Dungeon Master may allow you to summon other kinds of animals instead of the ones listed above at his or her discretion. These creatures are considered to be both beasts and fey.

These creatures are friendly to you and your companions. Each of the summoned creatures disappears when the spell ends, when you use your action to dismiss it, or when it is reduced to 0 hit points.

These creatures are friendly to you and your companions. The creatures obey any commands that you issue to them. If you do not issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Dungeon Master has the creatures' statistics.

Conjure Barrage

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (one piece of ammunition or a thrown weapon)

Duration: Instantaneous

You throw a weapon or fire a piece of ammunition into the air to create a cone of identical weapons that barrage your enemies. Each creature in a 60-foot cone must succeed on a Dexterity saving throw or take 3d8 damage (half damage on a successful save). The damage type is the same as that of the weapon or ammunition used as a component.

Conjure Celestial

7th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a celestial, a deva, which appears in an unoccupied space in range. The celestial disappears when the spell ends, when you use your action to dismiss it, or when it is reduced to 0 hit points.

A conjured celestial is friendly to you and your companions. The celestial obeys any commands that you issue to it. If you do not issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The Dungeon Master has the celestial's statistics.

At Higher Levels. If you cast this spell using a spell slot of 8th level, you summon a planetar instead of a deva. If you use a spell slot of 9th level you summon a solar instead of a deva.

Conjure Elemental

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulphur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 hour

Choose an area of air, earth, fire, or water that fills a 10-foot cube that you can see within range. An air elemental, an earth elemental, a fire elemental, or a water elemental, as appropriate to the area you chose, emerges from the cube into an unoccupied space within 10 feet of it. For example, a fire elemental would emerge from a bonfire, while an earth elemental would rise up from the ground. The elemental disappears when the spell ends, when you use your action to dismiss it, or when it is reduced to 0 hit points.

A conjured elemental is friendly to you and your companions for as long as you concentrate on the spell. If your concentration is broken, the elemental does not disappear and instead becomes hostile to you and your companions and may attack you. An uncontrolled elemental disappears 1 hour after you summoned it, and can no longer be voluntarily dismissed.

While under your control, the elemental obeys any commands that you issue to it. If you do not issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The Dungeon Master has the elemental's statistics.

Conjure Woodland Beings

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinecone and holly berries)

Duration: Concentration, up to 1 hour

You summon fey spirits that appear in unoccupied spaces within range. You can choose any of one the following to appear:

- 1 dryad
- 3 pixies
- 3 sprites

The Dungeon Master may allow you to summon other kinds of animals instead of the ones listed above at his or her discretion. These creatures are considered to be both beasts and fey.

These creatures are friendly to you and your companions. Each of the summoned creatures disappears when the spell ends, when you use

your action to dismiss it, or when it is reduced to 0 hit points.

These creatures are friendly to you and your companions. The creatures obey any commands that you issue to them. If you do not issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Dungeon Master has the creatures' statistics.

Conjure Volley

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (one piece of ammunition for a ranged weapon)

Duration: Instantaneous

You fire a piece of ammunition from a ranged weapon into the air, and choose a point within range. Hundreds of duplicates of the piece of ammunition fall in a massive volley from above. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, and half as much damage on a successful one. The damage type is the same as that of the ammunition used as a component.

Contact Other Plane

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other, mysterious entity from another plane. You can ask it up to five questions that can be answered with a single word. You must ask your questions before the spell ends.

The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

Contacting this extraplanar intelligence can strain or even break your mind. When you receive the answer to each question, make an Intelligence or a Charisma check (your choice). The DC for the first question is 5, and the DC increases by 5 for each subsequent question. If you fail the check, you take 6d6 psychic damage, the spell ends, and you can't cast spells until you complete a long rest.

Contagion

4th-level necromancy

Casting Time: 1 action

Range: Touch

Component: V, S

Duration: Instantaneous

Make a melee attack roll against a creature you choose within range. You have a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After three failed saving throws, the disease's effects become permanent and the creature stops making saving throws against this effect. After three successful saving throws, the creature recovers from the disease and stops making saving throws against this effect.

Blinding Sickness. Pain grips the creature's mind and its eyes turn milky white. The creature has disadvantage on all Wisdom checks and saving throws and becomes blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on attack rolls using Strength, Strength checks, and Strength saving throws.

Flesh Rot. The creature's flesh rapidly decays. The creature has disadvantage on Charisma checks, and has vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and saving throws, and the creature behaves as if under the effects of the *confusion* spell.

Seizure. The creature becomes overcome with horrific shaking. The creature has disadvantage

on attack rolls using Dexterity, Dexterity checks, and Dexterity saving throws.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and saving throws. In addition, whenever the creature takes damage, it becomes stunned until the end of its next turn.

Contingency

6th-level evocation

Casting Time: 10 minutes

Range: Self

Components: V, S, M (A statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp. The statuette is not consumed when you cast the spell, and you must carry it for the *contingency* to work.)

Duration: 10 days

Choose a spell you have prepared that has a casting time of 1 action or less, that can target you, and that does not have any requirement. You cast this spell as part of the casting of *contingency*, expending the spell slot as normal, but the spell does not come into effect. Instead, the spell comes into effect when a condition you state during the casting of this spell.

The conditions needed to bring the spell into effect must be clear, although they can be general. For example, a *contingency* cast with *water breathing* might prescribe that any time you are engulfed in water or a similar liquid, the *water breathing* spell instantly comes into effect. The contingent spell takes effect immediately after the condition is met for the first time, whether you want it to or not, and then the *contingency* spell effect ends.

The contingent spell takes effect with you (and only you) as a target. You can only use one *contingency* spell at a time. If you cast this spell again, the effect of any existing *contingency* spells upon you ends.

Continual Flame

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (ruby dust worth 50 gp)

Duration: Permanent

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

Control Water

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a drop of water and a pinch of dust)

Duration: Concentration, up to 10 minutes

Choose an area inside up to a 100-foot cube. You control any freestanding water in the area for the duration. You can choose from any of the following effects when you cast this spell.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25% chance of capsizing.

Part Water. You cause water in the area to move apart and create a trench that remains until the spell ends. The trench extends across the spell's area and the separated water forms a wall to either side. When the spell ends, the water slowly fills in the trench until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based the terrain conditions.

Whirlpool. You may only choose this effect if you chose an area within a lake or larger body of water. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object

on the surface of the water and within 25 feet of the vortex are pulled 10 feet toward the vortex, moving around it in the same direction it is moving. A creature can swim away from the vortex by making a Strength check against the spell's saving throw DC.

Any creature or object that moves into or is moved into the vortex takes 2d8 bludgeoning damage and is caught in its currents until the spell ends. While caught, the creature or object must succeed on a Strength saving throw or take 2d8 bludgeoning damage. A character caught in the currents can attempt to swim away from the vortex as described above, but has disadvantage on its Strength check to do so.

Control Weather

7th-level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, S, M (burning incense and bits of earth and wood mixed in water)

Duration: Concentration, up to 8 hours

You take control over the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you do not have a clear path to the sky breaks your concentration on this spell.

When you cast the spell, you change current conditions, which are determined by the Dungeon Master based on the climate and season, to new conditions. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once these new conditions take effect, you can change the conditions again. When the spell ends, the weather gradually returns to the conditions when you cast the spell.

Precipitation. Find the current condition on the following table and choose one from the available options.

Precipitation Options

Current	New Conditions
Clear	Light clouds
Light Clouds	Clear, rain, hail, overcast, or snow
Overcast	Light clouds, ground fog, torrential rain, driving hail, or blizzard

Temperature. Find the current condition on the following table and choose one from the available options.

Temperature Options

Current	New Conditions
Unbearable Heat	Hot
Hot	Unbearable heat or warm
Warm	Hot or cool
Cool	Warm or cold
Cold	Cool or arctic cold
Arctic Cold	Cold

Wind. Find the current condition on the following table and choose one from the available options. You can control the direction of the wind.

Wind Options

Current	New Conditions
Calm	Moderate wind
Moderate Wind	Calm or strong wind
Strong Wind	Moderate wind or gale
Gale	Strong wind or storm
Storm	Gale

Cordon of Arrows

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (four or more arrows or bolts)

Duration: 1 minute

You plant four arrows or crossbow bolts in the ground around you while laying a spell upon them to protect you. Until the spell ends, each time a creature moves to within 5 feet of you, one of the bolts or arrows flies up to strike at it and is then destroyed. The creature must make a Dexterity saving throw or take 1d6 piercing damage. When no bolts or arrows remain, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of bolts or arrows increases by one for each level above 2nd.

Counterspell

3rd-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet cast a spell.

Range: 60 feet

Components: S

Duration: Instantaneous

You interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell has no effect. If it is casting a spell of 4th level or higher, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a success, the creature's spell has no effect.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Create Food and Water

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create 30 pounds of food and 20 gallons of water within range, enough to sustain up to ten humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and does not go bad.

Create or Destroy Water

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)

Duration: Instantaneous

You either create or destroy water.

Create Water. You create up to 2 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

The spell produces enough clean, drinkable water to sustain one Small or Medium creature for 24 hours.

Destroy Water. You destroy up to 2 gallons of water in an open container within range.

Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 2 additional gallons of water for each level above 1st.

Create Undead

6th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one clay pot filled with grave dirt, a clay pot filled with brackish water, and one black onyx stone for each corpse, each worth 150 gp)

Duration: 1 day

You may only cast this spell at night. Choose up to three corpses of Medium or Small humanoids within range. The corpses become ghouls under your control for the duration.

While the creature is under your control, it is friendly to you and creatures you designate. It acts on your turns and, if within 60 feet of you, you decide how it acts and moves. You can also give the creature a more general command, such as to kill a specific creature, guard an area, or something else. When given such a command, the creature works to complete the task for the duration. If it completes the task early, it returns to you by the most direct route.

If you are unable to command the creature or fail to do so, the creature uses its action to dodge and does not move.

When the spell ends, creatures created by this spell are free from your control and act normally.

At Higher Levels. You can create more power undead creatures by casting this spell using spell slots of 7th level or higher. Using a 7th-level spell slot creates ghouls. Using an 8th-level spell slot creates wights. And using a 9th-level spell slot creates mummies.

Creation

5th-level illusion

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)

Duration: Special (see text)

You pull wisps of material from the plane of Shadow to create an item of nonliving, vegetable nature—soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects—stone, crystal, or metal. The item created must fit inside 5-foot cubic area within range. Typically, the object you create must be of a type that you have seen before.

The duration depends on the type of material you create. If the object you create is composed of multiple materials, use only the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell for a material component causes that spell to fail.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the cubic feet of material you create by 5 for each level above 3rd.

Creeping Doom

7th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swarm of spiders, ants, and centipedes covers the ground in a 60-foot-radius sphere centered on a point you can see within range. The area of the swarm spreads around corners. The swarm remains for the duration, biting and stinging everything in its path.

When the swarm appears, each creature in it must make a Constitution saving throw. A

creature takes 4d6 piercing damage and 4d6 poison damage on a failed save, and half as much damage on a successful one. A creature also must make this saving throw if it ends its turn in the swarm or if it moves through it, but not more than once per turn.

On each of your turns until the spell ends, you can move the swarm up to 20 feet.

Crown of Madness

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid within range that can hear you. The creature you chose must succeed on a Wisdom saving throw or become charmed for the duration. While charmed, a twisted crown of horns appears on the creature's head and a wild madness glows in its eyes. While charmed by you, the creature must use its action each turn to make a melee attack against a creature that you choose. At the end of each turn, the creature can make a Wisdom saving throw. On a success, the spell ends early.

Crusader's Mantle

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Holy power radiates from you, awakening boldness in friendly creatures within 30 feet of you. For the duration, each friendly creature in the area, including you, deals 1d8 extra radiant damage with weapon attacks that hit.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points.

This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Damning Smite

5th-level abjuration

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon crackles with purifying flame, and the attack deals 5d10 extra fire damage to the target. Additionally, if this attack reduces the creature to 50 hit points or fewer, the creature is banished to a location of the Dungeon Master's choosing in the Nine Hells.

Dancing Lights

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four lights within range, making them appear as torches, lanterns, or glowing orbs. You can also combine the four lights into one glowing, vaguely humanoid form. Whichever form you choose, the lights shed dim light in a radius up to 30 feet.

On your turn, you can move the lights up to 60 feet to a new spot within range. No two of the lights can be more than 20 feet apart, and a light winks out if it exceeds the spell's range.

Darkness

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, M (a drop of pitch or a piece of coal)

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. Not even a creature with darkvision can see through this darkness, and no natural light can illuminate it.

If the point you choose is on an object you are holding or one that is not being worn or carried, the darkness emits from the object and moves with it. Covering the affected object with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the entire area of light is dispelled.

Darkvision

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (either a pinch of dried carrot or an agate)

Duration: 8 hours

You touch a willing creature. For the duration, that creature has darkvision with a range of 60 feet.

Dark Discorporation

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You transform into a swarm of bats or a swarm of rats.

The transformation lasts for the duration, or until you are reduced to 0 hit points or you die. Your game statistics are replaced by those of the new form, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You assume the hit points of the new form, and when you revert to your normal form you return to the number of hit points you had before you transform. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. You are limited in the actions you can perform by the nature of your new form,

and you cannot speak, cast spells, or take any other action that requires hands or speech.

Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

Daylight

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Brilliant magical light spreads out from a point you choose within range to fill a 120-foot-radius sphere for the duration. Dim light extends an additional 120 feet outside the radius of bright light.

If you chose a point on an object you are holding or one that is not being worn or carried, the light shines from the object and moves with it. Covering the affected object with an opaque object, such as a bowl or a helm, blocks the glow.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the entire area of darkness is dispelled.

Death Ward

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a creature. Until the spell ends, the first time the target is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the target, and the spell ends. Or the first time the target drops to 0 hit points because of damage, the target instead drops to 1 hit point, and the spell ends.

This spell has no effect upon undead or constructs.

Delayed Blast Fireball

7th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Concentration, up to 1 minute

Choose a point within range. A streak flashes from your pointing finger then condenses to linger at the chosen point as a glowing bead for the duration. The spell's base damage is 3d6. Each round you maintain concentration on the spell, the damage increases by 1d6. When the spell ends, the bead blossoms with a low roar into an explosion of flame on your turn. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. The sphere spreads around corners. A creature takes fire damage equal to the total accumulated damage on a failed save, and half as much damage on a successful one.

If the glowing bead is handled before the interval has expired, the creature handling it must make a Dexterity saving throw. On a failed save, the bead releases its blast immediately. On a successful save, the creature can throw the bead up to 40 feet, causing it to detonate immediately when it strikes a creature or a solid object.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

Demand

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

One creature you choose within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and it cannot willingly move more than 30 feet away from you. If you attack any other creature, or if you end your turn more than 30 feet away from the target, the spell ends.

