DUNGEONS & DRAGONS

PLAYER'S HANDBOOK®

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Jeremy Crawford (lead), Bruce R. Cordell, Tom LaPille, Peter Lee, Mike Mearls, Robert J. Schwalb, Rodney Thompson, James Wyatt
Building on the original game created by
Gary Gygax and Dave Arneson and then developed by many others over the past 50 years

ON THE COVER

Guided by a gold dragon, the elf queen Yolande and the heroes of Valor's Call test their bravery against evil in this daring scene illustrated by Tyler Jacobson.

ON THE ALT-COVER

Nothing's better than sharing stories with friends. Heroes pause to share tea and tales with a gold dragon in this serene illustration from Wylie Beckert.

CONTENTS

WELCOME TO ADVENTURE

THIS STORY BEGAN 50 YEARS AGO, AND YOU'RE PART OF *it. In the 1970s, Gary Gygax and Dave Arneson created a game of make-believe that fused rules with storytelling. There'd never been anything like it: a game in which each player made their own fantasy character and teamed up with their friends to go on quests. One person served as the narrator and referee—the Dungeon Master—and did everything they could to challenge and delight the other players. That game was, of course, the first version of Dungeons & Dragons, and you're now reading its latest version.*

Over the decades, millions of people have played D&D, and scores of writers, game designers, and artists have made their mark on it through its various editions. When our team released the current edition in 2014, we were humbled by how many of you loved it. This revised version of it is a salute to all of you—those of you who've been playing D&D for years, those of you who've contributed to the game through your feedback, and those of you who are about to experience the joy of playing it for the first time.

As a teenager, I met both Gary and Dave. I even spent an entire day with Gary, and we did what all D&D fans do: share stories about our adventures in the D&D multiverse. I invite you to embark on such adventures anew. Share as much laughter as you can with your friends. Use only the rules that serve your fun, and always follow your group's bliss. So many people have been enjoying the magic of D&D for half a century. Let's keep it blazing for another 50 years!

—Jeremy Crawford

ARE YOU READY TO EMBARK ON FANTASY adventures with your friends? DUNGEONS & DRAGONS invites you to play imaginary adventurers who delve into dungeons and other perilous locations together, face fearsome foes such as dragons, and build friendships forged amid fantastical dangers.

Fueled by imagination and rules, D&D invites you to adopt a fantasy persona—a mighty Fighter, a cunning Rogue, a faithful Cleric, a magical Wizard, or something else—and then solve problems, fight monsters, and visit wondrous places.

There's no winning and losing in D&D, at least not the way those terms are usually understood. Together you and friends create an exciting story of adventurers who confront perils. Sometimes an adventurer might come to a tragic end. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the character's player might create a new character to carry on. No matter what happens, if everyone has a good time and creates a memorable story, they all win.

WHAT YOU NEED

Here's what you need to play D&D with one or more friends (a typical group has five people):

Dungeon Master. One person takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the players' characters, who navigate its hazards and decide which paths to explore. The DM also narrates what they experience and plays the friends and foes they meet along the way. Even though the DM challenges the adventurers, the DM always strives to delight the whole group.

Players. Each player creates an adventurer who teams up with the other players' adventurers. Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple, a lava-filled mountain, or another location described by the DM. The adventurers also solve puzzles, talk with other characters, battle fantastic monsters, and discover magic items and other treasure—all while supporting each other's fun.

You also need these resources, either in physical form or on DnDBeyond.com:

Player's Handbook. This book is your essential reference for the game's rules, and it guides you through making an adventurer of your own.

Dungeon Master's Guide and ***Monster Manual.*** The first of these books guides the DM through creating and running adventures, and the second holds hundreds of monsters to fill those adventures.

LEARN BY WATCHING

A great way to learn the basics of D&D is to watch people play it. The Internet offers videos of D&D play that show off the tremendous range of possibilities the game offers. As you watch, pay attention to the ways that some players help make the game fun for everyone in their group. The only audience you need to entertain when you're playing D&D is yourself and your group.

Dice. You need a set of polyhedral dice (shown in chapter 1). You can find dice like these in game stores and from online retailers. Dice-rolling apps are also available.

