

AGE 12+



# ESSENTIALS KIT

RULEBOOK

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# RULEBOOK

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# WELCOME TO DUNGEONS & DRAGONS

DRIVEN BY IMAGINATION, THE DUNGEONS & DRAGONS roleplaying game is about storytelling in worlds of swords and spells. This rulebook gives you the rules for creating a character in those worlds, and it provides all the rules you need to start adventuring. The other book in this set contains an adventure for you to play. Everyone who plays may read this rulebook, but the adventure is just for the eyes of the Dungeon Master (DM), who will run it.

## GAME OVERVIEW

In the D&D game, each player creates a character who is an adventurer and teams up with other adventurers (played by friends). One player, however, takes on the role of the DM, the game's lead storyteller and referee. The DM runs adventures for the characters, who navigate its hazards and decide which paths to explore. The DM describes the locations and creatures that the adventurers face, and the players decide what they want their characters to do. Then the DM determines the results of the adventurers' actions and narrates what they experience. Because the DM can improvise to react to anything the players attempt, D&D is infinitely flexible, and each adventure can be unexpected.

Here's an example of the DM describing a scene, with two players responding:

**Dungeon Master (DM):** The castle stands among the trees, the crumbling ruins of seven round towers jutting up from it like broken teeth. An archway littered with twisted shards of rusted metal gapes open at the top of a short flight of steps. Two of the towers, speckled with dark arrow slits, loom beside the entryway, and a dark hall yawns beyond.

**Phillip (cleric):** Let's send the rogue up ahead to look in and make sure it's safe.

**Amy (rogue):** OK, I'll move to the side and sneak along the wall of the tower until I can peer in through the entrance.

The game's rules give structure to your D&D stories, a way of determining the consequences of the adventurers' action. Players roll dice to resolve whether their attacks hit or miss, whether they escape from a danger, or whether they pull off some other dangerous task. Anything is possible, but the dice make some outcomes more probable than others. Here's an example of dice in action:

**DM:** All right, Amy, let's see how sneaky you are. Make a Dexterity check.

**Amy:** With my Stealth skill, right?

**DM:** You bet.

**Amy (rolling a d20):** I'm pretty sneaky—that's a 17.

**DM:** OK, there's no sign that anyone notices you. And you're looking inside?

The game ends only when your group decides it does; when one story or quest wraps up, another one can begin, creating an ongoing story called a **campaign**. Many people who play the game keep their campaigns going for months or years, meeting with their friends a few times a month to pick up the story where they left off. The adventurers grow in might as the campaign continues. Each monster defeated, each adventure completed, and each treasure recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's level.

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

## HOW TO PLAY

The play of the DUNGEONS & DRAGONS game unfolds according to this basic pattern.

**1. The DM describes the environment.** The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).

**2. The players describe what they want to do.** Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions.

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

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

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal combat against a dragon. In certain situations, particularly combat, the action is more structured and the players (and DM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.



## GAME DICE

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

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, “3d8 + 5” means you roll three eight-sided dice, add them together, and add 5 to the total.

## THE CORE RULE

When the outcome of an action is uncertain, the game relies on the roll of a d20 to determine success or failure.

Every character and monster in the game has capabilities defined by six **ability scores**. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player makes on a character’s or monster’s behalf.

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

**1. Roll the die and add a modifier.** Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character’s particular skill. (See chapter 1 for details on each ability and how to determine an ability’s modifier.)

**2. Apply circumstantial bonuses and penalties.** A class feature, a spell, a particular circumstance, or some other effect might give a bonus or penalty to the check. Also, the roll might have advantage or disadvantage, explained on page 28.

**3. Compare the total to a target number.** If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it’s a failure. The DM is usually the one who determines target

numbers and tells players whether their ability checks, attack rolls, and saving throws are successful.

The target number for an ability check or a saving throw is called a **Difficulty Class (DC)**. The target number for an attack roll is called an **Armor Class (AC)**.

This simple rule governs the resolution of most tasks in D&D play. Chapter 2 provides more detailed rules for using the d20 in the game.

## OTHER RULES TO REMEMBER

### THE DM ADJUDICATES THE RULES

The DM is the final authority on how the rules work in play. If there’s ever a question about how something functions in the game, the DM provides the answer. This helps keep the game moving. If you’re the DM, remember this: D&D is a co-op game, so make rules decisions that enhance the enjoyment of your group.

### ROUND DOWN

Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

### SPECIFIC BEATS GENERAL

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

For example, you always round down when you end up with a fraction in D&D, but you might have a class feature that tells you to round a particular fraction up. That feature creates a minor exception in the game.

### EFFECTS WITH THE SAME NAME DON’T STACK

Different effects in the game can affect a target at the same time. For example, two different benefits can give you a bonus to your Armor Class. But when two or more effects have the same proper name, only one of them applies while the durations of the effects overlap (a duration is a time span of 1 round or more). The most potent effect—such as the highest bonus—is the one that applies, or the most recent effect applies if the effects are equally potent. For example, if *bless* spell is cast on you when you’re still under the effect of an earlier *bless*, you gain the benefit of only one casting.

### WHAT’S NEXT?

This set is a complete D&D experience, enough to provide hours of play. You can even play through the adventure book multiple times. You might be surprised at how differently things can turn out! But one of the most rewarding things about D&D is that it provides the opportunity to create characters, and even worlds, of your own.

If you want to create a greater variety of characters or populate your adventures with other monsters, check out the fifth edition *Player’s Handbook*, *Monster Manual*, and *Dungeon Master’s Guide*. These advanced rulebooks introduce you to the vast multiverse of D&D and invite you to create unique characters and worlds within it.



## CHAPTER 1: CREATING A CHARACTER

YOUR FIRST STEP IN PLAYING AN ADVENTURER IN THE DUNGEONS & DRAGONS game is to create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or elf) and a class (such as fighter or wizard). You also invent the personality, appearance, and backstory of the character.

### CREATION STEPS

Follow these suggested steps, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make.

In this section, 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 that comes with this rulebook), some form of digital record (such as on D&D Beyond, [dndbeyond.com](https://dndbeyond.com)), or a plain piece of paper.

#### 1. CHOOSE A RACE

Every character belongs to a race, one of the many humanoid species in D&D. The most common player character races are dwarves, elves, halflings, and humans. Each race is detailed in the “Races” section (page 7).

Your character's race grants particular racial traits, such as special senses. Record all these traits on your character sheet. Your race also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later.

#### 2. CHOOSE A CLASS

Every adventurer is a member of a character class. Class broadly describes a character's vocation, special talents, and the tactics the character is most likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation. Each class is detailed in the “Character Classes” section (page 11).

Your character receives many benefits from your choice of class. These benefits are **class features**—capabilities (including spellcasting) that set your character apart from members of other classes. You also gain a number of **proficiencies**: armor, weapons, 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.

On your character sheet, record all the features that your class gives you at 1st level.

##### LEVEL

Your character starts at 1st level and advances in level by adventuring and gaining **experience points** (XP). You start with 0 XP.

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

Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see page 33).

### PROFICIENCY BONUS

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character and gets better as you gain levels. The rules tell you when the bonus applies. Here are the most common times you'll use it:

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

**Proficiencies.** Your class determines your weapon and your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in chapter 2, tools in chapter 3.) Your background, which you choose in step 4, gives you additional proficiencies, and some races give you more. Be sure to note all your proficiencies, as well as your proficiency bonus, on your character sheet.

**Using the Bonus.** Your proficiency bonus can't be added to a die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

## 3. DETERMINE ABILITY SCORES

Much of what your character does relies on six abilities:

**Strength**, measuring physical power

**Dexterity**, measuring agility

**Constitution**, measuring endurance

**Intelligence**, measuring reasoning and memory

**Wisdom**, measuring perception and insight

**Charisma**, measuring force of personality

Each ability has a score, which is a number you record on your character sheet. The six abilities and their use in the game are detailed in chapter 2.

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

A score of 10 or 11 is the human average, but adventurers and monsters are above average in some 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.

Now take your six numbers and assign them to your 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** using the Ability Scores and Modifiers table. Write the modifier next to each of your scores.

### ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	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

## 4. DESCRIBE YOUR CHARACTER

Once you know the basic game aspects of your character, it's time to flesh out a backstory and a personality. Your character also needs a name. Spend a few minutes thinking about what the character's behavior and looks. You choose your character's age and the color of their hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character a memorable physical characteristic, such as a scar, a limp, or a tattoo.

### GENDER

Choose your character's gender. Your choice has no effect on game statistics. Think about how your character relates to the broader culture's expectations of gender. Your character's sexual orientation is also for you to decide.

### BACKGROUND

Look at the "Backgrounds" section (page 24), and choose a background for your character. A background describes your original occupation. It also gives your character a background feature (a general benefit) and proficiency in two skills, and it might also give you additional languages or proficiency with certain kinds of tools. Record this information on your character sheet.

### ALIGNMENT

Choose your character's alignment, which broadly describes moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that behavior.