Destruction

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver holy symbol worth at least 500 gp)

Duration: Instantaneous

Choose a creature within range that you can see. The target must make a Constitution saving throw as your words threaten to unmake its very existence. The target takes 15d6 necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it dies, and the spell consumes its remains utterly, leaving behind only clothing and other possessions. A creature killed by this spell cannot be restored to life by any means short of a *true resurrection* or a *wish* spell.

Detect Good and Evil

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you detect the presence of any celestial, fiend, or undead creature within 30 feet of you, and such creatures cannot become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, if there is poison, a poisonous creature, or a disease within 30 feet of you, you know it, where the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Thoughts

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

You can detect the presence and read the thoughts of creatures around you for the duration. When you cast the spell and as your action on each turn until the spell ends you can use your action to focus your mind on any one creature within range. You cannot read the thoughts of undead or constructs. The spell can penetrate barriers, allowing you to detect the presence of creatures you can't see, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. You also learn whether it is charmed. Each round you concentrate on the spell, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, something that looms large

in its mind (such as something it worries over, loves, or hates), and any information it might be trying to hide from you.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of a program of interrogation.

Dimension Door

4th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V

Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45-degree angle, 300 feet.”

You can bring along objects as long as their weight doesn’t exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its maximum load. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell is lost but fails to teleport you.

Disguise Self

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can’t change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a Wisdom check against your spellcasting DC.

Disintegrate

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lodestone and a pinch of dust)

Duration: Instantaneous

A thin green ray springs from your pointing finger to a target within range that you can see. The target can be a creature, an object other than a magic item, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the ray strikes the target. If the target has 60 hit points or fewer, it is disintegrated. If it has more than 60 hit points, it instead takes 17d6 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it wears or carries are reduced to a pile of fine gray dust. It can be restored to life only by means of a *true resurrection* or a *wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it.

Disintegrating Smite

5th-level transmutation

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. A pulse of green light flashes from your weapon, and the attack deals 5d10 extra force damage to the target. Additionally, the target must make a Constitution saving throw or take 2d10 force damage at the start of each of its turns until the spell ends. The spell ends when the target makes a successful saving throw against it. If the target is reduced to 0 hit points by this spell, the target is disintegrated.

Dispelling Evil or Good

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (holy water or powdered silver and iron)

Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls for attacks they make against you.

You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, elemental, fey, fiend, or undead creature. The creature you touched is no longer charmed, frightened, or possessed.

Dismissal. As your action, choose a celestial, elemental, fey, fiend, or undead you can reach and is from a plane of existence other than the one you are presently on. Make a melee attack. You have a bonus for this attack equal to your magic ability modifier + your spellcasting bonus. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to the plane of existence from which it originates. The spell then ends.

Dispelling Magic

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Divination

4th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which is consumed when you cast the spell)

Duration: Instantaneous

Your prayer and offering put you in contact with your god or the god's servants. Ask a single question concerning a specific goal, event, or activity to occur within 1 week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on your query. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Divine Favor

1st-level evocation

Casting Time: Swift

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Your prayer empowers you and your weapon with divine radiance. Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.

Divine Power

4th-level transmutation

Casting Time: Swift

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Intoning a prayer fills you with unearthly might. For the duration, you gain a +4 bonus to Strength checks and Strength-based attack rolls and damage rolls.

Divine Word

7th-level evocation

Casting Time: Swift

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures that are within range and can hear you. Each one must make a Charisma saving throw. On a failed save, the creature suffers an effect based on its current hit point total.

- 50 hit points or fewer—deafened for 1 minute
- 40 hit points or fewer—deafened and blinded for 10 minutes
- 30 hit points or fewer—blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer—dead

A celestial, elemental, fey, or fiend that fails its save is forced back to its plane of origin (if it is not there already) and cannot return to your current plane for 24 hours by any means short of a *wish* spell.

Dominate Beast

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a beast within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature, which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.”

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and does not do anything that you do not allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

The target makes a Wisdom saving throw against the spell each time you or your companions do anything harmful to it. If the saving throw succeeds, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 6th level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Dominate Monster

8th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Choose a creature within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you

are on the same plane of existence. You can use this telepathic link to issue commands to the creature, which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.”

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and does not do anything that you do not allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

The target makes a Wisdom saving throw against the spell each time you or your companions do anything harmful to it. If the saving throw succeeds, the spell ends.

At Higher Levels. If you use a spell slot of 9th level, the duration is concentration, up to 8 hours.

Dominate Person

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature, which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.”

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and does not do anything that you do not allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

The target makes a Wisdom saving throw against the spell each time you or your companions do anything harmful to it. If the saving throw succeeds, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Drawmij’s Instant Summons

7th-level conjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a sapphire worth 1,000 gp)

Duration: Permanent until discharged

Choose an object weighing 10 pounds or less or whose longest dimension is 6 feet or less. You touch the chosen object and leave on its surface an invisible mark. At the same time, the spell inscribes magically and invisibly the name of the item on the sapphire you use as the material component.

At any time thereafter, you can use your action to speak the item’s name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances.

If another creature possesses the item, the spell does not work, but you do know who the possessor is and roughly where that creature is located when the summons occurs.

Dream/Nightmare

5th-level illusion

Casting Time: 1 minute

Range: See text

Components: V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

Duration: 8 hours

Choose a creature known to you as the target of this spell. Constructs, undead, and any creature that does not sleep, such as elves, cannot be affected by this spell. You, or a willing creature you touch, enters a trance state, acting as a

messenger. While in the trance, the messenger is aware of his or her surroundings, but cannot take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time it wishes, ending the effect of the spell early. The target recalls the conversation perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can choose to either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

Nightmare. You can make the messenger appear monstrous and terrifying to the target. When you cast this version of the spell, the messenger can deliver a message of no more than 10 words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep, and prevents the target from gaining any benefit from resting. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the recipient's body, the target makes its saving throw with disadvantage.

Druidcraft

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.

- You produce up to five wisps of light that last for up to 1 minute. Each wisp emits dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 30 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 30 feet in a cardinal direction you name, even if you do not know the direction.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Earthquake

8th-level evocation

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)

Duration: Concentration, up to 1 minute

Choose a point on the ground within range that you can see. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating on a spell must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone, and if it has 50 hit

points or fewer, it cannot take actions until it leaves the area or the spell ends.

This spell has additional effects depending on the terrain in the area.

Open Ground. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. Each Medium or smaller creature on the ground in the spell's area must succeed on a Dexterity saving throw or fall 1d10 × 10 feet into a fissure, taking falling damage as normal. The DC to climb out is the same as the spell save DC.

Any pools of liquid in the area drain into the fissures.

Falling Rubble. In any indoor area, rubble falls from the ceiling. Each creature in the affected area must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and becomes buried in the rubble. On a successful save, it takes half as much damage and does not fall prone or become buried.

A creature buried in rubble cannot move and might not be able to see or hear beyond the rubble. For each full minute the creature spends buried, it takes 2d6 bludgeoning damage. A buried creature can spend one minute to make a Strength check to try to dig out of the rubble. The DM sets the DC based on the material: DC 15 is appropriate for a typical mixture of earth and stone. On a successful check, the creature digs itself free. Another creature can spend a minute to dig out a creature buried in rubble.

The DM might decide that digging out from the rubble takes more than a minute, depending on the amount of rubble involved. For example, a structure that has entirely collapsed produces more rubble than a ceiling that has simply dropped debris.

Cliff. If the spell's area touches or includes a vertical surface, such as a cliff, that does not have a ceiling, the vertical surface crumbles away and becomes a landslide. The landslide pushes out from the affected surface horizontally as far as it falls vertically. For example, if the affected area is 100 feet tall, the landslide spreads out 100 feet from the cliff's base in any direction where its path is unobstructed. The landslide begins at the start of your turn after you cast the spell.

Each creature in the landslide's path is affected by falling rubble (see above). If a creature successfully saves against the rubble, the landslide moves the creature along with it in a straight line away from the vertical surface to a space on the slide's leading edge.

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses.

Eldritch Blast

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged attack roll against the target, with a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 10th level, and four beams at 20th level. You can direct the beams at the same target or at different ones.

Elemental Weapon

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals 1d4 extra damage of the type you chose when you cast the spell.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. If you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Enlarge/Reduce

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: 1 minute

Choose one willing creature or object that is neither worn nor carried within range. You either enlarge or reduce the target. The effect lasts for the duration.

Enlarge. If you choose a creature, you increase its size and the size of everything it wears and carries by one step for the duration, with its height and weight increasing proportionally. The affected creature deals 1d6 extra damage on Strength-based weapon attacks. The creature also makes Strength checks and saving throws with advantage. Any item dropped by an affected creature returns to normal size at once.

If you chose an object you double its size in all dimensions and increase its weight by a proportional amount.

If there is not enough room for the target to attain its increased size, the creature or object attains the maximum possible size in the space available.

Reduce. If you choose a creature, you decrease its size and the size of everything it wears and carries by one step for the duration, with its height and weight decreasing proportionally. The affected creature deals half damage on Strength-based weapon attacks. The creature also makes Strength checks and saving throws with disadvantage. Any item dropped by an affected creature returns to normal size at once.

If you chose an object you halve its size in all dimensions and increase its weight by a proportional amount.

Ensnaring Strike

1st-level conjuration

Casting Time: Swift

Range: Special

Components: V

Duration: 1 minute

You can cast this spell only when you hit a creature with a weapon attack on your turn.

When you do so, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. At the end of each of its turns, it can repeat the saving throw. On a success, the spell ends early.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Etherealness

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 4 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with the Material Plane. You become incorporeal and invisible for the duration or until you use your action to end the spell. During this time, you can move in any direction. If you move up or down, every 5 feet of movement costs an extra 5 feet. You can see and hear, but everything looks gray,

and you cannot see anything more than 60 feet away.

Once you are in the Ethereal Plane, you can travel away from the Material Plane to the Deep Ethereal, and from there to the Inner Planes, including the Elemental Planes, the Feywild, or Ravenloft. In the Deep Ethereal, you can no longer perceive the Material Plane, and creatures in the Material Plane can no longer perceive or interact with you in any way. The *Dungeon Master's Guide* has more information about planar travel.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures for each level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Evard's Black Tentacles

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

The mage Evard studied the Plane of Shadow to learn its secrets. This spell is a legacy of that research.

Choose a point on the ground within range that you can see. Squirring, ebony tentacles appear within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain for the duration.

Any creature that enters the affected area or starts its turn there, if it is not already in the tentacles' grasp, must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles.

A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

Eyebite

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the spell's duration, your eyes darken as they become imbued with dread power. When you cast the spell, choose a creature within 60 feet of you that you can see to be affected by the spell (constructs and undead are immune). On later turns, you can use your action to target a different creature.

The target must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice until the spell ends.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must move away from you by the safest and shortest available route, and it use its actions to hustle, unless there is nowhere else to move.

Sickened. The target has disadvantage on all attack rolls, ability checks, and saving throws.

Fabricate

4th-level transmutation

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials within range that you can see. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items cannot be created or transmuted by this spell. You also can't use it to

create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Faerie Fire

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

Choose a point within range. Each object in a 10-foot radius centered on that point is outlined in blue, green, or violet light and emits dim light in a 10-foot radius for the duration. Any creature in the area is also outlined in light on a failed Dexterity saving throw.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the creature or object cannot benefit from being invisible.

False Life

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life energy, you gain 1d4 + 4 temporary hit points for the duration. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each level above 1st.

Fear

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (the heart of a hen or a white feather)

Duration: 1 minute

Your enemies experience a phantasmal image of their worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. This spell has no effect on constructs or undead.

While frightened by this spell, a creature must use its action to hustle and then move away from you by the safest available route on each of its turns. If the creature ends its turn in a location where it does not have a line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends early for this creature.

Feather Fall

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. The spell also ends on the creature when it lands. If the creature lands before the spell ends, it takes no falling damage and can land on its feet.

Feeblemind

5th-level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a handful of clay, crystal, glass, or mineral spheres)

Duration: Permanent

Choose a creature within range that you can see. You blast the creature's mind, attempting to shatter its intellect and personality. If the target's hit point maximum is less than 150, it takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature cannot cast spells, use magic item powers, understand

language, or communicate in any coherent way. The creature can, however, identify its friends, follow them, and even protect them.

The spell can be ended by *greater restoration*, *heal*, *limited wish*, or *wish*.

At Higher Level. When you cast this spell using a spell slot 6th level or higher, the hit point maximum that *feblemind* can effect increases by 25 for each level above 5th.

Feign Death

3rd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of graveyard dirt)

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is impossible to distinguish from death. Constructs and undead can't be affected.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection. The target is incapacitated, and its speed drops to 0. It can still smell and hear what's going on around it, though it can't feel or see anything. The target has resistance against all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Find Familiar

1st-level conjuration (ritual)

Casting Time: 1 day

Range: Self

Components: V, S, M (a brass brazier, charcoal, and incense and herbs worth 100 gp)

Duration: Permanent

You gain the service of a familiar, a spirit that takes an animal form you choose, from among a bat, a cat, a fish, a hawk, an owl, a raven, a snake, a toad, or a weasel. The familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. You can use your action to compel the familiar to change shape, choosing a different shape from the

available forms. The familiar remains in the new form for 1 hour, then reverts back to its normal form. The familiar cannot change shape again until you complete a short rest or a long rest.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar cannot make attacks.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. The familiar cannot reappear until you recall it by performing a minor ritual during a short rest.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature. The familiar touches the creature on your behalf, provided nothing is preventing it from taking actions. If the spell requires an attack roll, you use your attack modifier for the roll.

You can release the familiar at any time. Doing so ends the effect. You cannot have more than one familiar at a time.

Find Steed

2nd-level conjuration (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Permanent

You summon a spirit that takes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. The steed comes in a form that you choose, from a war horse, a pony, a stag, or a war dog (your Dungeon Master may allow other animals to be summoned as steeds). The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes

6, and it gains the ability to understand one language you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with your steed that allows you to fight as a seamless unit. While mounted on your steed, you can choose to have any spell you cast that targets only yourself also affects your steed in the same way.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear, and doing so does not break your bond with it. The steed cannot reappear until you cast this spell again, which summons your bonded steed.

While you are within 1 mile of your steed, you can communicate with it telepathically.

You can release the steed from its bond at any time. Doing so ends the effect. You cannot have more than one steed bonded by this spell at a time.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you can bind a giant bat or giant eagle as a steed. When you cast this spell using a spell slot of 5th level, you can bind a nightmare or unicorn as a steed.

Find the Path

6th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a set of divinatory tools, such as bones, ivory sticks, cards, teeth, or carved runes worth no less than 100 gp, which are not consumed when you cast the spell)

Duration: Concentration, up to 1 day

Name a specific, fixed location that exists on the plane of existence that you are currently on. This spell allows you to find the shortest, most direct physical route to that location. The spell works with respect to fixed locations, not creatures (including you) or portable objects. Thus, you cannot find the way to “a forest where a green dragon lives” or “a hoard of platinum pieces,” nor can you find “the nearest temple to my deity,” because that description relies on your own location. If you name a location that doesn’t meet the spell’s criteria, the spell fails.

For the duration, or until you leave the plane where the location exists, you know your distance from the location and the direction to it relative to your current location. While you are traveling to the selected location, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the location.

Find Traps

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You know the location of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you view as harmful or undesirable, which was specifically intended as such by its creator. Thus the spell would reveal an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, for example, but it would not typically reveal a weakness in the floor, an unstable ceiling, or a sinkhole that’s not visible.

Finger of Death

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that you can see. Negative energy courses through the creature, causing searing pain. If the creature has 40 hit points or fewer, it dies. Otherwise, it must make a Constitution saving throw. The creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect upon undead or constructs.

A humanoid killed by this spell rises at the start of your next turn as a zombie under your command.

Fire Shield

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of phosphorus or a live firefly)

Duration: 10 minutes

Thin and wispy flames wreath your body, shedding no heat, but emitting bright light in a 10-foot radius and dim light for an additional 10 feet for the duration. The spell ends early if you dismiss it (no action required). The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the creature takes 2d8 damage, which is fire damage if you chose warm shield or cold damage if you chose chill shield.

Fire Storm

7th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Choose a point within range. A 100-foot cube made up of sheets of roaring flame appears centered on that point. Each creature in the area must make a Dexterity saving throw. A target takes 7d10 fire damage on a failed save, or half that much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

Fireball

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

Choose a point within range. A streak flashes from your pointing finger to that point and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Flame Blade

2nd-level evocation

Casting Time: Swift

Range: Self

Components: V, S, M (leaf of sumac)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade from one of your hands, similar in size and shape to a scimitar. The blade lasts for the duration or until you drop it.

You can use your action to make a melee attack with the fiery blade, with a bonus to hit equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 3d6 fire damage.

The flames created by this spell emit bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Flame Strike

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (pinch of sulfur)

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high

cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, and half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each level above 5th.

Flaming Sphere

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Flesh to Stone

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of lime, water, and earth)

Duration: Concentration, up to 1 minute

Choose one creature within range that you can see. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the

creature is not affected. This spell has no effect upon undead or constructs.

A creature restrained by this spell must make another Constitution saving throw at the start of your next turn. On a successful save, the creature breaks free of the spell. On a failed save, the creature turns to stone and remains that way for the duration.

A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is permanently turned to stone and dies.

Fly

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 10 minutes

Touch a willing creature. The target gains a fly speed of 60 feet for the duration. When the spell ends, the target falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Fog Cloud

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners. The sphere's area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

Forbiddance

6th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a sprinkling of holy water, rare incenses, and powdered ruby worth at least 1,000 gp)

Duration: 1 day

You ward an area up to 200 feet square (40,000 square feet) against magical travel. For the duration, creatures cannot teleport into the area or use portals, such as that created by the *gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Plane of Shadow, or the *plane shift* spell.

In addition, the spell damages entering creatures whose alignments are different from yours. The effect is based on a creature's alignment relative to yours: if its alignment differs from yours with respect to either good and evil or law and chaos take 3d10 radiant or necrotic damage (your choice when you cast this spell). Creatures who enter the area whose alignment differs from yours with respect to both good and evil and law and chaos take 7d10 damage. Thus, if you are lawful good, a chaotic good or lawful neutral creature would take 3d10 damage, while a neutral evil or chaotic neutral creature would take 7d10.

When you cast this spell, you can include a password. A creature that speaks the password as it enters the area takes no damage from the spell.

Two casting of *forbiddance* do not overlap. When two castings of *forbiddance* would have overlapping areas, the more recent casting stops at the boundary of the older casting.

You can make the effects of this spell permanent by casting *forbiddance* every day for 30 days in the same location. Casting the spell in the same location after the first casting does not require the powdered ruby material component.

Forcecage

7th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (ruby dust worth 1,500 gp)

Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The *forcecage* may be a cage or a solid box, as you choose.

A *forcecage* in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A *forcecage* in the shape of a box can be up to 10 feet on a side, creating solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the *forcecage's* area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside of the area.

A creature inside the *forcecage* cannot leave it by nonmagical means. If the creature tries to use teleportation or extradimensional travel to leave the space inside the *forcecage*, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the *forcecage*. On a failure, the creature cannot exit the *forcecage* and wastes the use of the spell or effect. The *forcecage* also extends into the Ethereal Plane, blocking ethereal travel.

A *forcecage* cannot be dispelled by *dispel magic* or *greater dispel magic*, though it can be damaged by a *disintegrate* spell.

Foresight

9th-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hummingbird feather)

Duration: 1 hour

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target cannot be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

Freedom of Movement

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a leather strap, bound around the arm or a similar appendage)

Duration: 1 hour

Touch a willing creature. For the duration, the target is unaffected by difficult terrain, and magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target.

Gaseous Form

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, up to 1 hour

You touch a willing creature that is not incorporeal and transform the creature, along with everything the creature wears and carries into a misty cloud for the duration. The spell ends if the creature is reduced to 0 hit points.

While in this form, the target's only method of movement is its fly speed of 10 feet. The target has resistance to bludgeoning, piercing, and slashing damage from nonmagical sources, and is immune to diseases, poison, and has immunity to poison damage. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target cannot fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target cannot talk or manipulate objects, and any objects it was carrying or holding cannot be dropped, used, or otherwise interacted with. The target cannot attack or cast spells.

A creature in this form is vulnerable to strong winds (over 30 miles per hour) and may be dispersed by them. When the target starts its turn in an area of strong or stronger wind, or is subjected to an effect that creates an instantaneous burst of strong or stronger wind (such as the *gust of wind* spell), it must make a DC 10 Constitution saving throw. On a failed save, the target takes 5d10 force damage. On a successful one, the target moves 1d6 × 10 feet in the same direction as the wind.

Gate

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a diamond worth at least 5,000 gp)

Duration: Concentration, up to 1 minute

Choose a point within range. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears; it is not visible from the back. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their demesnes.

When you cast this spell, you can speak a creature's true name that you have learned. If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. Uttering a creature's true name to accomplish this act gives you no power over the creature, and it is free to act as the Dungeon Master deems appropriate. It might leave, attack you, or help you.

Geas

5th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Duration: 1 month

Choose a creature within range. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. You can end the spell early by using an action to dismiss it. Constructs and undead are not affected by this spell.

When the creature becomes charmed by this spell, you place a magical command on the creature to carry out some service or refrain from some action or course of activity as you decide. You can command the creature in any way you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. Once you issue the command, the creature must follow your instructions for the duration.

Each time a creature acts in a manner directly counter to your instructions, the creature takes 5d10 psychic damage. A creature can take this damage no more than once each day.

A *remove curse*, *greater restoration*, or *wish* spell ends this effect early.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the duration is permanent.

Gentle Repose

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece for each eye the corpse has or had)

Duration: 7 days

Touch a corpse or other remains. For the duration, the target is protected from decay and cannot become an undead creature.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't

count against the time limit of spells such as *raise dead*.

Giant Insect

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose up to six centipedes, four spiders, two wasps, or one beetle within range. The creatures increase in size until they become giant insects for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a beetle becomes a giant rhinoceros beetle.

The creature acts on each of your turns and obeys your commands. The Dungeon Master has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until you use an action to dismiss the effect, or until the insect drops to 0 hit points.

The DM may allow you to choose other insects at his or her discretion. For example, a giant bee can function as a giant wasp.

Globe of Invulnerability

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass or crystal bead that shatters when the spell ends)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot-radius around you and remains for the duration.

Spells of less than 5th level cast from outside the globe cannot affect creatures or objects within it—such spells can target creatures and objects within the globe, but they do not reach beyond the barrier and thus have no effect. Similarly, the area within the globe is excluded from the areas affected by such spells.

For example, a *fireball* spell cast by a creature outside the barrier using a spell slot of 4th level or less would not affect creatures or objects within the barrier with the spell, even if the

fireball's area completely overlaps that of the globe. Similarly, a creature behind the barrier would not be affected by the *magic missile* spell cast by a creature outside the barrier.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of 1 level higher for each level above 6th.

Glyph of Warding

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which are consumed when you cast the spell)

Duration: Permanent

When you cast this spell, you inscribe a powerful glyph that harms other creatures, either upon a surface (such as a section of floor, a wall, or a table) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. The *glyph of warding* is nearly invisible, requiring an Intelligence (Investigation) check against a DC equal to your spell DC to find it.

You decide what triggers the *glyph of warding* when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing upon the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is described. For glyphs inscribed within an object, the most common trigger is opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger to only trigger under certain circumstances or according to physical characteristics (such as height or weight), physical kind (for example, the ward could be set to affect aberrations, drow, or shapechangers), or alignment. You can also set conditions for creatures that do not trigger the glyph—such as those who say a certain

password, or even excepting certain individual creatures from the trigger.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. The triggering creature and all creatures within 5 feet of it must make a Dexterity saving throw. On a failed saving throw, a creature takes 5d8 acid, cold, fire, lightning, or thunder damage (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store any spell of 3rd level or lower that you know that targets a single creature or an area by casting it as a part of casting this spell (the spell being stored has no immediate effect when cast in this way). If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on the intruder. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an *explosive runes* glyph increases by 1d8 for each level above 3rd. If you create a *spell glyph*, you can store any harmful spell of up to the same level as the slot you used for *glyph of warding* in the glyph.

Goodberry

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Up to ten berries in your hand are infused with life-giving magic for the duration. A creature can use its action to eat one berry or feed it to someone else. Eating a berry restores 1 hit point, and the berry provides the same nourishment as a meal.

Grasping Vine

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure a vine that sprouts from the ground at a point you designate within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Once on each of your turns for the duration, as a part of your move or your action, you can direct the vine to lash out at the same creature or another one.

Grease

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Choose a point on the ground within range. Slick grease covers the ground in a 10-foot square centered on that point and turns it into difficult terrain for the duration.

When the grease appears, each creature on it must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must succeed on a Dexterity (Acrobatics) check against the spell's save DC or fall prone.

Greater Dispel Magic

6th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 4th level or lower on the target ends. For each spell of 5th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Greater Invisibility

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Greater Restoration

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth at least 100 gp)

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo any debilitating effects it suffers. Choose one of the following effects.

Break Enchantment. End one effect causing the target to be charmed.

Lift Curse. End one curse on the target. This benefit can break the target's attunement to one cursed magic item.

Restore Ability. Return any of the target's reduced ability scores to their normal values.

Restore Hit Point Maximum. End any effect that reduces the target's hit point maximum.

Stone to Flesh. Restore a creature turned to stone or some other inorganic material back to its original form.

Guardian of Faith

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 4 hours

Choose a point within range. A Large spectral guardian appears and hovers there for the duration. The ghostly guardian is indistinct except for a radiant sword and a gleaming shield emblazoned with the symbol of your deity, though its form is actually quite solid. The spectral guardian occupies its space as though it was a creature. Creatures you designate when you cast the spell are not affected by the guardian.

Any other creature that enters the area within 10 feet of the guardian must succeed on a Dexterity saving throw or take 15 radiant damage (half damage on a successful save). The guardian vanishes when it has dealt a total of 60 damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell creates one additional spectral guardian at a point you choose in range for each level above 4th.

Guards and Wards

6th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of umber hulk blood. In addition, you must have a small silver rod worth at least 10 gp, which is not consumed when you cast the spell)

Duration: 24 hours

This powerful spell is primarily used to defend your tower or other stronghold. The ward protects 2,500 square feet of floor space (an area 50 feet square, or 100 5-foot squares or 25 10-foot squares). The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, so long as you can walk into each contiguous area while you are casting the spell.

Guards and wards creates the following spell effects within the warded area.

Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage, the spell makes it 50 percent likely that intruders believe they are going in the opposite direction from the one they actually chose.

Doors. All doors in the warded area are magically locked, as per the *arcane lock* spell with an extended area. In addition, you can cover up to 10 doors with an illusion (equivalent to the illusionary object function of the *minor illusion* spell) to appear as if it were a plain wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as the *web* spell. These

strands regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Spell Effects. In addition, you can place your choice of one of the following five magical effects within the warded area of the stronghold.

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as the *guards and wards* spell lasts.
- Place *magic mouth* in two locations.
- Place *stinking clouds* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.
- Place a constant *gust of wind* in one corridor or room.
- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mordenkainen's disjunction* destroys the entire *guards and wards* spell.

You can create a permanently guarded and warded structure by casting this spell every day for one year in the same stronghold.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled as a bonus to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Gust of Wind

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a legume seed)

Duration: Instantaneous

A line of strong wind (20 miles per hour or faster) that is 60 feet long and 10 feet wide emanates from you in a direction you choose. Each creature in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line and then fall prone.

The spell creates a strong wind (30 miles per hour) that can disperse gas or vapor.

In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Hail of Thorns

1st-level conjuration

Casting Time: Swift

Range: Self

Components: V

Duration: Instantaneous

You can cast this spell when you make a ranged weapon attack on your turn. This spell creates a rain of long, sharp thorns to sprout from your ranged weapon or ammunition, falling upon your enemies. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw or take 1d10 piercing damage (half damage on a successful save).

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10.

Hallow

5th-level evocation

Casting Time: 24 hours

Range: Touch

Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp)

Duration: Instantaneous

You touch a point not within the area of another *hallow* spell and infuse an area with a radius of up to 60 feet with holy (or unholy) power. This has three effects.

First, evil celestials, elementals, fey, fiends, and undead cannot enter the area, nor can such creatures charm, frighten, or possess creatures in the area. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering it. If you are evil, the *hallow* spell instead protects against good creatures of the listed types.

Second, any dead body interred in the area cannot be turned into an undead creature.

Third, you can bind an extra effect to the area. This extra effect lasts for one year and functions throughout the site. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to a different faith or alignment. Choose this effect from any of the following.

Blessing. Each affected creature gains a +1 bonus to attack rolls and cannot be frightened.

Bane. Each affected creature takes a -1 penalty to attack rolls and makes saving throws to avoid being frightened with disadvantage.

Courage. Affected creatures cannot be frightened for as long as they remain in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the level of the slot you used to cast this spell, do not illuminate the area.