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

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

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

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

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

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

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

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

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

Most creatures that lack the capacity for rational thought don't have alignments—they are **unaligned**. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are savage predators, for example, but they aren't evil.

## PERSONAL CHARACTERISTICS

Fleshing out your character's personality will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, habitual gestures, vices and pet peeves, and whatever else you can imagine.

Each background presented later in this chapter includes suggested characteristics that you can use to spark your imagination. You're not bound to those options, but they're a good starting point.

**Personality Traits.** Give your character two personality traits, which should tell you something interesting and fun about your character. They should be specific about what makes your character stand out. "I'm smart" isn't a good trait, because it describes many characters. "I've read every book in Candlekeep" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, past accomplishments, things your character dislikes or fears, or your character's mannerisms.

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

**Ideals.** Describe one ideal that drives your character. Your ideals are the things that you believe in most. Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you

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

You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes suggested ideals. Five of them are linked to aspects of alignment: law, chaos, good, evil, and neutrality.

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

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your class, your background, your race, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

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

## HEIGHT AND WEIGHT

You determine your character's height and weight. Your race description includes suggestions for them. If you want to, you can roll randomly for them using the Random Height and Weight table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

### RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human	4'8"	+2d10	110 lb.	× (2d4) lb.
Dwarf, hill	3'8"	+2d4	115 lb.	× (2d6) lb.
Dwarf, mountain	4'	+2d4	130 lb.	× (2d6) lb.
Elf, high	4'6"	+2d10	90 lb.	× (1d4) lb.
Elf, wood	4'6"	+2d10	100 lb.	× (1d4) lb.
Halfling	2'7"	+2d4	35 lb.	× 1 lb.

## 5. CHOOSE EQUIPMENT

Your class and background determine your character's **starting equipment**. Record this equipment on your character sheet. All such items are detailed in chapter 3.

### ARMOR CLASS

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

wear armor or carry shields, however. As explained in chapter 3, your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class.

Without armor or a shield, your character's AC equals 10 + his or her Dexterity modifier. If your character wears armor, carries a shield, or both, calculate your AC using the rules in chapter 3. Record your AC on your character sheet.

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

## WEAPONS

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

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

For attacks with **melee weapons**, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a rapier, can use your Dexterity modifier instead.

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

## 6. COME TOGETHER

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. 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.

## GAINING LEVELS

As characters go on adventures, each character gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

### CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

The Character Advancement table specifies the XP you need to advance to a level and the proficiency bonus for a character of that level.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit

point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when 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.

Consult your character's class description to see what other improvements you gain at each level.

## RACES

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

## 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, and a commitment to clan and tradition—these common threads unite all dwarves.

### LONG MEMORY, LONG GRUDGES

Dwarves can live to be more than 400 years old. They respect the traditions of their clans, tracing their ancestry back to the founding of their most ancient strongholds in the youth of the world, and don't abandon those traditions lightly. Part of those traditions is devotion to the gods of the dwarves, who uphold the dwarven ideals of industrious labor, skill in battle, and devotion to the forge.

### CLANS AND KINGDOMS

Dwarven kingdoms stretch deep beneath the mountains where the dwarves mine gems and precious metals and forge items of wonder. They love the beauty and artistry of precious metals and fine jewelry, and in some dwarves this love festers into avarice. Whatever wealth they can't find in their mountains, they gain through trade.

The chief unit of dwarven society is the clan. Even dwarves who live far from their own kingdoms cherish their clan affiliations, recognize related dwarves, and invoke their ancestors' names in oaths and curses. To be clanless is the worst fate that can befall a dwarf.

Dwarves in other lands are typically artisans, especially weaponsmiths, armorers, and jewelers. Some become mercenaries or bodyguards, highly sought after for their courage and loyalty.

### GODS, GOLD, AND CLAN

Dwarves who take up the adventuring life might be motivated by a desire for treasure. Other dwarves are driven by the inspiration of a deity, a direct calling or simply a desire to bring glory to one of the dwarf gods. Clan and ancestry are also important motivators. A dwarf might seek to restore a clan's lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. Or a dwarf might search for the axe wielded by a mighty ancestor long ago.



## DWARF TRAITS

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Your dwarf character has the following traits.

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

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

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

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

**Speed.** Your base walking speed is 25 feet. Your speed isn't reduced by wearing heavy armor.

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

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage (see page 38 for the resistance rule).

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

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

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

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

**Subrace.** Two main subraces of dwarves populate the worlds of D&D: hill dwarves and mountain dwarves. Choose one of these subraces, and add its traits to your other racial traits.

### HILL DWARF

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience. The gold dwarves of the Forgotten Realms are hill dwarves.

**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 the North in the Forgotten Realms are mountain dwarves.

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

**Dwarven Armor Training.** You have proficiency with light and medium armor.

## ELF

A people of otherworldly grace, elves dwell in places of ethereal beauty, in the midst of ancient forests or in spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze.

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

### A TIMELESS PERSPECTIVE

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Elves can live well over 700 years. They are more often amused than excited and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance. When pursuing a goal, however, whether adventuring on a mission or learning a new skill or art, elves can be focused and relentless. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

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

### EXPLORATION AND ADVENTURE

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Elves take up adventuring out of wanderlust. Since they are so long-lived, they can enjoy centuries of exploration and discovery. Elves also enjoy exercising their martial prowess or gaining greater magical power, and adventuring allows them to do so.

### ELF NAMES

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Elves are considered children until they declare themselves adults, some time after the hundredth birthday, and before this period they are called by child names. Little distinction exists between male names and female names for elves of any age.

On declaring adulthood, an elf selects a new name, although family and friends might continue to use the child name. In addition, every elf bears a family name, typically a combination of other Elvish words. Some elves traveling among humans translate their family names into Common, but others retain the Elvish version.

### ELF TRAITS

---

Your elf character has the following traits.

**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 walking speed is 30 feet.

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

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

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

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

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

**Subrace.** Ancient divides among elves resulted in three main subraces: high elves, wood elves, and dark elves, who are commonly called drow. This rulebook presents two of these subraces to choose from: high elves and wood elves. Choose one of these subraces, and add its traits to your other racial traits.

## 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 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 moon elves of the Forgotten Realms) are more common and more friendly, and often encountered among humans and other races.

The sun elves of the Forgotten Realms (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 alabaster skin sometimes tinged with blue. They often have hair of silver-white, black, or blue, but various shades of blond, brown, and red aren't 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. In the Forgotten Realms, 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 traces of green. Their hair tends toward browns and blacks, but it is occasionally blond or copper-colored. Their eyes are green, brown, or hazel.

**Ability Score 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 walking 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.

## HALFLING

The comforts of home are the goals of most halflings: 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.

## SMALL AND PRACTICAL

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars.

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

## KIND AND CURIOUS

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

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

## HALFLING TRAITS

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Your halfling character has the following traits.

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

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

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

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

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

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

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

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

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

**Subrace.** The two main kinds of halfling, lightfoot and stout, are more like closely related families than true subraces. Choose one of these subraces, and add its traits to your other racial traits.

### LIGHTFOOT

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

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

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

### STOUT

As a stout halfling, you're hardier than average. In the Forgotten Realms, these halflings are called strong-hearts, 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, short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder species, and that's why they build their mighty empires. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

## VARIETY IN ALL THINGS

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

## HUMAN TRAITS

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Your human character has the following traits.

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

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

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

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

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

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

# CHARACTER CLASSES

Five classes—bard, cleric, fighter, rogue, and wizard—are presented here. See the *Player's Handbook* for expanded versions of these classes and for whole other classes.

## BARD

Whether poet, scholar, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, and heal wounds. The bard is a master of song, speech, and the magic they contain. Bards say that the multiverse was spoken into existence, that the words of the gods gave it shape, and that echoes of these primordial Words of Creation still resound throughout the cosmos. The music of bards is an attempt to snatch and harness those echoes, subtly woven into their spells and powers.

### THE INSPIRATIONS OF ADVENTURE

Rarely do bards settle in one place for long, and their desire to travel—to find new tales to tell—makes an adventuring career a natural calling. Every adventure is an opportunity to learn, practice a variety of skills, enter long-forgotten tombs, discover lost works of magic, decipher old tomes, travel to strange places, or encounter exotic creatures.

Bards love to accompany heroes to witness their deeds firsthand. A bard who can tell an awe-inspiring story from personal experience earns renown among other bards. Indeed, after telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

### CREATING A BARD

What's the story of your past? Were you an apprentice, following another bard until you were ready to strike out on your own? Or did you attend a college where you studied bardic lore and practiced musical magic? Perhaps you were a runaway or an orphan, befriended by a wandering bard who became your mentor. Or you might have been a noble child tutored by a master. Perhaps you stumbled into the clutches of a hag, making a bargain for a musical gift in addition to your life and freedom, but at what cost?