Daylight. Bright light fills the area at all times. Magical darkness created by spells of a lower level than the level of the slot you used to cast this spell, cannot extinguish the light.

Energy Protection. Affected creatures in the area have resistance to a damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to a damage type of your choice, except for bludgeoning, piercing, or slashing.

Extradimensional Interference. Affected creatures cannot move or travel by extradimensional means, such as by a *teleport* spell or by a portal.

Fear. Affected creatures in the area are frightened for as long as they remain in the area.

Silence. No sound can emanate from within the area and no sound can reach into the area.

Tongues. Affected creatures can communicate with any other creature in the area, even if they do not share a common language.

Other. Other options may be available at the Dungeon Master's discretion.

Hallucinatory Terrain

4th-level illusion

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a stone, a twig, and a bit of green plant)

Duration: 24 hours

Choose a square area in range that is up to 150 feet on a side. You make natural terrain in that area look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not changed in appearance.

The tactile characteristics of the terrain are unchanged, so in most cases creatures entering the area quickly see through the illusion. If the difference is not obvious by touch, a creature carefully examining the illusion can attempt a Wisdom check against your spell save DC to disbelieve it.

Harm

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Choose a creature within range that you can see. You unleash a virulent disease that runs rampant through the creature's body, leaving it with significant injuries. Roll 14d6.

If the target has fewer hit points than the total you rolled, its hit point maximum becomes 1 for the duration.

If the target's hit points are equal to or greater than the total you rolled, it must make a Constitution saving throw. On a failed save, it takes necrotic damage equal to the total you rolled, and on a successful one, it takes half as much damage. The damage cannot reduce the target's hit points below 1.

This spell has no effect upon undead or constructs.

Haste

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns.

The hasted action can be used only to cast a cantrip, make a single attack, disengage, or hustle.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Heal

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range. A surge of positive energy washes through the creature, causing it to regain 60 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect upon undead or constructs.

Healing Word

1st-level evocation

Casting Time: Swift

Range: 60 feet
Components: V
Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

Heat Metal

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: 1 round

Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range that you can see. You cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing the object, as well as any creature that touches it, takes 3d8 fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Hellish Rebuke

1st-level evocation

Casting Time: 1 reaction, which you take when another creature in range of this spell that you can see deals damage to you with an attack or a spell
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is scoured in hellish flames stoked by your own anger and pain. The creature must make a Dexterity saving throw, and if it fails it takes 2d10 fire damage, or half damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each level above 1st.

Heroes' Feast

6th-level conjuration

Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: 24 hours

When you begin casting this spell, you bring forth a great feast, including a magnificent table, chairs, service, and food and drink. You and up to twelve other creatures you designate must then spend 1 hour consuming the feast. At the end of this time, the feast vanishes.

For the duration, a creature participating in consuming the entire feast gains several benefits. The creature is cured of all diseases and poison, and becomes immune to poison and fear, and gains advantage on all Wisdom saving throws. A creature's maximum hit points also increase by 2d10, and its current hit points increases by the same amount. When the spell ends, the creature's maximum hit points return to normal.

Hold Monster

5th-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect upon undead or constructs.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Hold Person

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Holy Accord

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

An aura of harmony radiates from you, facilitating communication in a 30-foot radius. For the duration, each creature in the area that can speak, including you, can understand the speech of any other creature in the area, regardless of what language is spoken.

Holy Aura

8th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny reliquary worth at least 1,000 gp containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text; neither the reliquary nor its contents are consumed during the casting)

Duration: Concentration, up to 1 minute

You and up to eight willing creatures within range are bathed in a soft glow of divine radiance. Each affected creature emits dim light in a 5-foot radius for the duration.

A creature lit in this way has advantage on all saving throws, and other creatures have disadvantage on attack rolls against it. In addition, when a fiend or an undead creature

hits a protected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

Holy Vigor

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Your touch imbues a willing creature with blessed vigor. It gains 3d8 + 6 temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these hit points are lost first.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 2d8 for each level above 3rd.

Hunter's Mark

1st-level divination

Casting Time: Swift

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature within range and mystically mark it as your quarry. Until the spell ends, your attacks deal 1d6 extra damage to that creature, and you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check you make to find it.

Hunter's Veil

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

A veil of shadows and silence radiates from you, masking you and your companions within 30 feet of you from detection. For the duration, each friendly creature in the area, including you, has a +10 bonus to Dexterity (Stealth) checks and cannot be tracked except by magical means.

Hypnotic Pattern

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. Each creature in the area that can see the pattern when it appears must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed 0.

The spell ends for an affected creature if it takes any damage or if another creature uses an action to shake the creature out of its stupor.

Ice Storm

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, and half as much damage on a successful one.

Until the end of your next turn, hailstones turn the storm's area of effect into difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

Identify

1st-level divination (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an infusion of an owl feather steeped in wine, and a pearl worth at least 100 gp)

Duration: Instantaneous

You learn the properties of a magical object that you touch. If the item has any special lore associated with it, you learn that lore.

Any object that contains magic can be the target of this spell, including a magic weapon or suit of armor, a magic-imbued ward, or writings that bear arcane power.

Illusory Script

1st-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: S, M (a lead-based ink worth at least 10 gp)

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any person you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script, thoroughly and completely unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature under the effect of a *true seeing* spell can read the hidden message.

Imprisonment

9th-level abjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (opals worth at least 500 gp per Hit Die of the target and either a vellum depiction or a carved statuette in the likeness of the target. In addition, you need a special component, worth 500 gp, that varies according to the version of the spell you choose. These components might be miniature chains of special metals (silver for lycanthropes, cold iron for demons, and so forth), soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, or a similar item)

Duration: Permanent

You create a magical restraint of your choice to hold a creature within range. The spell has no effect on constructs or undead. The creature you choose must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell when cast by you. You choose from one of the five effects of being bound at the time you cast the spell. While affected by this spell, the creature does not need to breathe, eat, or drink, and does not age. Divination spells targeting the creature have no effect, and the creature cannot be perceived through scrying sensors created by divination spells.

Buried. The creature is entombed in a sphere of force through which matter cannot pass just large enough to contain the target far beneath the ground. The sphere of force blocks teleportation and planar travel.

Chaining. The chosen creature becomes restrained. Until the spell ends, the target cannot move or be moved from its spot.

Hedged Prison. The spell teleports the chosen creature to a confined area, such as a labyrinth, from which there is no escape.

Minimus Containment. The chosen creature shrinks to a height of 1 inch or even less and is placed inside a gem, jar, or similar object. The creature remains aware of its surroundings and can communicate, but it cannot take actions or move.

Slumber. The chosen creature falls asleep and cannot be awoken.

Additional Effects. In addition to the effects listed above, if the target is under the effects of the *antipathy/sympathy* spell, the duration of

that spell becomes permanent, and ends if this spell ends.

During the casting, you may specify a condition under which the spell can end early and release the target. The condition can be as specific or as elaborate as you choose, but the Dungeon Master must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

This spell cannot be ended by a *dispel magic* or *greater dispel magic* spell, though an *antimagic field* or *Mordenkainen's disjunction* affect it normally. An affected creature originating from another plane cannot be returned to its plane of origin by magical means.

Incendiary Cloud

8th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 minute

A roiling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The area spreads around corners. The area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, and half as much damage on a successful one. A creature must also make this saving throw when it enters the cloud or ends its turn there. A creature cannot take this damage more than once each round.

The cloud moves 10 feet away from you at the start of each of your turns.

Inflict Wounds

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that you can see. It must make a Constitution saving throw. It takes 3d8 necrotic damage on a failed save, and half as much damage on a successful one. This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Insanity

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose a creature you can see within range. The spell has no effect on constructs or undead. The target must succeed on a Wisdom saving throw or be driven insane. An insane creature cannot take actions, cannot understand what other creatures say, cannot read, and only speaks in gibberish. In addition, the creature always fails Wisdom saving throws. The creature also behaves as an insane creature would, as determined by the Dungeon Master.

Only a *greater restoration*, *heal*, or a *wish* spell can remove this effect.

Insect Plague

5th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)

Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration and its area is lightly obscured.

A creature in the sphere when it appears must make a Constitution saving throw. A creature takes 2d10 piercing damage on a failed save, and half as much damage on a successful one.

The sphere's area is difficult terrain. A creature that ends its turn there takes 2d10 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each level above 5th.

Invisibility

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in a bit of gum arabic)

Duration: Concentration, up to 1 hour

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends early if the target attacks anyone or casts a spell.

Jump

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

Touch a creature. For the duration, the affected creature triples the normal distance it can jump.

Knock

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose an object within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect

for 1 minute, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 60 feet, emanates from the target object.

Legend Lore

5th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth at least 250 gp and four ivory strips worth at least 50 gp; the ivory strips are not consumed when you cast the spell)

Duration: Instantaneous

Name or describe a specific person, place, or object. You call to mind information about the thing you named. You know any significant legends or stories about the object you named or described as well as any magical or special properties, powers, or capabilities it possesses. You also learn whether or not those legends or stories are true.

If you named or described magic item, you learn all of its properties, command words, and one secret about the item, if it has any secrets.

Leomund's Secret Chest

4th-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a Tiny replica made from the same materials worth at least 50 gp. These items are not consumed when you cast the spell.)

Duration: Permanent

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an open space on the ground near you. You can send the chest

back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5% chance per day that the spell ends. This spell ends if you cast this spell again, if the smaller, replica chest is destroyed, or if you choose to end the spell (no action required). If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

Leomund's Tiny Hut

3rd-level evocation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small crystal bead)

Duration: 8 hours

A 20-foot-radius immobile, opaque sphere of force of any color you choose springs into existence around you and remains in place for the duration. The spell ends early if you leave its area.

When you cast the spell while you are on the ground, half the sphere projects below the ground.

There is room enough for nine Medium or smaller creatures to fit inside the sphere with you. Creatures and objects can move through the sphere freely. The atmosphere inside the space is comfortable.

Until the spell ends, you can command the interior to become dimly lit or dark. The sphere is opaque from the outside but transparent from the inside.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects.

Remove *Blindness or Deafness*. If the creature is blinded or deafened, choose one of those conditions and end it.

Remove *Disease*. If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis. If the creature is subjected to any paralyzing effects, choose one of them and end it.

Levitate

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

Duration: 10 minutes

Choose a willing creature or an object within range that weighs up to 500 pounds. The target rises vertically, up to 20 feet, and remains suspended there for the duration or until you use your action to end the spell. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows the creature to move at half speed at its current altitude.

You can change the target's altitude on your turn. If the target is another creature or object, you can use your action to move the target 20 feet up or down. If you are the target, you can use your move to change your own altitude by the same amount.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or a piece of phosphorescent moss)

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Lightning Arrow

3rd-level transmutation

Casting Time: Swift

Range: Self

Components: V, S

Duration: 1 minute

You cast this spell when you make a ranged weapon attack on your turn.

The weapon transforms into a bolt of lightning. Make the attack roll as normal. The target takes 6d8 lightning damage on a hit, or half as much damage on a miss, instead of its normal damage.

Regardless of whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. These creatures take 2d8 lightning damage on a failed save, or half as much damage on a successful one.

After resolving the spell's effect, the piece of ammunition or weapon returns to its normal form.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the damage by 1d8 for both effects of the spell for each level above 3rd.

Lightning Bolt

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of fur and an amber, crystal, or glass rod)

Duration: Instantaneous

A line of lightning 100 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Locate Animals or Plants

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of fur from a bloodhound)

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature

4th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of fur from a bloodhound)

Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the location of the creature, as long as that creature is within 1,000 feet of you. You know in which direction the creature is moving, if any.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a *polymorph* spell, this spell does not locate the creature you described.

This spell cannot locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Locate Object

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the location of the object, as long as that creature is within 1,000 feet of you. You know in which direction the object is moving, if any.

The spell can locate a specific object known to you, as long as you have seen such an object up close—within 30 feet—at least once.

Alternatively, the spell can locate the nearest

object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell cannot locate an object if lead, even a thin sheet, blocks a direct path between you and the object.

Longstrider

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10 feet.

Mage Armor

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

Touch a willing creature that is not wearing armor. Until the spell ends, a magical force surrounds the target's body, shielding the creature from harm. The target's base AC becomes 13 + its Dexterity modifier. The spell ends early if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is ever more than 30 feet away from you.

While the hand is present, you can use your action to control it. You can use the hand to manipulate an object, open a door or a container, stow or retrieve an item from an open container,

or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Circle

3rd-level abjuration

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (holy water or powdered silver and iron)

Duration: 1 hour

On the ground, you create a magical circle with up to a 10-foot radius that lasts for the duration. The circle forbids certain types of creatures: celestials, elementals, fey, fiends, and undead. The circle affects a forbidden creature in the following ways:

- The creature can't enter the circle by nonmagical means. If the creature tries to use teleportation or extradimensional travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the circle.
- Targets within the circle can't be charmed, frightened, or possessed by the creature.

You can inscribe the circle so that its magic operates in the reverse direction, preventing a forbidden creature from leaving the circle and protecting targets outside it.

Magic Jar

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp.)

Duration: Permanent

Your body falls into a catatonic state as your soul leaves it and enters the item you used for the spell's material component, the jar. The spell ends early when you use your action to return to your living body or when the jar is destroyed. When the spell ends, your soul immediately

returns to your body. If your body is more than 100 feet away from the jar or if your body is dead when you attempt to return to it after the spell ends, your soul becomes lost and you are destroyed.

While your soul inhabits the jar, you are aware of your surroundings as if you were the jar and can use all of your normal senses. You cannot move or use reactions. The only actions you can take are to end the spell, and thus return your soul to your body, or attempt to possess another creature.

Possession. While you inhabit the jar, you can use your action to attempt to possess another creature. Choose a creature within 100 feet of you. Constructs and undead are not affected, nor are creatures protected by a *protection from evil* spell or inside the area of a *magic circle*. Make a check with your magic ability contested by the Charisma check of the creature you are attempting to possess. If you win the contest, your soul moves into the creature's body and the creature's soul becomes trapped in the jar. The soul can perceive from the jar just as you could, but it cannot move or take actions at all. If you lose the contest, the creature resists your efforts to possess it, and you cannot attempt to possess that creature again for 24 hours.

Once you possess a creature, you control that creature until it drops to 0 hit points or it dies. While possessing another creature, your game statistics are replaced by the statistics of the creature, though you retain your alignment, Intelligence, Wisdom, and Charisma scores. You assume the hit points of the host creature. You are limited in the actions you can perform by the nature of the creature you possess, though you retain the benefit of any features granted by your class levels.

You can use your action to shift from your host to the jar if you are within 100 feet of it. Upon doing so, you return the creature's soul to its body. If its body is dead when it returns, the creature's soul dies.

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

Magic Mouth

2nd-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp)

Duration: Permanent

Choose an object within range, other than one worn or carried by another creature. You speak to the object and imprint a message in it that can contain no more than 25 words or sounds that last longer than 1 minute. Once you finish, the spell binds the words to the object until a condition you state during the casting comes to pass.

Once the condition occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the spell utilizes that feature and the sound emits from it. Once the mouth finishes speaking, the spell ends.

The conditions that cause the mouth to appear and speak can be as general or as detailed as you like, though only visual or audible conditions can be used, and only if they occur within 30 feet of the object. For example, you could instruct the mouth to speak when a creature moves to within 30 feet of the object or when a silver bell rings within 30 feet of the object.

Magic Weapon

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 4 hours

Touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. If you use a spell slot of 6th level or higher, the bonus increases to +3.

Major Image

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon of size Large or smaller. The image appears at a spot within range and lasts for the duration. The image seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You cannot create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

A creature that uses its action to examine the image can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Mass Charm Monster

8th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: 1 hour

Choose any number of creatures in a 40-foot cube within range. Constructs and undead are not affected. Each chosen creature must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the save, a creature becomes charmed by you for the duration or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Mass Cure Wounds

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point within range. Any number of creatures of your choice within 30 feet of that point regain $4d8 + 15$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the healing increases to $6d8 + 20$.

Mass Heal

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 500 hit points, divided as you choose among any creatures within range. This spell has no effect upon undead or constructs.

Mass Healing Word

3rd-level evocation

Casting Time: Swift

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out a brief prayer of restoration, choose up to six creatures within range. Each target regains $1d8 + 2$ hit points. This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by $1d8$ for each level above 3rd.

Mass Hold Person

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose any number of living humanoids you can see in a 30-foot cube within range. Each target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, an affected target can make another saving throw. On a success, the spell ends for that creature.

Mass Hold Monster

9th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a point within range. Each creature you choose within 30 feet of that point that you can see must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect upon undead or constructs.

At the end of each of its turns, a creature affected by this spell makes another saving throw. On a success, the spell ends on that creature.

Mass Invisibility

7th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (An eyelash encased in a bit of gum arabic)

Duration: Concentration, up to 10 minutes

Choose one willing creature within range to become the center of a 60-foot sphere of invisibility that lasts for the duration. Every willing creature within the sphere when it appears becomes invisible. Affected creatures can see each other, and themselves, as if unaffected by the spell.

If any creature affected by this spell attacks or casts a spell that affects an enemy creature, the invisibility sphere ends. Furthermore, if at any time an affected creature leaves the sphere, the spell ends for that creature; reentering the sphere does not turn the creature invisible.

Mass Suggestion

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 1 day

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures within range that can hear and understand you and are not undead or constructs. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a band of orcs to stop attacking your party so that the orcs and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration, such as in the case of the orc band mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of

soldiers give all their money to the first beggar they meet. If the condition is not met before the spell duration expires, the activity is not performed.

Maze

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose a creature within range that you can see. You banish the target into an extradimensional labyrinth, a different plane of existence. The target remains there for the duration or until it escapes the maze.

To escape, the target must use its action to make an Intelligence check contested by a check using your spellcasting ability. (A minotaur automatically wins this contest.) On a success, the target escapes and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the unoccupied space nearest its former space.

Meld into Stone

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Choose a point you can touch on a stone object or surface large enough to fully contain your volume. You can step into the stone at that point using your movement, melding yourself and all the equipment you carry with the stone for the duration. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you cannot see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell.

Minor physical damage to the stone does not harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals you 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels you and deals you 50 bludgeoning damage. If expelled, you fall prone in an open space closest to where you first entered.

Melf's Acid Arrow

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged attack roll against the target, with a bonus equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 3d6 acid damage immediately and 3d6 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each level above 2nd.

Mending

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Touch an object that is no larger than a 5-foot cube, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. A single break or tear in the object is mended, and any trace of the former damage is erased. An object with multiple breaks can be fixed with multiple applications of *mending*.

This spell can physically repair a magic item or construct, but the spell cannot restore magic to such an object.

Message

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a short piece of copper wire)

Duration: 1 round

You point your finger at a creature within range and whisper a message. The creature you indicate hears the message as a whisper. The creature can then reply to your message, which you hear as a whisper.

You can cast this spell through solid objects provided you are familiar with a creature beyond the barrier. Magical *silence*, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell does not have to follow a straight line and can travel around corners, through gaps, and other openings freely.

Meteor Swarm

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 6d6 fire damage and 6d6 bludgeoning damage on a failed save, and half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that are not being worn or carried.

Mind Blank

8th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You touch a willing creature. For the duration, the target is immune to psychic damage, any effect that would sense its emotions or read its thoughts, and all divination spells. Additionally, cannot be charmed. The spell even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object, such as a door, pit, or pillar, within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with an Intelligence (Investigation) check against your spell save DC.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object, it appears at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 5-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

Mirage Arcane

7th-level illusion

Casting Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

Choose an area within range that is up to 1 mile square. You make natural terrain in that area look, sound, and smell like some other sort of natural terrain. The terrain's general shape

remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. It does not disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain or otherwise impede movement through the area.

Mirror Image

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Two illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack or a harmful spell while a duplicate remains, that creature randomly determines whether it targets you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate's AC equals 10 + your Dexterity modifier, and it uses your saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals hit point damage, the duplicate disappears.

A creature is unaffected by this spell if it can't see or if it relies on senses other than sight, such as blindsight or tremorsense.

Mislead

5th-level illusion

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing; the double lasts for the duration. If you attack or cast a spell, the invisibility ends.

You can use your action to move your illusory double up to twice your speed, and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn, as part of your action, you can switch from using its senses to using your own, or back again. While you perceive using its senses, you are blinded and deafened in regard to your surroundings.

Misty Step

2nd-level conjuration

Casting Time: Swift

Range: Self

Components: V

Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.

Modify Memory

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature that you can see must make a Wisdom saving throw; if you are fighting this creature, it has advantage on its saving throw. On a failed save, the creature becomes charmed by you for the duration. While it is charmed by you, the creature is incapacitated and unaware of its surroundings.

As long as it remains charmed by you, you can affect the creature's memory of an event that it experienced lasting no more than 10 minutes. You can eliminate all memory of the event, allow the creature to recall the event with perfect clarity and exacting detail, change the details of the event so it remembers the event in a different way, or create an entirely new memory of some other event that replaces the creature's memories.

The memories must be of an event that took place within the last 24 hours, and you speak to the creature to describe how its memories are affected. The creature must be able to understand the language you are speaking for the modified memories to take root, with its mind filling in the gaps in the details based on your description. If the spell ends before you have finished describing the modified memories, the creature's memory is not altered.

A modified memory does not necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream or a fantasy gone awry. The Dungeon Master may deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast upon the target restores the creature's true memories of the event.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 1 week ago (6th level), 1 month ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

Moonbeam

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

Each creature that enters the light on its turn or starts its turn there is engulfed in ghostly flames that cause searing pain. The creature must make a Constitution saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 3d8 radiant damage on a failed save, and half as much

damage on a successful one. Shapechangers that fail the saving throw also instantly revert back to their natural forms and cannot assume different forms until they leave the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Mordenkainen's Faithful Hound

4th-level conjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)

Duration: 8 hours

You conjure a phantom watchdog at a point within range, where it remains for the duration, until you dismiss it (which does not require an action), or until you move more than 100 feet away from it.

When you cast the spell, you can also create a password.

The hound is invisible to all creatures except you. When a Small or larger creature comes within 30 feet of it without first speaking the password, the hound starts barking loudly. The hound sees invisible creatures and can perceive into any coexistent plane such as the Ethereal Plane. The hound ignores illusions.

At the start of your turn, if a creature hostile to you is within 5 feet of the hound, it attempts to bite that creature. The hound has an attack bonus equal to your magic ability modifier + your spellcasting bonus. On a hit, the hound deals 4d6 piercing damage. A hound can make a bite attack once per round, regaining the ability to bite at the start of each of your turns.

Mordenkainen's Magnificent Mansion

7th-level conjuration (ritual)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp; these items are not consumed when you cast the spell)

Duration: 24 hours

You conjure an extradimensional dwelling that has a single entrance centered on any point within range. The entrance appears as an area of faint shimmering, 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can choose to open or close the portal provided you are within 25 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space cannot exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they cannot attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, and perform any number of other basic tasks. The servants can go anywhere in the mansion, but cannot move beyond the mansion. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion.

Mordenkainen's Private Sanctum

4th-level abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite)

Duration: 24 hours

You magically make an area within range secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on one side. The spell lasts for the duration or until you use an action to dismiss it, ending it early.

When you cast the spell, you decide what sort of security the spell provides, choosing some or all of the following properties:

- Sound cannot pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing light from passing through and from creatures seeing into the area using darkvision.
- Sensors created by divination spells cannot appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area cannot be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

Mordenkainen's Sword

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc worth 250 gp)

Duration: 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration or until you cast this spell again.

When the sword appears, it makes a melee attack against a target of your choice within 5 feet of it. The attack roll has a bonus equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 3d10 force damage.

Once on each of your subsequent turns, you can direct the sword to move up to 20 feet and repeat the attack against a target of your choice within 5 feet of it. Directing the sword requires no action, but you must be able to take actions.

This spell was invented by the famed archmage Mordenkainen, a native of the world of GREYHAWK, though it has since spread throughout the multiverse.

Move Earth

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a mixture of soils—clay, loam, and sand—in a small bag, and an iron blade)

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape earth, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes cannot exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. You can choose the same area of terrain multiple times to make more drastic changes to it.

Because the terrain's transformation occurs slowly, creatures in the area cannot usually be trapped or injured by the ground's movement.

This spell cannot manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell does not directly affect plant growth. The moved earth carries any plants along with it.

Nondetection

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target)

Duration: 6 hours

Choose an object, a willing creature, or a space up to a 10-foot cube of space within range. The target cannot be detected by divination magic for the duration. It cannot be targeted by divination spells or perceived through scrying sensors created by divination spells.

Nystul's Magic Aura

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small square of silk)

Duration: 8 hours

You touch an object that is not being carried or worn by another creature, or you touch a willing creature. You place an illusion upon the target so that divination spells reveal false information about it. When you cast the spell, choose one or more of the following effects. The effect lasts for the duration.

False Aura. You change the way the target appears to spells and magical effects that detect magical auras, such as *detect magic*. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it radiates a specific school of magic that you choose.

Mask. You change the way the target appears spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell, or alignment. You choose a creature type, an alignment, or both, and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

Obscure. The target cannot be perceived through scrying sensors.

Otiluke's Freezing Sphere

6th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small crystal sphere)

Duration: Instantaneous

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes anyway.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each level above 6th.

Otiluke's Resilient Sphere

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic)

Duration: Concentration, up to 1 minute

Choose a point you can see within range. A sphere of shimmering force 5 feet in diameter appears, centered on the point you chose; all creatures completely within the globe are enclosed by the sphere for the duration. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed. If any creature affected by this spell succeeds on its saving throw, the spell fails. Any creature that is not completely within the area enclosed by the sphere when it appears is pushed away from the center of the sphere until it is no longer partially inside.

Nothing—not physical objects, energy, nor other spell effects—can pass through the barrier, in or out, though a creature in the globe can breathe normally. The sphere is immune to all damage and thus a creature or object cannot be damaged from attacks or effects originating from outside, nor can a creature inside the globe damage creatures or objects beyond the globe.

An enclosed creature can use its action to push against the sphere's walls and thus move the sphere up to one-half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. The sphere is weightless.

A *disintegrate* spell targeting the globe destroys it without harming a creature trapped inside.

Otto's Irresistible Dance

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature within range that you can see. The target must make a Wisdom saving throw. On a successful save, the creature is not affected. On a failed save, the target begins a comic dance in place—shuffling, tapping its feet, and capering for the duration. This spell has no effect upon undead or constructs.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on all saving throws. The only action a dancing creature can take is to make a Wisdom check against the spell's save DC to

regain control of itself. On a successful check, the spell ends.

If you know and use the target's true name when you cast this spell, the enchantment instead lasts for 10 days, until you use your action to end the spell, or until the creature dies of exhaustion.

The archmage Otto was a member of the Circle of Eight in the world of GREYHAWK, a lover of fine food and music, and if his eponymous *irresistible dance* spell is any indication, something of a practical joker.

Pass without Trace

2nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of evergreen)

Duration: 1 hour

Choose up to five willing creatures within range. For the duration, the creatures can move through any type of mundane terrain—mud, snow, dust, grassland, forest, or the like—and leave no physical evidence of their passage, including footprints and scent. Tracking the creatures is impossible except by magical means.

Passwall

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range. A passage appears at that point and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Casting this spell multiple times lets you create a deeper passage.

Permanent Image

6th-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of fleece)

Duration: Permanent

You create the image of an object, a creature, or some other visible phenomenon of size Gargantuan or smaller. The image appears at a spot within range and lasts for the duration. The image seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You cannot create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might impair a creature (like a troglodyte's stench). Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Phantasmal Force

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You reach into the mind of a creature within range that you can see, and craft an illusion that takes root in the creature's thoughts. The target must make a Wisdom saving throw. On a failed save, you create an illusory object, creature, or other visible phenomenon of your choice that is visible only to the target for the duration. This spell has no effect upon undead or constructs.

The illusion includes sound, temperature, and other stimuli, also evident only to the creature. The illusion can appear to occupy up to 500

cubic feet, or a cube about 8 feet on a side—about the size of a typical Large creature.

A target affected by this spell can use its action to try to disbelieve the illusion. When it does so, it makes a Wisdom check against the spell's saving throw DC. On a successful check, the spell ends.

While a target is affected by the spell, it treats the phantasm as if it were real. It rationalizes any illogical outcomes from interacting with the illusion. For example, a target attempting to walk across a phantasmal bridge that spans a chasm will fall once it steps onto the bridge. If the creature survives the fall, it still believes that the bridge exists, and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, you can cause the phantasm to deal 1d6 damage to the target if it is in the phantasm's area or within 5 feet of it. The damage is of a type appropriate to the illusion. A fire deals fire damage, a monster armed with a longsword deals slashing damage, and so on.

Phantasmal Killer

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a living creature within range. The creature makes a Wisdom saving throw. If the creature has 30 hit points or fewer, it makes this save with disadvantage. On a failed save, the creature becomes frightened for the duration as you create an illusory creature within the creature's mind, visible only to it. The illusion calls on the creature's deepest fears, manifesting its worst nightmares in an implacable threat. At the start of each of the affected creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage.