### QUICK BUILD

You can make a bard quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the entertainer background. Third, choose the



*dancing lights* and *vicious mockery* cantrips, along with the following 1st-level spells: *charm person*, *detect magic*, *healing word*, and *thunderwave*.

## CLASS FEATURES

As a bard, you gain the following class features.

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armor:** Light armor

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

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

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose any three

### EQUIPMENT

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

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

## THE BARD

Level	Proficiency		Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
	Bonus	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6)	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard College, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Countercharm, Bard College feature	3	9	4	3	3	—	—	—	—	—	—

## SPELLCASTING

You have learned to reshape 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 4 for the general rules of spellcasting.

### BARD SPELL LIST

Here's the list of spells you consult when you learn a bard spell. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. See the *Player's Handbook* for an expanded version of this list.

#### CANTRIPS (0 LEVEL)

*light*

*mage hand*

*mending*

*minor illusion*

*prestidigitation*

*vicious mockery*

#### 1ST LEVEL

*charm person*

*comprehend languages* (ritual)

*cure wounds*

*detect magic* (ritual)

*disguise self*

*faerie fire*

*feather fall*

*healing word*

*identify* (ritual)

*longstrider*

*silent image*

*sleep*

*thunderwave*

#### 2ND LEVEL

*hold person*

*invisibility*

*knock*

*lesser restoration*

*shatter*

*silence* (ritual)

*suggestion*

#### 3RD LEVEL

*dispel magic*

*fear*

*major image*

*sending*

### CANTRIPS

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

### SPELL SLOTS

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

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

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

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

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

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your bard spells. 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, as explained in chapter 4.

### RITUAL CASTING

You can cast any bard spell you know as a ritual if that spell has the ritual tag. See chapter 4 for how rituals work.

### SPELLCASTING FOCUS

You can use a musical instrument (see chapter 3 for examples) as a spellcasting focus for your bard spells.

### BARDIC INSPIRATION

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

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

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

Your Bardic Inspiration die becomes a d8 when you reach 5th level in this class.

### JACK OF ALL TRADES

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

### SONG OF REST

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

### BARD COLLEGE

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

### EXPERTISE

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

## ABILITY SCORE IMPROVEMENT

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

## FONT OF INSPIRATION

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

## COUNTERCHARM

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

## BARD COLLEGES

Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

### COLLEGE OF LORE

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Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound.

#### BONUS PROFICIENCIES

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

#### CUTTING WORDS

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the 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 but don't count against the number of bard spells you know.

## COLLEGE OF VALOR

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The daring bards of the College of Valor keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world.

#### BONUS PROFICIENCIES

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

#### COMBAT INSPIRATION

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

#### EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## CLERIC

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 and are imbued with magic.

### HEALERS AND WARRIORS

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Divine magic, as the name suggests, is the power of the gods, flowing from them into the world. Clerics are conduits for that power, manifesting it as miraculous effects. Harnessing divine magic doesn't rely on study or training. A cleric might learn formulaic prayers and ancient rites, but the ability to cast cleric spells relies on devotion and an intuitive sense of a deity's wishes.

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

### DIVINE AGENTS

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Not every acolyte or officiant at a temple or shrine is a cleric. Some priests are called to a simple life of temple service, carrying out their gods' will through prayer and sacrifice, not by magic and strength of arms. In some cities, priesthood amounts to a political office, involving no communion with a god at all. True clerics are rare.

When a cleric takes up an adventuring life, it is usually because a god demands it. This path often involves braving dangers beyond the walls of civilization. Many clerics are also expected to protect their deities' worshipers, which can mean fighting rampaging monsters, negotiating peace between nations, or sealing a fiendish portal.

## THE CLERIC

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (1/rest), Divine Domain feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/rest), Divine Domain feature	4	4	3	3	—	—	—	—	—	—

## CREATING A CLERIC

As you create a cleric, the most important question to consider is which deity to serve. The Divine Domains section at the end of this class description suggests some gods that your cleric might serve.

Once you've chosen a deity, consider your cleric's relationship to that god. Did you enter this service willingly? Or did the god choose you? What are your ultimate goals? Does your deity have a special task in mind for you?

### QUICK BUILD

You can make a cleric quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Strength or Constitution. Second, choose the acolyte background.

## CLASS FEATURES

As a cleric, you gain the following class features.

### HIT POINTS

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

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

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

### PROFICIENCIES

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

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

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

### EQUIPMENT

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

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

## SPELLCASTING

As a conduit for divine power, you can cast cleric spells. See chapter 4 for the general rules of spellcasting.

## CLERIC SPELL LIST

Here's the list of spells you consult when you learn a cleric cantrip or prepare a cleric spell of 1st level or higher. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. See the *Player's Handbook* for an expanded version of this list.

### CANTRIPS (0 LEVEL)

*guidance*  
*light*  
*mending*  
*resistance*  
*sacred flame*  
*thaumaturgy*

### 1ST LEVEL

*bless*  
*command*  
*cure wounds*  
*detect magic* (ritual)  
*guiding bolt*  
*healing word*  
*inflict wounds*  
*sanctuary*  
*shield of faith*

### CANTRIPS

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

### PREPARING AND CASTING SPELLS

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

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

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

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

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one, as explained in chapter 4.

### RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared. See chapter 4 for how rituals work.

### SPELLCASTING FOCUS

You can use a holy symbol (found in chapter 3) as a spellcasting focus for your cleric spells.

## DIVINE DOMAIN

Choose one domain related to your deity: Life or War, both of which are detailed at the end of the class description. See the *Player's Handbook* for more domains.

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 an additional benefit at 6th level.

### DOMAIN SPELLS

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

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

## CHANNEL DIVINITY

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

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

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

Beginning at 6th level, you can use your Channel Divinity twice between rests. 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, 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 1/2 or lower. (Its challenge rating appears in its stat block.)

## 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. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain.

### LIFE DOMAIN

The gods of the Life domain promote vitality through healing the sick and wounded, caring for those in need,



and destroying the forces of undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Dianceht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

### LIFE 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>

### BONUS PROFICIENCY

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

### DISCIPLE OF LIFE

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

### CHANNEL DIVINITY: PRESERVE LIFE

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

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

### BLESSED HEALER

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

## WAR DOMAIN

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific. In either case, the gods of war inspire warriors to excellence. The clerics of such gods excel in battle themselves. Gods of war include champions of honor (such as Torm, Heironeous, and Kiri-Jolith) as well as gods of destruction (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, and Nuada) take a more neutral stance.

### WAR 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, spirit guardians</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're 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.

## FIGHTER

Questing knights, mighty champions, elite soldiers, and cunning mercenaries—as fighters, they all share an unparalleled mastery with weapons and armor. And they are well acquainted with death, staring it defiantly in the face as they defend their friends and destroy their foes.

## WELL-ROUNDED SPECIALISTS

Every fighter can pick up a weapon and wield it ably. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes fighters superior combatants.

## CREATING A FIGHTER

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly brave? Did you get extra help from a mentor? What drove you to this training in the first place?

Perhaps you trained in a war academy, learning strategy, tactics, and military history. Or you might be self-taught. Did you take up the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you get your weapons and armor? They might have been heirlooms or military issue, or perhaps you scrimped and saved to buy them.

### QUICK BUILD

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution. Second, choose the soldier background.

## 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

## CLASS FEATURES

As a fighter, you gain the following class features.

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

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

### EQUIPMENT

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

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

### FIGHTING STYLE

Choose one of these options as your specialty: Archery, Defense, Dueling, Great Weapon Fighting, Protection, or Two-Weapon Fighting. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### ARCHERY

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

#### DEFENSE

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

#### DUELING

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

#### GREAT WEAPON FIGHTING

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



#### PROTECTION

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

#### TWO-WEAPON FIGHTING

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

#### SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself. 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.

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

#### MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion and Eldritch Knight archetypes are detailed at the end of the class description; see the *Player's Handbook* for more information on martial archetypes.

## ABILITY SCORE IMPROVEMENT

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

## EXTRA ATTACK

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

## 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 hones battlefield prowess to deadly perfection.

### 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.

### ELDRITCH KNIGHT

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a study of magic. They focus their study on two of the eight schools of magic: abjuration and evocation. These knights learn a 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 4 for the general rules of spellcasting. You learn your Eldritch Knight spells from the wizard spell list (page 22).

### ELDRITCH KNIGHT SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—

**Cantrips.** You learn two cantrips of your choice from the wizard spell list.

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

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

**Spells Known of 1st-Level and Higher.** You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight 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 4th level in this class, you can learn one new spell of 1st level.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd level from any school of magic.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells. 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, as explained in chapter 4.

## ROGUE

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

## SKILL AND PRECISION

Rogues have a broad expertise that few other characters can match. Many rogues focus on stealth and deception, while others refine skills like climbing, finding and disarming traps, and opening locks.

When it comes to combat, rogues prioritize cunning over brute strength. A rogue would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down.