At the end of each of an affected creature's turns, it can make an Intelligence saving throw. On a successful save, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each level above 4th.

Phantom Steed

3rd-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 hour

A Large quasi-real, horselike creature appears in any empty 10-foot cube centered on a point on the ground within range. You decide the creature's appearance, but it appears equipped with a saddle, bit, and bridle. If any of the equipment created by the spell is removed from the creature and carried more than 10 feet away from it, the equipment vanishes in a puff of smoke.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a horse, except it has a speed of 100 feet. When the spell ends, the steed gradually fades, giving riders the time they need to dismount. The spell ends early if you use an action to dismiss the steed or if the steed takes any damage.

Planar Ally

6th-level conjuration

Casting Time: 10 minutes.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You beseech an otherworldly entity known to you, such as a god, a primordial, a demon prince, or some other being of cosmic power for aid. That entity causes a celestial, an elemental, or a fiend loyal to it to appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to call that creature. In that case, the creature can be of any type.

When the creature appears, it acts normally (that is, under no compulsion to behave a certain way). You might ask the creature to perform a service in exchange for payment. The requested task could range from simple (fly us across the chasm, help us fight a battle) to complex (spy on our enemies, protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a direct gift of treasure. Some creatures might exchange their service for a favor from you.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible.

Some general guidelines about payments for tasks of a certain length follow. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived.

- 100 gp per minute for a task taking up to 10 minutes
- 1,000 gp per hour for a task taking up to 24 hours
- 10,000 gp per day for a task taking up to 10 days

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

A creature enlisted to join your group counts as a member of your group, receiving a full share of experience points awarded.

Planar Binding

5th-level abjuration

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a jewel worth at least 1,000 gp, which is consumed by the casting of the spell)

Duration: 24 hours

Choose one celestial, elemental, fey, or fiend within range and that was present for the entire casting of the spell. The creature must make a Charisma saving throw. On a failed save, you bind the creature to your service for the duration.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or deliver a message. The creature obeys the letter of your instructions, with good creatures possibly carrying out the intent, while evil creatures working to twist your words to achieve their own objectives. If the creature carries out your instructions completely before the spell ends, it returns to you to report this fact, provided you are on the same plane of existence. If you are on different planes of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the duration. If you cast the spell using a 6th-level spell slot, the duration increases to 10 days. If you cast the spell using a 7th-level spell slot, the duration increases to 1 month. If you cast the spell using an 8th-level spell slot, the duration increases to 6 months. If you cast the spell using a 9th-level spell slot, the duration increases to 1 year.

Plane Shift

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination.

If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to its exact location. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature you can touch. That creature must make a Dexterity saving throw. On a failed save, you touch the creature, which must then make a Charisma saving throw. If the creature fails this save, it is shunted to the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Plant Growth

3rd-level transmutation (ritual)

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels life and vitality into plants within a specific area. There are two possible uses for the spell, granting either short-term or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 15 extra feet of movement for every 5 feet it would travel.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Poison Cloud

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet
Components: V, S
Duration: Instantaneous

You extend your hand toward a creature in range, projecting a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d12), 10th (3d12), 15th (4d12), and 20th (5d12).

Polymorph

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour

Choose a creature within range that you can see. If the target is willing, you transform it into a new form. This spell has no effect upon undead or constructs.

If the target is unwilling and its hit point maximum is 150 or higher, or if it is a shapechanger, it is unaffected. If the target is unwilling and its hit point maximum is lower than 150, it must make a Wisdom saving throw. On a failed save, you transform the creature into a new form.

The transformation lasts for the duration, or until the target is reduced to 0 hit points or dies. The new form can be any beast whose number of Hit Dice is equal to or less than that of the target. The target's game statistics are replaced by the statistics of the chosen beast, though it retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The creature is limited in the actions it can perform by the nature of its new form, and cannot speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature cannot activate, use, wield, or otherwise benefit from any of its equipment.

Power Word Heal

9th-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V
Duration: Instantaneous

A wave of healing energy washes out from a point within range. Any number of creatures of your choice within 25 feet of that point regain 8d8 + 30 hit points. If the creature is charmed, frightened, paralyzed, or stunned, that condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect upon undead or constructs.

Power Word Kill

9th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a word of power that can compel a creature to die instantly. Choose one creature within range. If the creature has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun

8th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that can overwhelm a creature's mind, leaving it dumbfounded. Choose one creature within range. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, the target is no longer stunned.

Prayer

3rd-level conjuration

Casting Time: Swift

Range: 30 feet

Components: V, S, M (prayer beads)

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Prayer of Healing

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice within range each regain 1d8 + 6 hit points. This spell has no effect upon undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each level above 2nd.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an item no larger than a cubic foot.

- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

Prismatic Spray

7th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Eight shimmering, multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 10d6 fire damage on a failed save, or half that much damage on a successful one.

2. Orange. The target takes 10d6 acid damage on a failed save, or half that much damage on a successful one.

3. Yellow. The target takes 10d6 lightning damage on a failed save, or half that much damage on a successful one.

4. Green. The target takes 10d6 poison damage on a failed save, or half that much damage on a successful one.

5. Blue. The target takes 10d6 cold damage on a failed save, or half that much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. At the start of your next turn, the target must make a Constitution saving throw. If it fails that save, the creature turns to stone. A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

7. Violet. On a failed save, the target is blinded. At the start of your next turn, the target must make a Wisdom saving throw; a successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing. (Typically, a creature that is on a plane that is not its home plane is banished to that plane, while other creatures are cast into the Astral or Ethereal planes.)

8. White. On a failed save, the target is blinded for 1 minute. Additionally, roll the d8 again until you get a result other than 8, and apply that effect to the target as well.

Prismatic Wall

9th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall, up to 90 feet long, 30 feet high, and 1 inch thick, centered on a point you can see within range. Alternately, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails and the action is wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. Nothing can pass through the barrier created by the wall, including spells. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. Any other creature, however, that moves to within 20 feet of the wall or starts its turn there must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of eight layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to white, by means

specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. A *rod of cancellation* or a *Mordenkainen's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* has no effect on it.

1. Red. The creature takes 10d6 fire damage on a failed save, or half that much damage on a successful one. This layer disappears if it takes 25 cold damage or more.

2. Orange. The creature takes 10d6 acid damage on a failed save, or half that much damage on a successful one. This layer disappears when it is exposed to a strong wind.

3. Yellow. The creature takes 10d6 lightning damage on a failed save, or half that much damage on a successful one. This layer disappears if it takes 60 force damage or more.

4. Green. The creature takes 10d6 poison damage on a failed save, or half that much damage on a successful one. A *passwall* spell, or magic capable of opening a portal on a solid surface of equal or greater level, causes this layer to disappear.

5. Blue. The creature takes 10d6 cold damage on a failed save, or half that much damage on a successful one. This layer disappears if it takes 25 fire damage or more.

6. Indigo. On a failed save, the creature is restrained. At the start of your next turn, the target must make a Constitution saving throw. If it fails that save, the creature turns to stone as if by a *flesh to stone* spell. This layer disappears if exposed to bright light shed by a *daylight* spell or a similar spell of equal or higher level.

7. Violet. On a failed save, the creature is blinded. At the start of your next turn, the target must make a Wisdom saving throw; a successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing. (Typically, a creature that is on a plane that is not its home plane is banished to that plane, while other creatures are cast into the Astral or Ethereal planes.) This layer disappears if targeted by a *dispel magic* spell or magic that can end magical effects of its level or higher.

8. White. On a failed save, the creature is blinded for 1 minute. Additionally, roll the d8 again until you get a result other than 8, and apply that effect to the target as well. This layer

disappears if exposed to darkness shed by a *darkness* spell or a similar spell of equal or higher level.

Produce Flame

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand or at the end of an object you are holding or wearing. The flame remains there for the duration. The flame emits bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends early if you dismiss it (no action required) or if you cast it again.

You can also attack with the flame. When you cast this spell, or during subsequent rounds as an action, you can hurl the flame at a creature within 30 feet of. Make a ranged attack roll. You have a bonus to the attack roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d8 fire damage. If you throw the flame, the spell ends.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Programmed Illusion

6th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece and jade dust worth at least 25 gp)

Duration: Permanent

Choose an area that can fit inside a 30-foot cube. You imbue the area with an illusion of an object, creature, or force that can fit inside the area. You decide when you cast the spell how the illusion behaves and what sounds it makes. The scripted performance can last up to 5 minutes. Once you finish, the spell binds the illusion to the area until a condition you state during the casting comes to pass.

Once the condition occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing,

it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The conditions that cause the illusion to appear can be as general or as detailed as you like, though only visual or audible conditions can be used, and only if they occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Project Image

7th-level illusion

Casting Time: 1 action

Range: 500 miles

Components: V, S, M (a small replica of you made from materials worth at least 5 gp)

Duration: Concentration, up to 1 day

You create an illusory copy of yourself at a point you choose within range that lasts for the duration. The copy can appear at any location you have seen before. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, the spell ends early.

You can use your action to move your copy up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn, as part of your action, you can switch from using its senses to using your own, or back again. While you perceive using its senses, you are blinded and deafened in regard to your surroundings.

Protection from Energy

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

Protection from Evil

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron sprinkled)

Duration: 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against poison, and it has resistance against poison damage.

Purify Food and Drink

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Choose a point within range. All nonmagical food and drink within a 5-foot-radius sphere centered on that point is purified and rendered free of poison and disease.

Raise Dead

5th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp)

Duration: Instantaneous

You touch a creature that has been dead no longer than 10 days and that is not undead. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell does not, however, remove magical diseases, curses, or similar effects; if these are not first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Rary's Telepathic Bond

5th-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pieces of eggshell from two different kinds of creatures)

Duration: 1 hour

Choose up to six willing creatures within range. Creatures with Intelligence scores of 2 or less are not affected by this spell. You forge a telepathic link among all the affected creatures, linking each creature to all the others for the duration.

Until the spell ends, affected creatures can communicate telepathically through the bond regardless of having or not having a common language. The communication is possible

regardless of distance, though it cannot extend to other planes of existence.

Ray of Enfeeblement

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A black beam of energy springs from your finger toward a creature within range. Make a ranged attack roll against the creature, with a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target has disadvantage on attack rolls based on Strength or Dexterity, and it can deal no more than 1 damage with such an attack. This spell has no effect on undead or constructs.

Until the spell ends, at the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends early.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Ray of Sickness

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fire a ray of sickening energy at a creature that you can see in range. Make a spell attack against the target, and if the attack hits the target takes 3d8 poison damage and must make a Constitution saving throw. If the creature fails its saving throw, it is also intoxicated until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Regenerate

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a prayer wheel and holy water)

Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points and then 1 hit point per minute for the duration. This spell has no effect upon undead or constructs.

Any limbs the creature is lacking are restored after 2 minutes. If you have the severed extremity and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reincarnate

5th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (rare oils and unguents worth at least 1,000 gp)

Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided the creature has been dead no longer than one week and its soul is free and willing to return, you form a new adult body for the soul to inhabit from the natural elements at hand and then recall the soul to inhabit the new body. If the target's soul is not free or willing, the spell fails.

The magic fashions a new body for the creature to inhabit from available materials, which likely causes the creature's race to change.

The Dungeon Master rolls a d% and consults the following table to determine what form the character takes when restored to life.

01–04	Dragonborn
05–13	Dwarf, Hill
14–21	Dwarf, Mountain
22–25	Elf, Dark
26–34	Elf, High
35–42	Elf, Wood
43–46	Gnome, Forest
47–52	Gnome, Rock
53–56	Half-elf
57–60	Half-orc
61–68	Halfling, Lightfoot
69–76	Halfling, Stout
77–96	Human
97–100	Tiefling

In the creature's new body, it recalls most of its former life and experiences. It retains all the capabilities it had in its original form, except it exchanges its original race and all of its racial features for the new race and all of its racial features.

Remove Curse

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it and is no longer attuned to it.

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: 1 minute

You touch one willing creature. Once before the spell ends, that creature can roll a d4 and add the number rolled to one saving throw of its choice.

It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Resurrection

7th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp)

Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that did not die of old age, and that is not undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It does not, however, remove magical diseases, curses, and the like; if such effects are not removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you complete a long rest, you cannot cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Reverse Gravity

7th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that are not somehow anchored to the ground in the area

fall upward and reach the top of the area in 1 round. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall downward.

Revivify

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 1,000 gp, which are consumed when the spell is cast).

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This creature cannot return to life creatures that have died of old age.

Righteous Shield

2nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 1 minute

Holy power radiates from you, protecting friendly creatures within 10 feet of you. For the duration, each friendly creature in the area, including you, gains resistance to bludgeoning, piercing, and slashing damage.

Rope Trick

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered corn extract and a twisted loop of parchment)

Duration: 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the

ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space holds as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Creatures in the extradimensional space are on another plane of existence. Attacks and spells cannot cross through the entrance into the space, but those in the space can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Sacred Flame

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Sanctuary

1st-level abjuration

Casting Time: Swift

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Scorching Burst

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A brief burst of flame erupts from a point that you can see in range. Each creature in a 10-foot cube must make a Dexterity saving throw. On a failed save, the target takes 1d4 fire damage, or half as much damage on a successful save.

At Higher Levels. The spell's damage increases by 1d4 when you reach a caster level of 5th (2d4), 10th (3d4), 15th (4d4), and 20th (5d4).

Scorching Ray

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged attack roll for each ray. You have a bonus to the roll equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each level above 2nd.

Scrying

5th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, either a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose, as long as it is on the same plane of

existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

On a successful save, the target is not affected, and you cannot use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see the sensor sees luminous orb about the size of your fist.

Searing Smite

1st-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon flares with white-hot intensity, and the attack deals 1d6 extra fire damage to the target. Until the spell ends, at the start of each of its turns, the target must make a Constitution saving throw or take 1d6 fire damage. The spell ends when the creature makes a successful saving throw against it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

See Invisibility

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 hour

For the duration, you see invisible creature and objects as if they were visible and you see ethereal creatures and objects as if they were visible but translucent.

Seeming

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 12 hours

Choose any number of willing creatures that you can see within range. You give each target a new, illusory appearance. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

To discern that a target is disguised, a creature can use its action to inspect the target and make a Wisdom (Perception) check against the spell's saving throw DC. If it succeeds, it becomes aware that the target is disguised.

Sending

3rd-level evocation (ritual)

Casting Time: 1 action

Range: See text

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature recognizes you if it knows you and may answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

Sequester

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp)

Duration: Permanent

Choose a creature or object as the target of this spell. If the creature is unwilling, it must make a Constitution saving throw; if it fails, it is affected by the spell, and if it succeeds it is immune to the spell cast by you. The target falls into a state of suspended animation. For the target, time ceases to flow and its condition becomes fixed. A creature does not grow older, and its body functions virtually cease. You can also choose for the target to become invisible for the duration. While affected by this spell, the target cannot be detected by divination magic for the duration. It cannot be targeted by divination spells or perceived through scrying sensors created by divination spells. This state persists until the magic is removed (such as by a *dispel magic* or *freedom* spell).