## CREATING A ROGUE

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past? Are you on the run from the law or from an angry thieves' guild master? Or did you leave your guild in search of bigger risks and bigger rewards? Is it greed that drives you in your adventures, or some other desire or ideal?

What led you away from your previous life? Did a con or heist gone terribly wrong cause you to reevaluate your career? Maybe a successful robbery gave you the coin you needed to escape the squalor of your life. Did wanderlust finally call you away from your home?

## QUICK BUILD

You can make a rogue quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Intelligence your next-highest if you want to excel at Investigation. Choose Charisma instead if you plan to emphasize deception and social interaction. Second, choose the criminal background.

## THE ROGUE

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise

## CLASS FEATURES

As a rogue, you have the following class features.

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, long-swords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

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

### EQUIPMENT

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

- (a) rapier or (b) shortsword
- (a) shortbow and quiver of 20 arrows or (b) shortsword
- (a) burglar's pack, (b) dungeoneer's pack, or (c) explorer's pack
- Leather armor, two daggers, and thieves' tools

### EXPERTISE

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

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

### SNEAK ATTACK

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

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

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

## THIEVES' CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## CUNNING ACTION

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

## ROGUSH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. The Arcane Trickster and Thief archetypes are detailed at the end of the class description. See the *Player's Handbook* for more archetype options.



## ABILITY SCORE IMPROVEMENT

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

## UNCANNY DODGE

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

## ROGUEISH ARCHETYPES

Rogues steer their talents in varying directions, embodied by the rogue archetypes.

### THIEF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, and investigators.

#### FAST HANDS

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

#### SECOND-STORY WORK

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

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

## 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 performers and mischief-makers.

### SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 4 for the general rules of spellcasting. You learn your Arcane Trickster spells from the wizard spell list (page 22).

#### ARCANE TRICKSTER SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—

**Cantrips.** You learn three cantrips: *mage hand* and two other cantrips of your choice from the wizard spell list.

**Spell Slots.** The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells,

you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

**Spells Known of 1st-Level and Higher.** You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Trickster 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 4th level in this class, you can learn one new spell of 1st level.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 3rd level from any school of magic.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells. 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, as explained in chapter 4.

### MAGE HAND LEGERDEMAIN

Starting at 3rd level, when you cast *mage hand*, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container 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.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

## WIZARD

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.

## SCHOLARS OF THE ARCANE

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

## THE WIZARD

Level	Proficiency		Cantrips Known	— Spell Slots per Spell Level —								
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Tradition	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Arcane Tradition feature	4	4	3	3	—	—	—	—	—	—

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

### THE LURE OF KNOWLEDGE

Wizards' lives are seldom mundane. The closest a wizard is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of the multiverse. But the lure of knowledge and power calls even the most unadventurous wizards out of the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

### CREATING A WIZARD

How did your character first come into contact with magic? How did you discover you had an aptitude for it? Do you have a natural talent, or did you simply study hard and practice incessantly? Did you encounter a magical creature or an ancient tome that taught you the basics of magic?

What drew you forth from your life of study? Did your first taste of magical knowledge leave you hungry for more? Have you received word of a secret repository of knowledge not yet plundered by any other wizard? Perhaps you're simply eager to put your newfound magical skills to the test in the face of danger.

#### QUICK BUILD

You can make a wizard quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background. Third, choose the *light*, *mage hand*, and *ray of frost* cantrips, along with the following 1st-level spells for your spellbook: *burning hands*, *charm person*, *mage armor*, *magic missile*, *shield*, and *sleep*.

## 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, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

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

#### EQUIPMENT

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

- (a) quarterstaff or (b) dagger
- (a) component pouch or (b) arcane focus
- (a) scholar's pack or (b) explorer's pack
- A spellbook

#### SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 4 for the general rules of spellcasting.



## WIZARD SPELL LIST

Here's the list of spells you use when you learn a wizard cantrip or add a wizard spell of 1st level or higher to your spellbook. The list is organized by spell level, not character level. Each spell belongs to a school of magic, which is identified after the spell's name. If a spell can be cast as a ritual, the ritual tag also appears after its name. See the *Player's Handbook* for an expanded version of this list.

### CANTRIPS (0 LEVEL)

*acid splash* (conjuration)  
*dancing lights* (evocation)  
*fire bolt* (evocation)  
*light* (evocation)  
*mage hand* (conjuration)  
*minor illusion* (illusion)  
*poison spray* (conjuration)  
*prestidigitation* (transmutation)  
*ray of frost* (evocation)  
*shocking grasp* (evocation)

### 1ST LEVEL

*burning hands* (evocation)  
*charm person* (enchantment)  
*comprehend languages* (divination, ritual)  
*detect magic* (divination, ritual)  
*disguise self* (illusion)  
*feather fall* (transmutation)  
*identify* (divination, ritual)  
*longstrider* (transmutation)  
*mage armor* (abjuration)  
*magic missile* (evocation)  
*shield* (abjuration)  
*silent image* (illusion)  
*sleep* (enchantment)  
*thunderwave* (evocation)

### CANTRIPS

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

### SPELLBOOK

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

### PREPARING AND CASTING SPELLS

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

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

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an In-

## YOUR SPELLBOOK

The spells that you add to your spellbook as you gain levels reflect the 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, for example, or in a dusty tome in an ancient library.

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

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

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

**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. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook.

telligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one, as explained in chapter 4.

### 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. See chapter 4, "Spells," for how rituals work.

### SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 3) as a spellcasting focus for your wizard spells.

### LEARNING SPELLS OF 1ST LEVEL AND HIGHER

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

### ARCANE RECOVERY

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

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

### ARCANE TRADITION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic: Evocation or Transmutation, both of which are detailed at the end of the class description. See the *Player's Handbook* for more information on arcane traditions.

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

### ABILITY SCORE IMPROVEMENT

When you reach 4th 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.

## ARCANE TRADITIONS

The most ancient 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 4. In some places, these traditions are literally schools. Elsewhere, they are more like academic departments, with rival faculties competing for students.

### SCHOOL OF EVOCATION

Your studies focus 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 or to conquer.

#### EVOCATION SAVANT

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

### SCULPT SPELLS

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

### POTENT CANTRIP

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

### SCHOOL OF TRANSMUTATION

You are a student of spells that modify energy and matter. To you, the world isn't a fixed thing, but eminently mutable, and you delight in being an agent of change.

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

#### TRANSMUTER'S STONE

Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet (this functions like the darkvision of a dwarf or an elf)
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit; see page 38 for how resistance works)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.



## BACKGROUNDS

Your character's background reveals where you came from. Choose one of the following backgrounds: acolyte, criminal, entertainer, sage, or soldier. Then ask yourself why your character left that occupation for a life of adventure.

A background includes the following elements:

**Proficiencies.** Each background gives a character proficiency in two skills (see page 29). In addition, most backgrounds give a character proficiency with one or more tools. Tools and tool proficiencies are detailed in chapter 3. If a 1st-level character would gain the same proficiency from two different sources, choose a different proficiency of the same kind (skill or tool) instead.

**Equipment.** A background provides equipment.

**Feature.** Your background gives you a feature, a special ability that members of your background share.

**Suggested Characteristics.** A background suggests personal characteristics for your character. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

Some backgrounds allow you to learn more languages.

### ACOLYTE

You have spent your life in the service of a temple to a god or a pantheon. You perform sacred rites in order to conduct worshipers into the presence of the divine. You aren't necessarily a cleric—performing sacred rites isn't the same thing as channeling divine power.

Choose a god, a pantheon, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a priest who suddenly experienced a call to serve your god in a different way?

**Skill Proficiencies:** Insight, Religion

**Languages:** Two of your choice

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

### FEATURE: SHELTER OF THE FAITHFUL

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

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

## SUGGESTED CHARACTERISTICS

### d8 Personality Trait

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

### d6 Ideal

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

### d6 Bond

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

### d6 Flaw

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

## CRIMINAL

You are an experienced criminal and still have contacts within the criminal underworld.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** One type of gaming set, thieves' tools

**Equipment:** A crowbar, a set of dark common clothes including a hood, and a pouch containing 15 gp

### CRIMINAL SPECIALTY

There are many kinds of criminals, and within a thieves' guild or similar organization, members have specialties. Choose the role you played in your criminal life, or roll on the table below.

d8 Specialty	d8 Specialty
1 Blackmailer	5 Highway robber
2 Burglar	6 Hired killer
3 Enforcer	7 Pickpocket
4 Fence	8 Smuggler

### FEATURE: CRIMINAL CONTACT

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

### SUGGESTED CHARACTERISTICS

d8 Personality Trait
1 I always have a plan for what to do when things go wrong.
2 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3 The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
4 I would rather make a new friend than a new enemy.
5 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6 I don't pay attention to the risks in a situation. Never tell me the odds.
7 The best way to get me to do something is to tell me I can't do it.
8 I blow up at the slightest insult.

d6 Ideal
1 <b>Honor.</b> I don't steal from others in the trade. (Lawful)
2 <b>Freedom.</b> Chains are meant to be broken, as are those who would forge them. (Chaotic)
3 <b>Charity.</b> I steal from the wealthy so that I can help people in need. (Good)
4 <b>Greed.</b> I'll do whatever it takes to become wealthy. (Evil)
5 <b>People.</b> I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
6 <b>Redemption.</b> There's good in everyone. (Good)

d6 Bond
1 I'm trying to pay off a debt I owe to a kind benefactor.
2 My ill-gotten gains go to support my family.
3 Something important was taken from me, and I aim to steal it back.
4 I will become the greatest thief that ever lived.
5 I'm guilty of a terrible crime and want to redeem myself.
6 Someone I loved died because of I mistake I made. That will never happen again.

d6 Flaw
1 When I see something valuable, I can't think about anything but how to steal it.
2 When faced with a choice between money and my friends, I usually choose the money.
3 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4 I have a "tell" that reveals when I'm lying.
5 I turn tail and run when things look bad.
6 An innocent person is in prison for a crime that I committed. I'm okay with that.