You can also set a condition for the spell to end early. The condition can be anything you choose, but the conditions must occur within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends early if the target takes any damage.

Shapechange

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell. The spell does not consume the circlet, though it does meld with your form until the spell ends)

Duration: 2 hours

You transform into a new form. The transformation lasts for the duration, or until you are reduced to 0 hit points or die. The spell also ends early if you dismiss it (not an action). The new form can be any creature with a CR equal to your level or lower. The creature cannot be a construct or undead and you must have seen the creature at least once.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You assume the hit points of its new form, and when you revert to your normal form you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. You are limited in the actions you can perform by the nature of its new form, and you can only speak if the creature whose form you assume can normally speak.

If the creature you choose has any class levels, you do not gain the benefits of features granted by those classes. You retain the benefit of any features granted by your own classes.

Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of equipment you were carrying or wearing when you assumed the new form.

Shatter

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

Choose a point within range. A sudden loud ringing noise erupts from that point with painful intensity. Each creature and each object that is neither held nor carried in a 10-foot-radius centered on that point takes 3d8 thunder damage. A creature takes half as much damage

with a successful Constitution saving throw.

Creatures made of non-living, inorganic material such as stone, crystal, or metal have disadvantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force, like a physical shield, appears to protect you. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Shillelagh

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (mistletoe and a shamrock leaf)

Duration: Instantaneous

The wood of your club or quarterstaff is imbued with nature's power and lashes out like a whip at a nearby creature. Make a melee attack roll against a creature within range. You have a bonus to the roll equal to your spellcasting

ability modifier + your proficiency bonus. On a hit, the target takes 1d8 bludgeoning damage.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

At Higher Levels. The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Silence

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened, and casting a spell that involves speech is impossible there.

Silent Image

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon of size Large or smaller. The image appears at a spot within range and lasts for the duration. The image does not create sound or any other effect aside from

its image. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

A creature that uses its action to examine the image can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Simulacrum

7th-level illusion

Casting Time: 12 hours

Range: Touch

Components: V, S, M (snow or ice in quantities sufficient to make a life-size copy of the creature you would duplicate, a piece of that creature (hair, nail, or the like) placed inside the snow or ice, and powdered ruby worth 100 gp per level of the creature, sprinkled over the duplicate)

Duration: Permanent

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has one-half the creature's hit point maximum. Otherwise, the illusion uses the statistics of the creature it duplicates.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful and thus it never increases its level or other abilities.

If the simulacrum becomes damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it would regain. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

Sleep

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a live cricket)

Duration: 1 minute

The magic of this spell makes creatures drowsy, and might send them to sleep. Choose a point within range, and roll 4d8. The total is how many hit points of creatures this spell can affect. Each creature to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious, and it has no effect upon undead or constructs.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each level above 1st.

Sleet Storm

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area becomes covered with slick ice, making it difficult terrain. When a creature enters the area or starts its turn there, the creature must succeed on a Dexterity saving throw or fall prone.

Slow

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration, causing it to move sluggishly.

An affected target's speed is halved. Additionally, the target takes a -2 penalty to AC and Dexterity saving throws, and it can either move or take an action on its turn, not both.

Spare the Dying

Necromancy cantrip

Casting Time: Swift

Range: Touch

Components: V, S

Duration: Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.

Speak with Animals

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and communicate with beasts for the duration. The intelligence and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you.

Speak with Dead

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Speak with Plants

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and communicate with plants for the duration. The intelligence, awareness, and mobility of many plants is limited by their intelligence, but at minimum, a plant can give you information about happenings within 30 feet of it within the past day.

Spider Climb

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains the ability to move up, down, and across vertical surfaces, and even upside down along ceilings, while leaving its hands free. The target uses its normal speed for this movement.

Spike Growth

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves through the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that cannot see the area of the spell at the time the spell is cast must make a Wisdom (Perception) check against the spell's saving throw DC to recognize the terrain as hazardous.

Spirit Guardians

2nd-level conjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You call forth the spirits of the dead to protect you. They appear as ghostly humanoids and position themselves around you in a radius of 15 feet for the duration. The spirits of the dead remain in place for the duration.

When you cast this spell, you may designate any creature you can see to be unaffected by this spell. Any other creature that is in the area when you cast the spell or that enters the area must make a Wisdom saving throw. On a failed save, a creature takes 2d8 radiant damage (if you are good or neutral) or 2d8 necrotic damage (if you are evil). On a successful save, it takes half as much damage.

For every 5 feet a creature would travel across the ground within this area, it must spend 10 feet of movement.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes a melee attack against a creature within 5 feet of it. The weapon has a bonus to hit equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon is typically a hammer, though it can take whatever form you choose. Some clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace, or Thor for his hammer) make the effect of this spell resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.

Staggering Smite

4th-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: Instantaneous

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon pierces both body and mind, and the attack deals 4d6 extra psychic damage to the target. The creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, and cannot take reactions, until the end of its next turn.

Stinking Cloud

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a rotten egg or several skunk cabbage leaves)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The sphere spreads around corners. The sphere's area is lightly obscured. The cloud lasts for the duration.

Each creature that starts its turn in the area of the cloud must make a Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Undead and constructs are unaffected by the cloud.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Stone Shape

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)

Duration: Permanent

You touch a stone object of Medium size or smaller or a block of stone that fits within a 5-foot cube and form it into any shape that suits your purpose. This spell permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. Though it is possible to create rough coffer, doors, and other objects with up to two hinges and a latch, finer detail isn't possible.

Stoneskin

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which is consumed when you cast the spell)

Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's flesh becomes as hard as stone, giving it resistance to bludgeoning, piercing, and slashing damage.

Storm of Vengeance

9th-level conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

You must be outdoors to cast this spell. A churning storm cloud forms in the sky, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area and thunder booms. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, the creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you spend concentrating on this spell creates additional effects as follows.

2nd Round. Acidic rain falls from the cloud. Each creature under the cloud takes 1d6 acid damage.

3rd Round. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. On a failed save, the creature takes 10d6 lightning damage, and half as much damage on a successful one.

4th Round. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

5th through 10th Round. Freezing rain and wind gusts assail the area under the cloud. The area under the cloud becomes heavily obscured and difficult terrain. Each creature under the cloud takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, strong wind gusts (at least 20 miles per hour) automatically disperse fogs, mists, and similar phenomena, whether mundane or magical.

Suggestion

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature within range that can hear and understand you. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration, such as in the case of the dragon mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell duration expires, the activity is not performed.

Sunbeam

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

A mote of brilliant light appears in your hand. It emits bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight, and it lasts for the duration.

The mote also flashes with a 5-foot-wide, 60-foot-long line of radiance. Each creature in the line must make a Constitution saving throw. On a

failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and is not blinded.

You can create a new line of radiance as your action on any turn until the spell ends.

Undead, oozes, fungi, and molds always fail this saving throw.

Sunburst

8th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (fire and a piece of sunstone)

Duration: Instantaneous

Choose a point within range. Brilliant sunlight flashes in a 60-foot radius centered on that point. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and is not blinded.

Undead, oozes, fungi, and mold always fail this saving throw.

This spell ends darkness created by spells of 9th level or lower.

Sunburst Smite

3rd-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon bursts with bright light, and the attack deals 3d8 extra radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

Swift Quiver

5th-level transmutation

Casting Time: Swift

Range: Self

Components: V, S, M (a quiver containing at least one piece of ammunition)

Duration: Concentration, up to 1 minute

You transmute your quiver to produce an endless supply of nonmagical ammunition, which seems to leap into your hand when you reach for it. Until the spell ends, when you use the attack action on your turn to make a ranged attack on your turn with a weapon that uses ammunition, you can use a bonus action to make two attacks with that same weapon.

Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of nonmagical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If you are no longer wearing or carrying the quiver, the spell ends.

Symbol

7th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (mercury, phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp)

Duration: Permanent

When you cast this spell, you inscribe a powerful glyph that harms other creatures, either upon a surface (such as a section of floor, a wall, or a table) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the *symbol* can cover an area of the surface no larger than 10 feet in diameter. The *symbol* is nearly invisible, requiring an Intelligence (Investigation) check against a DC equal to your spell DC to find it.

You decide what triggers the *symbol* when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing upon the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is described. For glyphs inscribed within an object, the most common trigger is opening that object, approaching within a certain distance of the object, or seeing or reading the glyph.

You can further refine the trigger to only trigger under certain circumstances or according to physical characteristics (such as height or weight), physical kind (for example, the ward could be set to affect aberrations, drow, or shapechangers), or alignment. You can also set conditions for creatures that do not trigger the glyph—such as those who say a certain password, or even excepting certain individual creatures from the trigger.

Once triggered, the symbol glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the symbol fades away. Each creature in the area of the sphere when the symbol activates, that enters the area, or that ends its turn in the area is affected by the symbol as described below. A creature can be affected by an activated *symbol* only once per turn.

When you inscribe the *symbol*, choose one of the options below.

Death. Each target must make a Constitution saving throw. A creature takes 10d10 necrotic damage on a failed save.

Discord. Each target must make a Constitution saving throw. On a failed save, the creature becomes intoxicated for 1 minute. An affected creature falls into belligerent bickering and argument with other creatures and are incapable of meaningful communication.

Fear. Each target must make a Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. While frightened, the creature drops whatever it is holding and must move at least 30 feet away from the symbol on each of its turns, if able.

Hopelessness. Each target must make a Charisma saving throw. On a failed save, the creature becomes charmed by all creatures that are hostile to it for 1 minute, during which time it behaves as though overwhelmed with despair.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the creature is driven temporarily insane for 1 minute. An insane creature cannot take actions, cannot understand what other creatures say, cannot read, and only speaks in gibberish. In addition, the creature always fails Wisdom saving throws. The creature also behaves as an insane creature would, as determined by the Dungeon Master.

Pain. Each target must make a Constitution saving throw. On a failed save, the creature becomes incapacitated for 1 minute.

Sleep. Each target must make a Wisdom saving throw. On a failed save, the creature falls unconscious for 10 minutes, until the creature takes damage, or someone uses an action to shake or slap the creature awake.

Stunning. Each target must make a Wisdom saving throw. On a failed save, the creature becomes stunned for 1 minute.

Tasha's Hideous Laughter

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny tarts and a feather that is waved in the air)

Duration: 1 minute

Choose a creature within range. Constructs and undead are not affected, nor are creatures with Intelligence scores of 4 or less. The creature you chose must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration of the spell.

At the end of each of its turns, the affected creature can make another saving throw. On a success, the spell ends early.

Telekinesis

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to telekinetically manipulate creatures or objects for the duration.

Creature. You can use your action to choose a creature within 60 feet of you that is up to two sizes larger than you. If you do so, make a check with your spellcasting ability contested by the creature's Strength check.

If you win the contest, you move the creature up to 30 feet in any direction. Until the start of your next turn, the creature is restrained in your telekinetic grip.

In each round after you cast the spell, you can use your action to attempt to maintain your

telekinetic grip on the creature. If you choose not to use your action for this purpose, the spell ends.

If the creature is being held in the air, out of contact with the ground or another surface capable of supporting it, you automatically maintain your grip when you try to do so, and you can move the creature up to 30 feet in any direction, as long as you don't move it farther than 60 feet from you.

If the creature in your grip can get purchase on an immovable surface or is Large or larger, you must engage it in another contest. If the creature wins the contest, the spell ends.

Object. You can use your action to select an object within 60 feet of you that you want to manipulate. If you do so, the spell works as if you had targeted a creature, with the following exceptions:

- You automatically affect an object weighing 300 pounds or less that is not being worn or carried.
- If the object is held, worn, or carried by a creature, you must make a check with your spellcasting ability contested by that creature's Strength check.
- You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Teleport

7th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

Choose up to five willing creatures within range. Alternately, choose one Large or smaller object or one object that can fit inside a 10-foot cube. You and each creature you chose, or the object you chose, are instantly transported from your current location to a destination that is known to you on the same plane of existence. Your familiarity with the destination determines whether you arrive there successfully. Roll d100 and consult the table.

	On Target	Off Target	Similar Area	Mishap
Familiarity				
Permanent circle	01–100	—	—	—
Very familiar	01–96	97–99	100	—
Studied carefully	01–76	77–87	88–95	96–100
Seen casually	01–46	47–56	57–66	67–100
Viewed once	01–26	27–46	47–56	57–100
Description	01–26	27–46	47–56	57–100
False destination	—	—	01–60	61–100
Associated object	01–100	—	—	—

Familiarity. “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, a chunk of marble from a lich’s secret tomb, or the like.

On Target. You and your group (or the object you chose) appear where you want to.

Off Target. You and your group (or the object you chose) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15%, or 18 miles. The DM determines the direction off target randomly by rolling a d8. On a 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You or the object you chose winds up in an area that's visually or thematically similar to the target area. A mage heading for her home laboratory, for example, might wind up in another mage's laboratory or in an alchemical supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. You, or the object you chose, are assaulted by the spell's magic. Teleporting creatures or objects each take 1d10 force damage, and you reroll on the table to see where the creatures or object wind up. For these rerolls, roll 1d20 + 80 instead of d100. Each time this result comes up, the teleporting creature or object takes another 1d10 force damage and reroll.

Teleportation Circle

5th-level conjuration

Casting Time: 1 minute

Range: 10 feet

Components: V

Duration: 1 round

You draw a 10-foot circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you have learned. Many major temples, guilds, and other places of import have permanent teleportation circles inscribed somewhere within their confines.

Upon casting the spell, a shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space.

A sigil sequence is a string of magical runes arranged in a particular pattern. Each permanent teleportation circle in the world and beyond has a unique sigil sequence. When you first gain the ability to cast this spell, you learn two sigil sequences to destinations determined by the Dungeon Master. You can learn additional sigil sequences during your adventures. You can

commit a new sigil sequence to memory after studying it for a minute.

You can create a permanent teleportation circle by casting this spell every day for one year in one location. You need not use the circle to teleport when you cast the spell in this way.