## ENTERTAINER

You thrive in front of an audience. You know how to entrance them, amuse them, and even inspire them. Whatever techniques you use, your art is your life.

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 15 gp

### ENTERTAINER ROUTINES

A good entertainer is versatile, spicing up a performance with a variety of routines. Choose one to three routines or roll on the table below to define your specialties.

d10 Entertainer Routine	d10 Entertainer Routine
1 Actor	6 Instrumentalist
2 Dancer	7 Poet
3 Fire-eater	8 Singer
4 Jester	9 Storyteller
5 Juggler	10 Tumbler

### FEATURE: BY POPULAR DEMAND

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

## SUGGESTED CHARACTERISTICS

### d8 Personality Trait

- 1 I know a story relevant to almost every situation.
- 2 Whenever I come to a new place, I collect local rumors and spread gossip.
- 3 I'm a hopeless romantic, always searching for that "special someone."
- 4 Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
- 5 I love a good insult, even one directed at me.
- 6 I get bitter if I'm not the center of attention.
- 7 I'll settle for nothing less than perfection.
- 8 I change my mood as quickly as I change key in a song.

### d6 Ideal

- 1 **Beauty.** When I perform, I make the world better than it was. (Good)
- 2 **Tradition.** The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
- 3 **Creativity.** The world is in need of new ideas and bold action. (Chaotic)
- 4 **Greed.** I'm only in it for the money and fame. (Evil)
- 5 **People.** I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)
- 6 **Honesty.** Art should reflect the soul; it should come from within and reveal who we really are. (Any)

### d6 Bond

- 1 My instrument is my most treasured possession, and it reminds me of someone I love.
- 2 Someone stole my precious instrument, and someday I'll get it back.
- 3 I want to be famous, whatever it takes.
- 4 I idolize a hero of the old tales and measure my deeds against that person's.
- 5 I will do anything to prove myself superior to my rival.
- 6 I would do anything for the other members of my old troupe.

### d6 Flaw

- 1 I'll do anything to win fame and renown.
- 2 I'm a sucker for a pretty face.
- 3 A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
- 4 I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
- 5 I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
- 6 Despite my best efforts, I am unreliable to my friends.

## SAGE

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

**Skill Proficiencies:** Arcana, History

**Languages:** Two of your choice

**Equipment:** A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a pouch containing 10 gp

## SPECIALTY

To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below.

d8	Specialty	d8	Specialty
1	Alchemist	5	Professor
2	Astronomer	6	Researcher
3	Discredited academic	7	Wizard's apprentice
4	Librarian	8	Scribe

## FEATURE: RESEARCHER

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

## SUGGESTED CHARACTERISTICS

### d8 Personality Trait

- 1 I use polysyllabic words that convey the impression of great erudition.
- 2 I've read every book in the world's greatest libraries—or I like to boast that I have.
- 3 I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
- 4 There's nothing I like more than a good mystery.
- 5 I'm willing to listen to every side of an argument before I make my own judgment.
- 6 I... speak ... slowly ... when talking ... to idiots, which almost everyone is compared to me.
- 7 I am horribly, horribly awkward in social situations.
- 8 I'm convinced that people are always trying to steal my secrets.

### d6 Ideal

- 1 **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)
- 2 **Beauty.** What is beautiful points us beyond itself toward what is true. (Good)
- 3 **Logic.** Emotions must not cloud our logical thinking. (Lawful)
- 4 **No Limits.** Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
- 5 **Power.** Knowledge is the path to power. (Evil)
- 6 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

#### d6 Bond

- 1 It is my duty to protect my students.
- 2 I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
- 3 I work to preserve a library, university, scriptorium, or monastery.
- 4 My life's work is a series of tomes related to a specific field of lore.
- 5 I've been searching my whole life for the answer to a certain question.
- 6 I sold my soul for knowledge. I hope to do great deeds and win it back.

#### d6 Flaw

- 1 I am easily distracted by the promise of information.
- 2 Most people scream and run when they see a demon. I stop and take notes on its anatomy.
- 3 Unlocking an ancient mystery is worth the price of a civilization.
- 4 I overlook obvious solutions in favor of complicated ones.
- 5 I speak without really thinking through my words, invariably insulting others.
- 6 I can't keep a secret to save my life, or anyone else's.

## SOLDIER

War has long been your life. You might have been part of a national army or a mercenary company, or perhaps a member of a local militia.

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

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** One type of gaming set, vehicles (land)

**Equipment:** An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a pouch containing 10 gp

## SPECIALTY

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

#### d8 Specialty

- 1 Officer
- 2 Scout
- 3 Infantry
- 4 Cavalry
- 5 Healer

#### d8 Specialty

- 6 Quartermaster
- 7 Standard bearer
- 8 Support staff (cook, blacksmith, or the like)

## FEATURE: MILITARY RANK

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to

you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

## SUGGESTED CHARACTERISTICS

#### d8 Personality Trait

- 1 I'm always polite and respectful.
- 2 I'm haunted by memories of war. I can't get the images of violence out of my mind.
- 3 I've lost too many friends, and I'm slow to make new ones.
- 4 I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
- 5 I can stare down a hell hound without flinching.
- 6 I enjoy being strong and like breaking things.
- 7 I have a crude sense of humor.
- 8 I face problems head-on. A simple, direct solution is the best path to success.

#### d6 Ideal

- 1 **Greater Good.** Our lot is to lay down our lives in defense of others. (Good)
- 2 **Responsibility.** I do what I must and obey just authority. (Lawful)
- 3 **Independence.** When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
- 4 **Might.** In life as in war, the stronger force wins. (Evil)
- 5 **Live and Let Live.** Ideals aren't worth killing over or going to war for. (Neutral)
- 6 **Nation.** My city, nation, or people are all that matter. (Any)

#### d6 Bond

- 1 I would still lay down my life for the people I served with.
- 2 Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
- 3 My honor is my life.
- 4 I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
- 5 Those who fight beside me are those worth dying for.
- 6 I fight for those who can't fight for themselves.

#### d6 Flaw

- 1 The monstrous enemy we faced in battle still leaves me quivering with fear.
- 2 I have little respect for anyone who isn't a proven warrior.
- 3 I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
- 4 My hatred of my enemies is blind and unreasoning.
- 5 I obey the law, even if the law causes misery.
- 6 I'd rather eat my armor than admit when I'm wrong.



## CHAPTER 2: PLAYING THE GAME

THIS CHAPTER GIVES YOU THE MAIN RULES YOU NEED TO play. The foundation of these rules are your six abilities, whether you're exploring, engaging in social interaction, or fighting for your life. Here you'll learn more about the three main ways to use your abilities: saving throws, ability checks, and attack rolls, all of which can be affected by advantage and disadvantage.

### ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants

advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll or replace the d20, you can reroll or replace only one of the dice. You choose which one. For example, if a halfling has advantage or disadvantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. 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.

### SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the DM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelli-

gence saves. Proficiency in a saving throw lets a character add their proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability modifier and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

## ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the DM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

### TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success. 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 on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant

might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

## SKILLS

Each ability covers a range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill.

Ability	Skills
Strength	Athletics
Dexterity	Acrobatics Sleight of Hand Stealth
Intelligence	Arcana History Investigation Nature Religion
Wisdom	Animal Handling Insight Medicine Perception Survival
Charisma	Deception Intimidation Performance Persuasion

Sometimes, the DM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the 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.

## WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (page 35).

A character can only provide help if the task is one that they could attempt alone. For example, trying to open a lock might require proficiency with thieves' tools, so a character who lacks that proficiency couldn't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

## STRENGTH CHECKS

Strength measures the extent to which you can exert raw physical force. A Strength check can model any attempt to lift, push, pull, or break something. The Athletics skill reflects aptitude in certain kinds of Strength checks.

**Athletics.** Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following:

- 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.

## LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.



**Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

**Push, Drag, or Lift.** You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

**Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

## DEXTERITY CHECKS

Dexterity measures agility, reflexes, and balance. A Dexterity check can model any attempt to move nimbly or quietly or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

**Acrobatics.** Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

### HIDING

The DM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

**Passive Perception.** When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

**What Can You See?** One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained on page 32.

**Sleight of Hand.** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The 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.

## CONSTITUTION CHECKS

Constitution measures health, stamina, and vital force. Constitution checks are uncommon, and no skills apply to such checks, because the endurance this ability represents is largely passive. A Constitution check can model your attempt to push beyond normal limits, however.

## INTELLIGENCE CHECKS

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

**Arcana.** Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

**History.** Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

**Investigation.** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

**Nature.** Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

**Religion.** Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

## WISDOM CHECKS

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition. A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

**Animal Handling.** When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the

## 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 a Wisdom (Perception) 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 Wisdom (Perception) 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.

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.

**Insight.** Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

**Medicine.** A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

**Perception.** Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

**Survival.** The DM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

## CHARISMA CHECKS

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence. A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

**Deception.** Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

**Intimidation.** When you attempt to influence someone through overt threats, hostile actions, and physical violence, the 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, 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.

## THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The *Dungeon Master's Guide* has rules covering more unusual situations.

### TRAVEL

Over the course of an adventure, the characters might travel across wide areas, on trips that could take days. The DM can summarize this travel without calculating exact distances or travel times: "You travel through the forest and find the old ruin late in the evening of the third day." Characters can walk about 24 miles in a day.

### SPECIAL TYPES OF MOVEMENT

Movement through dungeons or wilderness areas often involves more than walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

#### CLIMBING, SWIMMING, AND CRAWLING

Each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. You ignore this extra cost if you have a climbing speed and use it to climb or a swimming speed and use it to 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

**Long Jump.** When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

**High Jump.** When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

### FALLING

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

### SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

### VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix B) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit

nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

## INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is simple to resolve in the game. The player tells the DM that his or her character is doing something, such as moving a lever, and the DM describes what, if anything, happens.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The DM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The DM sets the DC for any such check.

## SOCIAL INTERACTION

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a dragon so that it will spare your life. The DM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a **nonplayer character** (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

## ROLEPLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's *you* as a player determining how your character thinks, acts, and talks.

Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

The DM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn dwarf refuses to let anyone badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the DM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in D&D are much like interactions in real life. If you can offer NPCs something they want, threaten

them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will fall short.

## ABILITY CHECKS

In addition to roleplaying, ability checks can be key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your DM can call for a Charisma check at any point during an interaction if they want the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your DM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your 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

Adventurers, as well as other creatures, can take short rests in the midst of a day and a long rest to end it.

### SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

### LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

# COMBAT

This section provides the rules you need for your characters and monsters to engage in combat. The rules address you, the player or Dungeon Master. “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 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 is defeated.

### COMBAT STEP BY STEP

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers’ marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.
- 3. Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants’ turns.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

### SURPRISE

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a hallway, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn’t notice a threat is surprised at the start of the encounter.

If you’re surprised, you can’t move or take an action on your first turn of the combat, and you can’t take a reaction until that turn ends. A member of a group can be surprised even if the other members aren’t.

### INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The check total is called a combatant’s initiative count, or initiative for short. The DM makes one roll for a 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 to the one with the lowest. This

is the 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 decides the order if the tie is between a monster and a player character, or the DM can have the tied characters and monsters each roll a die and go in order from highest roll to lowest.

### YOUR TURN

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The actions you can take are described in the “Actions in Combat” section later in this chapter. The “Movement and Position” section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can’t decide what to do on your turn, consider taking the Dodge or Ready action, as described in “Actions in Combat.”

**Bonus Actions.** Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don’t have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action’s timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

**Other Activity on Your Turn.** Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

### REACTIONS

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else’s. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

## MOVEMENT AND POSITION

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming (see "Special Types of Movement," page 32). These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

### BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

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.

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

### DIFFICULT TERRAIN

Combatants are often slowed down by difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

### BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix B.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** (see page 32) or use magic such as teleportation.

## MOVING AROUND OTHER CREATURES

You can move through a friend's space. In contrast, you can move through an enemy's space only if the foe is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave an enemy's reach during your move, you provoke an opportunity attack (see page 37).

### FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

## ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here. When you describe an action not detailed here, the DM tells what kind of roll you need to make, if any, to determine success or failure.

### ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

### CAST A SPELL

Most spells require an action to cast. See chapter 4 for the rules on casting a spell.

### DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount.

### 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 on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix B) or if your speed drops to 0.

### HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid an ally in attacking a creature within 5 feet of you. You feint, distract the target, or in

some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

## HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules on page 30 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section below.

## READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 4). If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

## SEARCH

When you take the Search action, you devote your attention to finding something, and the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

## USE A MAGIC ITEM

If you have a magic item that requires an action to use, you take the Use a Magic Item action.

## USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When a nonmagical object requires your action, 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.

## USE A SPECIAL ABILITY

Many class features give you special ways to use your action. Monsters also have their own special actions, as detailed in their stat blocks.

## 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 the following structure:

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

## ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

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.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster, as explained in chapter 4.

**Proficiency Bonus.** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

## ROLLING 1 OR 20

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

## UNSEEN ATTACKERS AND TARGETS

When you make an attack roll against a target you can't see, you have disadvantage on the roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

## COVER

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.



HALF COVER AND THREE-QUARTERS COVER

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

## RANGED ATTACKS

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

### RANGE

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

## RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of an enemy who can see you and who isn't incapacitated.

## MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow. On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes. They aren't considered weapons by the rules, but they nonetheless work for melee weapon attacks.

## 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 an enemy that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

## TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

## GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target

by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition (see appendix B). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

**Escaping a Grapple.** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

**Moving a Grappled Creature.** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

### SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target 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). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

## DAMAGE AND HEALING

On adventures, injury and death are constant threats.

### HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

### DAMAGE ROLLS

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

### CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

### DAMAGE TYPES

Different attacks and damaging spells deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The types are acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder.

### DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

### HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points (see page 33), and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

### DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

**Instant Death.** Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is

damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

**Falling Unconscious.** If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix B). This unconsciousness ends if you regain any hit points.

**Death Saving Throws.** Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

**Damage at 0 Hit Points.** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

**Stabilizing a Creature.** The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

## MONSTERS AND DEATH

Most 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.

## 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.

## MOUNTED COMBAT

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

### MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

### CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

## UNDERWATER COMBAT

When adventurers pursue sahuagin back to their underwater homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.





## CHAPTER 3: EQUIPMENT

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.

### 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). The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions.

A standard coin weighs about a third of an ounce, 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

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.

Gems, jewelry, and art objects retain their full value in the marketplace.

In most places, magic items are priceless.

### ARMOR AND SHIELDS

The Armor table collects types of armor found in the game and separates them into three categories:

**Light Armor.** If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

**Medium Armor.** If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

**Heavy Armor.** 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.

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.

## ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

## ARMOR PROFICIENCY

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

## STEALTH

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

## SHIELDS

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

## WEAPONS

The Weapons table shows weapons, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

## WEAPON PROFICIENCY

Your race and class can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon.

## WEAPON PROPERTIES

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

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

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

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

**Heavy.** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

**Light.** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 2.

**Loading.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**Range.** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

**Reach.** This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it (see chapter 2).

**Thrown.** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Two-Handed.** This weapon requires two hands when you attack with it.

**Versatile.** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

### IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a

table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

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

## ADVENTURING GEAR

The Adventuring Gear table lists various useful items.

### EQUIPMENT PACKS

The starting equipment of each class includes a special pack. The contents of these packs are listed here:

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

### WEAPONS

Name	Cost	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)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<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 20/60)
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.	—
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
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.	—
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)
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
<i>Martial Ranged Weapons</i>				
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

## ADVENTURING GEAR

Item	Cost	Weight
Abacus	2 gp	2 lb.
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.
<i>Arcane focus</i>		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
<i>Artisan's tools</i>		
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
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.
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.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Barding	×4	×2
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Candle	1 cp	—
Case, crossbow bolt (up to 20)	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Disguise kit	25 gp	3 lb.
<i>Gaming set</i>		
Dice set	1 sp	—
Dragonchess set	1 gp	1½ lb.
Playing card set	5 sp	—
Three-Dragon Ante set	1 gp	—
Hammer	1 gp	3 lb.

Item	Cost	Weight
Healer's kit	5 gp	3 lb.
<i>Holy symbol</i>		
Amulet	5 gp	1 lb.
Emblem	5 gp	—
Reliquary	5 gp	2 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
<i>Musical instrument</i>		
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 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.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
<i>Potion of healing</i> (see page 47)	50 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rations (1 day)	5 sp	2 lb.
Saddle, riding	10 gp	25 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lb.
Spikes, iron (10)	1 gp	5 lb.
Tent, two-person	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

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

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

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

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

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

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

## SPECIAL ITEMS

Here items that have special rules or need explanation.