Tenser's Floating Disk

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: 1 hour

Choose a point 3 feet above the ground within range. A 3-foot diameter circular plane of force springs into existence centered on that point, parallel to the ground. It remains for the duration. The disk can hold up to 500 pounds. If more weight is placed on top of it, the spell ends early and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. A disk can move across uneven terrain, up or down stairs, slopes and the like, but it cannot move across an area with an elevation change of 10 feet or more. For example, the disk cannot move across a 10-foot-deep pit, nor could a disk appearing at the bottom of such a pit leave the pit.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Thaumaturgy

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of divine power. Choose one of the following effects within range. You can end any of those effects early (no action required). If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

- You magnify the sound of your voice to boom up to three times as loud as normal for the duration.
- You cause flames to flicker, sputter, brighten, dim, or change color for the duration.
- You cause faint, benign tremors in the ground for the duration.
- You instantaneously cause a thin glass object to crack or a piece of cloth or parchment to smoke and singe. The object must be nonmagical.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of an owl or raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You turn your eyes solid black or solid white, or alter the appearance of your eyes in some other way for the duration.

Thunderous Smite

1st-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: Instantaneous

You can cast this spell when you hit with a melee weapon attack on your turn. Your weapon rings with thunder that is audible within 300 feet of you, and the attack deals 2d6 extra thunder damage to the target. Additionally, the creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot

cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Time Stop

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. Although no time passes for other creatures, you have a few seconds to move and act. You have 1d4 + 1 rounds of apparent time, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period targets a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast this spell.

Tongues

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, M (a small clay model of a ziggurat)

Duration: 1 hour

Touch a creature. For the duration, the creature you touched can understand any spoken language it hears. As well, when the creature speaks, any creature that knows at least one language and can hear the affected creature understands what it says.

Transport via Plants

6th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

Choose up to five willing creatures and one Large or larger inanimate plant within range. You then choose a specific inanimate plant of your size or larger that is on the same plane. You must have seen or touched this plant at least once before. For the duration, Any creature or object can step into the target plant and exit from the plant you chose as if the two were adjacent to each other.

Trap the Soul

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gemstone worth at least 1,000 gp for each Hit Die of the creature you would trap)

Duration: Permanent

Choose a creature within range that you can see. The target must make a Wisdom saving throw. On a failed save, you force the target's soul into a gemstone. While its soul is so trapped, the target's body and all the equipment it is carrying cease to exist.

The gem holds the target indefinitely or until the gem is broken, at which time the target's body re-forms in an unoccupied space nearest to the gem and in the same state as when this spell was cast on it, with all the equipment it was carrying when it was trapped.

You, and you alone, can communicate telepathically with the trapped soul. Other creatures that inspect the gemstone see a tiny figure inside it.

If you speak the target's true name when you cast the spell, the target has disadvantage on the saving throw.

Tree Shape

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

You, along with everything you wear and carry, assume the form of a Large living tree, a Large shrub, or a Large dead tree trunk with scattered limbs and remain in that form for the duration or until you choose to dismiss the spell (not an action).

While in this form, you are incapacitated and you cannot move. However, you perceive your surroundings as if you were in your normal form and you have resistance to bludgeoning and piercing damage.

Tree Stride

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to enter trees and move from inside one tree to inside another tree of the same kind. Both trees must be living and at least the same size as you. You can use your move to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and may choose whether you want to pass into one or simply step back out of the tree you moved into.

You can use *tree stride* once per round for the duration.

True Resurrection

9th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (treasure worth at least 25,000 gp)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses

affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. It then appears in an unoccupied space you choose within 10 feet of you.

True Polymorph

9th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 1 hour

Choose one creature within range or one nonmagical object that is neither worn nor carried by another creature. You transform the creature into a different creature, the creature into an object, or the object into a creature. The transformation lasts for the duration, or until the target is reduced to 0 hit points or dies. If you concentrate on this spell for the full duration, the effect becomes permanent.

Unwilling creatures with hit point maximums of 300 or more or that are shapechangers are not affected by this spell. An unwilling creature can make a Wisdom saving throw and is not affected on a save.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose Challenge Rating is equal to or less than that of the target. The target's game statistics are replaced by the statistics of the chosen beast, though it retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The creature is limited in the actions it can perform by the nature of its new form, and cannot speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature cannot activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. If you turn an object into a creature, the creature can take any form you choose up to the object's size. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The Dungeon Master has the creature's statistics and resolves all of its actions and movement.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object and the creature has no memory of time spent in this form after the spell ends.

True Seeing

5th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ointment for the eyes that costs 25 gp and is made from mushroom powder, saffron, and fat, which is consumed when you cast the spell)

Duration: 1 hour

You touch a willing creature. Until the spell ends, the creature can see things as they actually are out to a range of 120 feet. The creature sees in normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures and objects, automatically detects visual illusions and succeeds on saving throws against them, and perceives the true forms of creatures affected by transmutation spells. Furthermore, the target can see into the Ethereal Plane.

Tsunami

8th-level conjuration

Casting Time: 1 minute

Range: Sight

Components: V, S

Duration: Concentration, up to 6 rounds

A wall of water springs into existence at a point you choose within range. You can choose to make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a

failed save, it takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must make a Strength saving throw or takes 5d10 bludgeoning damage. A creature can take this damage just once per round. The wall's height is then reduced by 50 feet, and the damage creatures take from the spell is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

Creatures caught in the wall can swim toward the edges by making Strength (Athletics) checks against the spell's saving throw DC.

Unseen Servant

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of string and a bit of wood)

Duration: 1 hour

Choose an unoccupied space large enough to hold a Small creature on the ground within range. An invisible servant springs into existence in that space and remains for the duration. The servant has AC 10 and 1 hit point; if it is reduced to 0 hit points, the spell ends.

On your turn, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could perform. Once you give the command, the servant performs the task to the best of its ability until it completes the task, after which point it waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet from you, the spell ends early.

Vampiric Touch

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Ribbons of twisting darkness coil around your hands, eager to siphon life force from those you touch to heal your own wounds. When you cast the spell and again on each turn as your action for the duration, you can use your hand to make a melee attack against a creature in your reach. You have a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 3d6 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Vicious Mockery

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You call out a magic-empowered insult to a creature within range that you can see. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

The spell's damage increases when you reach higher levels: to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level, and 5d4 at 20th level.

Wall of Fire

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small piece of phosphorus)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can choose to make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration, and it heavily obscures creatures behind it.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, it takes 5d8 fire damage. On a success, the creature can move 5 feet so it is not in the wall.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall, and each creature that enters the wall on its turn. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each level above 4th.

Wall of Force

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powder made by crushing a clear gemstone)

Duration: Concentration, up to 10 minutes

An invisible plane of force springs into existence at a point you choose within range. The plane appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. It can have any shape you like. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels, each 1/4-inch thick. Each panel must be contiguous with another panel. The wall lasts for the duration.

Nothing can physically pass through the wall. It is immune to all damage and cannot be dispelled using *dispel magic* or *greater dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into planes coexistent with the plane of existence on which you cast the spell. So if you cast the spell on the Material Plane, the wall extends into the Ethereal Plane, for example.

Wall of Ice

6th-level evocation (wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of quartz)

Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can choose to make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a hemispherical dome up to 20 feet in diameter and 1 foot thick. The wall lasts for the duration.

When the wall appears, each creature within its area is pushed away from the wall's center until it is not in the wall's space and then makes a Dexterity saving throw. On a failed save, it takes 10d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 5 and 30 hp per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall destroys it and leaves behind a sheet of frigid air in the space the wall occupied. Any creature moving through the sheet of frigid air must make a Constitution saving throw (though no more than once per turn). A creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage from passing through the sheet of frigid air increases by 2d6 for each level above 6th.

Wall of Stone

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small block of granite)

Duration: Instantaneous

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

The wall can have any shape you desire, though it cannot occupy the same space as a creature or object. The wall need not be vertical, nor rest on any firm foundation. It must, however, merge with and be solidly supported

by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 5, and it has 15 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and may cause connected panels to collapse at the DM's discretion.

Wall of Thorns

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of thorns)

Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 30-foot radius and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, it takes 7d8 slashing damage. On a success, the creature can move 5 feet so it is not in the wall.

A creature can move through the wall, albeit slowly and painfully. For every 5 feet a creature would travel through the wall, it must spend 20 feet of movement. Furthermore, a creature that enters the wall's space must make a Dexterity saving throw once each round it's in contact with the wall. On a failed save, a creature takes 7d8 slashing damage. On a successful save, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of a level higher than 6th, the wall's length increases by 10 feet or the size of its radius increases by 5 feet and the damage increases by 1d8 for each level above 6th.

Warding Bond

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of platinum rings worth at least 50 gp each; The rings are not consumed when you cast the spell, and you and the target must both wear the rings for the duration)

Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The target gains a +1 bonus to AC and saving throws for the duration. Additionally, the target gains resistance to all damage while it remains within 50 feet of you. However, each time the warded creature takes damage, you take the same amount of damage.

If you fall to 0 hit points, or you and the subject become separated by more than 50 feet, the spell ends early.

Water Breathing

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short reed or piece of straw)

Duration: 8 hours

Choose up to ten willing creatures within range. In addition to retaining its normal mode of respiration, each creature can now breathe underwater until the spell ends.

Water Walk

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

Choose up to ten willing creatures within range. Until the spell ends, each target can move across any liquid surface—such as water, acid, mud, snow, quicksand, ice, or lava—as if it were solid ground.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Web

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choosing within range. The webs fill a 20-foot radius centered on that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs are not anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot-cube of webs exposed to fire burns away at the start of your next turn. The fire spreads 5 feet at the end of each turn until the web burns away. Any creature that starts its turn in an area of burning webs takes 2d4 fire damage.

Weird

9th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to one minute

Choose a point within range. Each living creature within 30 feet of that point must make a Wisdom saving throw. On a failed save, the creature becomes frightened for the duration as you create an illusory creature within the creature's

mind, visible only to it. The illusion calls on the creature's deepest fears, manifesting its worst nightmares in an implacable threat. At the start of each of the affected creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage.

At the end of each of an affected creature's turns, it can make an Intelligence saving throw. On a successful save, the spell ends for that creature.

Wind Walk

6th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (fire and holy or unholy water)

Duration: 8 hours

You and up to 10 willing creatures within range assume a cloud form for the duration, appearing as nothing more than a wisp of cloud. While in a cloud form, a creature has a fly speed of 300 feet, and has resistance against damage from nonmagical weapons. The only actions a creature can take in this form are to dash or to resume its normal form. Resuming normal form takes 1 minute. Until the duration expires, a creature can revert to cloud form; this also requires 1 minute.

If a creature is in cloud form and flying when the effect ends, it descends 60 feet per round for 1 minute until it lands, which it does safely. If it cannot land after 1 minute, the creature falls the remaining distance.

Wind Wall

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can choose to make the wall up to 50 feet long, 15-foot high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one

continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, the creature takes 3d8 bludgeoning damage, or half as much damage on a successful save.

The strong wind keeps fog, smoke, and other gases at bay. Smaller or smaller flying creatures or objects cannot pass through the barrier. Loose materials and cloth garments brought into the wall fly upward. Arrows, bolts, and other Small or smaller projectiles launched at targets behind the barrier are deflected upward and automatically miss. Creatures in gaseous form cannot pass through it.

Wish

9th-level conjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You do not need to meet any requirements. The spell simply takes effect.

Alternatively, you can achieve any one of the following effects.

- Create one object of up to 25,000 gp in value that is not a magic item.
- Create one common, uncommon, or rare magic item.
- Allow up to twenty creatures to regain all hit points and end all effects on them described in the *greater restoration* spell.
- Grant up to ten creatures immunity to a damage type, a magical effect, or some other effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- Undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes

itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's successful critical hit, a friend's failed save, and so on. You must accept the result of the reroll, even if it is less favorable to you than the original roll.

You might be able to achieve something beyond the scope of the above examples. To do so, state your wish to the DM as precisely as possible. Your DM has a lot of latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. Either the spell simply fails, the effect you desire is only partly achieved, or you suffer some unforeseen consequence as a result of how the wish was worded. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. Until you complete a long rest, you lose the ability to cast spells. In addition, your Strength drops to 3, if it is not 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days.

Witch Bolt

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A beam of crackling blue lightning energy lances out toward a creature within range, creating a sustained arc of lightning between you and the target. Make a ranged attack roll against that creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d12 lightning damage, and for the duration of the spell on each of your turns you can use your action to sustain the lightning and deal 1d12 lightning damage to the target.

If the target is ever more than 30 feet away from you, or if the target ever has total cover from you, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each level above 1st.

Word of Recall

6th-level conjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: 24 hours

You must be within a permanent teleportation circle whose sigil sequence you learned to cast the spell. As an action, while you are on the same plane of existence as the teleportation circle where you cast this, you and up to five willing creatures you choose within 5 feet of you instantly transport to the open spaces nearest to that teleportation circle. This spell then ends.

Wrathful Smite

1st-level evocation

Casting Time: Swift

Range: Self

Components: V

Duration: 1 minute

Cast this spell when you hit with a melee weapon attack on your turn. Your weapon stirs up feelings of doom in your target, and the attack deals 1d6 extra psychic damage. Additionally, the creature must make a Wisdom saving throw or be frightened until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Appendix: Conditions

Conditions alter a creature's capabilities in a variety of ways and arise as a result of a spell or other effect. Most conditions, such as blinded and deafened, are impairments, but a few, such as incorporeal and invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If more than one effect impose the same condition on a creature, each instance of the condition has its own duration, but the effects of the condition are not compounded on the creature.

The following definitions specify what happens to a creature while it is subjected to a condition. Each definition is a starting point. It's up to the DM to determine additional details that might be appropriate for the condition in certain circumstances. For example, an intoxicated character normally makes ability checks with disadvantage, but the DM might decide that Charisma (Persuasion) checks made to influence ale-loving dwarves don't suffer this drawback.

Blinded

- A blinded creature automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move to a position where it would end a turn closer to the source of its fear than where it started.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect, such as the blast created by the *thunderwave* spell, removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated

- An incapacitated creature can't take actions.
- The creature also can't use its reaction.

Incorporeal

- An incorporeal creature has resistance against nonmagical damage.
- The creature can move through any object or creature, but can't stop there.

Intoxicated

- An intoxicated creature has disadvantage on attack rolls and ability checks.
- To cast a spell, the creature must first succeed on a DC 10 Constitution check. Otherwise, the spellcasting action is wasted, but the spell is not.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition).
- The creature can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition).
- The creature can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition).
- The creature drops whatever it's holding and falls prone.

- The creature can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion.

Exhaustion is measured in six levels. An effect can cause a creature to suffer one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

As a creature's level of exhaustion increases, the effects worsen. The creature suffers the effect not only of the current level of exhaustion, but also of all the previous levels, so a creature suffering level 2 exhaustion has its speed halved and also has disadvantage on ability checks.

An effect that removes exhaustion reduces its level, with all exhaustion effects disappearing if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.