**Arcane Focus.** An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—designed to channel the power of arcane spells. A wizard can use such an item as a spellcasting focus.

**Artisan's Tools.** These special tools include the items needed to pursue a craft or trade. The table shows examples of 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.

**Ball Bearings.** As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

**Barding.** Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

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

**Component Pouch.** A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

**Crowbar.** Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

**Disguise Kit.** This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.



**Gaming Set.** This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

**Healer's Kit.** This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

**Holy Symbol.** A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. The *Player's Handbook* lists many gods in the multiverse and their typical symbols. A cleric can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

**Holy Water.** As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric can 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.

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

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

**Lantern, Hooded.** A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

**Lock.** A key is provided with this lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check.

**Mess Kit.** This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

**Musical Instrument.** 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. Each type of musical instrument requires a separate proficiency.

**Oil.** Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

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

**Rations.** Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

**Rope.** Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

**Spellbook.** Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

**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.

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

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

## MOUNTS AND SERVICES

### MOUNTS

Item	Cost	Speed	Carrying Capacity
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

### FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Stabling (per day)	5 sp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

### OTHER SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hiring</i>	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

## MAGIC ITEMS

Every adventure holds the promise—but not a guarantee—of finding one or more magic items. The DM decides when such items fall into the characters' hands. See the *Dungeon Master's Guide* for many more items.

### USING A MAGIC ITEM

A magic item's description explains how the item works. Handling a magic item is enough to give a character a sense that something is extraordinary about the item. Casting the *identify* spell on the item then reveals its properties. Alternatively, a character can concentrate on the item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties. Potions are an exception; a little taste is enough to tell the taster what the potion does.

Certain magic items require a user to **attune** to them before their magical properties can be used. Attuning to a magic item requires that you spend an entire short rest concentrating on it (this can't be the same short rest used to learn an item's properties). Once you are attuned to an item, you can use its magical properties.

An item can be attuned to only one creature at a time. A creature can be attuned to no more than three magic items at any given time, and you can attune yourself to only one item during a short rest.

Your attunement to an item ends if it has been more than 100 feet away from you for 24 hours or if you die. You can also voluntarily end your attunement to an item with another short rest.

## ITEM DESCRIPTIONS

These items are in alphabetical order. Under an item's name is a line that tells you the type of the item, its rarity, and whether you must attune to it.

### BOOTS OF ELVENKIND

*Wondrous item, uncommon*

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

### CLOAK OF BILLOWING

*Wondrous item, common*

While wearing this cloak, you can use a bonus action to make it billow dramatically.

### CLOAK OF MANY FASHIONS

*Wondrous item, common*

While wearing this cloak, you can use a bonus action to change the style, color, and apparent quality of the garment. The cloak's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak. Although it can duplicate the appearance of other magic cloaks, it doesn't gain their magical properties.

### CLOCKWORK AMULET

*Wondrous item, common*

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

### DRAGON SLAYER

*Weapon (any sword), rare*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type.

### DREAD HELM

*Wondrous item, common*

This fearsome steel helm makes your eyes glow red while you wear it.

### DUST OF DISAPPEARANCE

*Wondrous item, uncommon*

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

### GAUNTLETS OF OGRE POWER

*Wondrous item, uncommon (requires attunement)*

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is 19 or higher without them.

### GOGGLES OF NIGHT

*Wondrous item, uncommon*

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

### HAT OF WIZARDRY

*Wondrous item, common (requires attunement by a wizard)*

While you are wearing this hat, you gain the following benefits:

- You can use the hat as a spellcasting focus for your wizard spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the wizard spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

### IMMOVABLE ROD

*Rod, uncommon*

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

### INSTRUMENT OF ILLUSIONS

*Wondrous item, common (requires attunement)*

While you are playing this musical instrument, you can create harmless, illusory visual effects within a 5-foot-radius sphere centered on the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous musical notes, a spectral dancer, butterflies, and gently falling snow. The magic effects have neither substance nor sound, and they are obviously illusory. The effects end when you stop playing.

### MITHRAL ARMOR

*Armor (medium or heavy, but not hide), uncommon*

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

### MYSTERY KEY

*Wondrous item, common*

A question mark is worked into the head of this key. The key has a 5 percent chance of unlocking any lock into which it's inserted. Once it unlocks something, the key disappears.

### NECKLACE OF FIREBALLS

*Wondrous item, rare*

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

### POLE OF COLLAPSING

*Wondrous item, common*

While holding this 10-foot pole, you can use an action to speak a command word and cause it to collapse into a 1-foot-long rod, for ease of storage. The pole's weight doesn't change. You can use an action to speak a different command word and cause the rod to revert to a pole; however, the rod will elongate only as far as the surrounding space allows.

### POTION OF HEALING

*Potion, rarity varies*

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

### POTIONS OF HEALING

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4
Superior healing	Rare	8d4 + 8

### POTION OF INVULNERABILITY

*Potion, rare*

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquified iron.

### POTION OF WATER BREATHING

*Potion, uncommon*

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

### SENDING STONES

*Wondrous item, uncommon*

*Sending stones* come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell.

Once *sending* is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

### SHIELD, +1

*Armor (shield), uncommon*

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

### STAFF OF BIRDCALLS

*Staff, common*

This wooden staff is decorated with bird carvings. It has 10 charges. While holding it, you can use an action to expend 1 charge from the staff and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes in a harmless cloud of bird feathers and is lost forever.

### WAND OF PYROTECHNICS

*Wand, common*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed.

### WAND OF SECRETS

*Wand, uncommon*

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

### WEAPON, +1

*Weapon (any), uncommon*

You have a +1 bonus to attack and damage rolls made with this magic weapon.





## CHAPTER 4: SPELLS

MAGIC PERMEATES THE WORLDS OF D&D AND MOST often appears in the form of a spell. This chapter provides the rules for casting spells. Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see appendix B), drain life energy away, and restore life to the dead.

### 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.

### SCHOOLS OF MAGIC

Scholars who study the workings of magic group spells into eight categories called schools of magic. The schools help describe spells; the schools have no game rules of their own, although some other rules refer to them.

**Abjuration** spells are protective, often creating barriers or warding off trespassers. **Conjuration** spells transport objects or creatures from one location to another. **Divination** spells reveal glimpses of the future, the locations of hidden things, or visions of distant people or places. **Enchantment** spells affect the minds of oth-

ers, influencing or controlling their behavior. **Evocation** spells tap mystical sources of energy to create a variety of effects, including blasts of fire and channeling positive energy to heal wounds. **Illusion** spells deceive the senses or minds of others. **Necromancy** spells manipulate the energies of life and death. **Transmutation** spells change the properties or physical form of a creature or object.

### 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 incredible *time stop* 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, or must have access to the spell in a magic item. Members of a few classes have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells. This process varies for different classes, as detailed in their descriptions.

## SPELL SLOTS

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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 even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level. 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 3rd-level spell fits only in a slot that's at least 3rd level. So when Umara casts *magic missile*, a 1st-level spell, she spends one of her four 1st-level slots and has three remaining.

Finishing a long rest restores any expended spell slots (see page 33 for the rules on resting).

Some characters and monsters have special abilities that let them cast spells without using spell slots.

### 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, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

## CANTRIPS

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A cantrip is a spell that can be cast 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.

## RITUALS

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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. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. 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, as the wizard's does.

## CASTING A SPELL

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description in this chapter 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 IN ARMOR

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Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

## CASTING TIME

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Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

### BONUS ACTION

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, 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 (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

## RANGE

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The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect" later in this chapter).

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

## COMPONENTS

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A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

## VERBAL (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of 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 objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in chapter 3) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access these components—or to hold a spellcasting focus—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 a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

## CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple

sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

## TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

## A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

## TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

## AREAS OF EFFECT

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover (see page 36).

## 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.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your spellcasting ability modifier}$$

## ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target.

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your spellcasting ability modifier}$$

## 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

You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must

be within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### AID

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny strip of white cloth)

**Duration:** 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

### ARCANE LOCK

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (gold dust worth at least 25 gp, which the spell consumes)

**Duration:** Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. 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 or force open; the DC to break it or pick any locks on it increases by 10.

### 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

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

*Weal*, for good results

*Woe*, for bad results

*Weal and woe*, for both good and bad results

*Nothing*, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.



AUGURY

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

### BEACON OF HOPE

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

### BLESS

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sprinkling of holy water)

**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### BLUR

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

### BURNING HANDS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**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, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't 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 slot level above 1st.

### CHARM PERSON

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You attempt to charm a humanoid you can see 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. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

### 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. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't

understand your language, or if your command is directly harmful to it.

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 can't follow your command, 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 doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## COMPREHEND LANGUAGES

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pinch of soot and salt)

**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

## CRUSADER'S MANTLE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## CURE WOUNDS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

## 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 torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, 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 (bat fur and a drop of pitch or 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. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness 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 spell that created the light is dispelled.

## 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 in this way, 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.

## 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 other belongings on your person—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 you 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 an Intelligence (Investigation) check against your spell save DC.

## DISPEL 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 3rd level or lower on the target ends. For each spell of 4th 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.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

## DIVINE FAVOR

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

## FAERIE FIRE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

## FEAR

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a white feather or the heart of a hen)

**Duration:** Concentration, up to 1 minute

You project a phantasmal image of a creature's 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.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that 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. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## 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

A bright streak flashes from your pointing finger to a point you choose within range 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. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't 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 slot level above 3rd.

## FIRE BOLT

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## 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

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 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 slot level above 2nd.

## 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

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## GUIDANCE

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

## GUIDING BOLT

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



FLAMING SPHERE





## 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 that you can see 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 action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

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.

## HEALING WORD

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

## 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 humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

## IDENTIFY

*1st-level divination (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a pearl worth at least 100 gp and an owl feather)

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells

are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

## INFLICT WOUNDS

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## INVISIBILITY

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an eyelash encased in gum arabic)

**Duration:** Concentration, up to 1 hour

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 for a target that attacks or casts a spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## KNOCK

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

## LESSER RESTORATION

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

## 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:** Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

## LIGHT

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a firefly or phosphorescent moss)

**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## LIGHTNING BOLT

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a bit of fur and a rod of amber, crystal, or glass)

**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



LEVITATE

## LONGSTRIDER

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of dirt)

**Duration:** 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## MAGE ARMOR

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of cured leather)

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends 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 as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

## MAGIC MISSILE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all 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 slot level above 1st.

## MAGIC WEAPON

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You 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.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When 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 that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't 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).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other 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.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

## MASS HEALING WORD

*3rd-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

## MENDING

*Transmutation cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (two lodestones)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## MINOR ILLUSION

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

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—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

### MISTY STEP

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

### POISON SPRAY

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

### 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:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

### RAY OF FROST

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### REMOVE CURSE

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

### RESISTANCE

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a miniature cloak)

**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

### REVIVIFY

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth 300 gp, which the spell consumes)

**Duration:** Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

### SACRED FLAME

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### SANCTUARY

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

### SENDING

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Unlimited

**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 hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

### SHATTER

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a chip of mica)

**Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot 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 appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

### SHIELD OF FAITH

*1st-level abjuration*

**Casting Time:** 1 bonus action

**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

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

### 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. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### SILENCE

*2nd-level illusion (ritual)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

### SILENT IMAGE

*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 that is no larger than a 15-foot

cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

### SLEEP

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

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.

Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

### 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

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

### SPIRIT GUARDIANS

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, S, M (a holy symbol)

**Duration:** Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

### SPIRITUAL WEAPON

*2nd-level evocation*

**Casting Time:** 1 bonus 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, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

### 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 you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a 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. 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 also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

## 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 supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

## THUNDERWAVE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

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 save, the creature takes half as much damage and isn't 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 out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## VICIOUS MOCKERY

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it 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.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## 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, which you and the target must wear for the duration)

**Duration:** 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

## 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 choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained 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 in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

# APPENDIX A: SIDEKICKS

On your adventures, the DM might reveal that you've befriended a special character called a sidekick, who joins your party. This appendix presents the game statistics for sidekicks, of which there are three types:

**Expert**, an agile and exceedingly helpful jack of all trades  
**Spellcaster**, a magic-user who can cast spells to harm your foes or heal you and your friends

**Warrior**, a martial companion who specializes in striking your foes or defending you and your allies

The DM will either tell you which type of sidekick to use or let you choose one. It's up to you and the DM to decide who controls the sidekick in play.

## SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a mini character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat section of chapter 2.

These stat blocks work with any character race. If you and the DM agree, you may enhance your sidekick with the appropriate racial traits from chapter 1.

For more information on stat blocks, see the "Creatures" section of the adventure booklet.

### SPELLCASTER

1st-level Medium humanoid

**Armor Class** 12 (leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	14 (+2)	13 (+1)

**Saving Throws** Wis +4

**Skills** Arcana +4, Investigation +4, Religion +4

**Senses** passive Perception 12

**Languages** Common, plus one of your choice

**Magical Role.** Choose a role for the spellcaster: healer or mage. Your choice determines which Spellcasting trait to use below.

**Spellcasting (Healer).** The spellcaster's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The spellcaster has following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*  
1st level (2 slots): *cure wounds*

**Spellcasting (Mage).** The spellcaster's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The spellcaster has following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*  
1st level (2 slots): *sleep*

#### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

### EXPERT

1st-level Medium humanoid

**Armor Class** 14 (studded leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

**Saving Throws** Dex +4

**Skills** Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common, plus one of your choice

**Helpful.** The expert can take the Help action as a bonus action.

**Tools.** The expert has thieves' tools and a musical instrument.

#### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

### WARRIOR

1st-level Medium humanoid

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +4

**Skills** Athletics +4, Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** Common, plus one of your choice

**Martial Role.** The warrior has one of the following traits of your choice:

**Attacker.** The warrior gains a +2 bonus to attack rolls.

**Defender.** The warrior gains the Protection reaction below.

#### ACTIONS

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

#### REACTIONS

**Protection (Defender Only).** The warrior imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the warrior. The warrior must be able to see the attacker.



## PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block. In addition, **experts** are proficient with simple weapons, rapiers, shortswords, and light armor; **spellcasters** are proficient with simple weapons and light armor; and **warriors** are proficient with simple and martial weapons, shields, and all armor.

## SIDEKICK LEVEL

Your sidekick starts as a 1st-level character. As you and your sidekick adventure together, your sidekick gains experience points and reaches new levels the same way a player character does, using the rules in chapter 1.

When a sidekick gains a level, look at the sidekick's table below, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

The DM may start a sidekick at a level higher than 1st, using the hit point maximum for its level on the appropriate table below. Also, give the sidekick the features for its current level and any earlier levels on that table.

### EXPERTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	<b>Cunning Action.</b> On the expert's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.
3rd	22 (4d8 + 4)	<b>Expertise.</b> Choose two of the expert's skill proficiencies. The proficiency bonus is doubled for any ability check the expert makes that uses either of the chosen proficiencies.
4th	27 (5d8 + 5)	<b>Ability Score Improvement.</b> The expert's Dex. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the Dex. saving throw bonus; the Acrobatics, Sleight of Hand, and Stealth bonuses; and the bonuses to hit and damage of the expert's weapon attacks.
5th	33 (6d8 + 6)	<b>Proficiency Bonus.</b> The expert's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.
6th	38 (7d8 + 7)	<b>Extra Attack.</b> The expert can attack twice, instead of once, whenever it takes the Attack action on its turn.

### SPELLCASTERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	<b>Spellcasting.</b> The spellcaster learns another 1st-level spell: <i>bless</i> (healer) or <i>burning hands</i> (mage).
3rd	18 (4d8)	<b>Spellcasting.</b> The spellcaster gains one 1st-level spell slot. The spellcaster also learns another 1st-level spell: <i>shield of faith</i> (healer) or <i>shield</i> (mage).

Level	Hit Points	New Features
4th	22 (5d8)	<b>Ability Score Improvement.</b> The spellcaster's Int. (mage) or Wis. (healer) score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the spellcaster's spell save DC and the bonus to hit of spell attacks, the bonuses in the Skills entry of the mage, the Wisdom saving throw bonus of the healer, and the passive Perception of the healer. <b>Spellcasting.</b> The spellcaster learns another cantrip: <i>resistance</i> (healer) or <i>mage hand</i> (mage).
5th	27 (6d8)	<b>Proficiency Bonus.</b> The spellcaster's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of its spell and weapon attacks by 1. <b>Spellcasting.</b> The spellcaster gains one 1st-level spell slot and two 2nd-level spell slots. The spellcaster also learns one 2nd-level spell: <i>aid</i> (healer) or <i>invisibility</i> (mage).
6th	31 (7d8)	<b>Potent Cantrips.</b> The spellcaster can add its spellcasting ability modifier to the damage it deals with any cantrip.

### WARRIORS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<b>Second Wind.</b> The warrior can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.
3rd	26 (4d8 + 8)	<b>Improved Critical.</b> The warrior's attack rolls now score a critical hit on a roll of 19 or 20 on the d20.
4th	32 (5d8 + 10)	<b>Ability Score Improvement.</b> The warrior's Str. score increases by 2, raising the modifier by 1, so increase the warrior's Athletics bonus by 1, and increase the bonuses to hit and damage of the warrior's melee weapon attack by 1.
5th	39 (6d8 + 12)	<b>Proficiency Bonus.</b> The warrior's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, increase the passive Perception by 1, and increase the bonuses to hit of the weapon attacks by 1.
6th	45 (7d8 + 14)	<b>Extra Attack.</b> The warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

## APPENDIX B: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

### BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

### CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

### DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

### FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

### GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

### INCAPACITATED

- An incapacitated creature can't take actions or reactions.

### INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

### PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

### PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

### POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

### PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

### RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

### STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

### UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.