Character Sheet. To keep track of important information about your character, you need a character sheet, which can be as simple as a piece of paper you write notes on or as feature-rich as a digital record.

The DM might also find these accessories useful:

DM Screen. Many DMs like to use a screen to shield their notes and dice rolls from players. It's bad manners to peek over the screen!

Miniatures and Battle Grid. Some DMs use a battle grid and miniatures to run combat encounters, since they help everyone visualize the action. A battle grid can be anything marked out in 1-inch squares, from disposable sheets of paper to poster maps. And miniatures range from simple tokens to detailed figurines. Online maps and miniatures are also available, including on DnDBeyond.com.

Using This Book

Here's what you'll find in this book:

Chapter 1: Playing the Game. The first chapter explains the fundamentals of the game, with examples to help you understand how to play.

Chapter 2: Creating a Character. Chapter 2 walks you through the steps of character creation.

Chapter 3: Character Classes. Characters' capabilities are largely determined by class, such as Fighter or Wizard. Chapter 3 offers twelve classes to choose from, along with forty-eight subclasses.

Chapter 4: Character Origins. Background and species are key elements in defining a character's origin, which further shapes the character's abilities beyond the choice of class. Background and species options are presented in chapter 4.

Chapter 5: Feats. The feats in chapter 5 are special features that characters gain as part of their background and class.

Chapter 6: Equipment. Armor, weapons, and adventuring gear are found in chapter 6.

Chapter 7: Spells. This chapter contains descriptions of the spells that spellcasters can cast.

Appendix A: The Multiverse. Here you'll find an overview of the magical multiverse where D&D adventures take place.

Appendix B: Creature Stat Blocks. This appendix brims with game information for creatures that certain characters can befriend or transform into.

Appendix C: Rules Glossary. The game's main rules terminology is summarized in this appendix, making it an invaluable reference during play.

What's New in the 2024 Version?

This is the 2024 version of the fifth edition *Player's Handbook*. If you've read the 2014 version, much of this book will feel familiar, since the fundamental rules of the game are the same. But the book contains many new or redesigned elements, and the versions of things in this book replace versions from older books. Here are highlights:

Streamlined Rules. The game's rules have been streamlined and are now supported by a rules glossary.

Easier Character Creation. Using chapter 2, making a character is easier than ever before.

Enhanced Classes. In chapter 3, every class and subclass has been enhanced with new options.

Reimagined Origins. Explored in chapter 4, a character's origin is now defined by background and species, each of which has been redesigned.

Expanded Feats. In chapter 5, feats have been redesigned, with many feats added.

Upgraded Weapons, Tools, and Crafting. Mastery properties transform how weapon wielders use their weapons, and every character can enjoy new tool and crafting rules in chapter 6.

Dazzling Spells. Chapter 7 bursts with new spells and old ones that have been enhanced.

If you can't find a rule, check the index. If a rule's name has changed from what was printed in the 2014 *Player's Handbook*, the index points you to the new name. For example, if you look up Inspiration in the index, it points you to the rules for Heroic Inspiration in the rules glossary.

Worlds of Adventure

The worlds of D&D glimmer with magic, monsters, and spectacular adventure. Launching from a foundation of medieval fantasy, these worlds soar with possibilities beyond those of our reality.

D&D worlds exist in a multiverse and are connected to one another and to other planes of existence. Some of the worlds have been published as official D&D settings, including the Greyhawk, Forgotten Realms, Dragonlance, Spelljammer, Planescape, Dark Sun, Eberron, and Ravenloft settings. Alongside these worlds are thousands more, created by generations of D&D players for their own games. Amid the richness of the multiverse, you might create a world of your own.

The worlds of the multiverse share characteristics, but each world is set apart by its own history and geography. Your DM might set a campaign on one of these worlds or on a world of their own invention. Because there is so much variety among D&D worlds, check with your DM about the world of your upcoming adventures.

While adventuring in the Dragonlance setting, the siblings Caramon Majere, Raistlin Majere, and Kitiara uth Matar provoke the rage of a wyvern.

PLAYING THE GAME

IMAGINATION IS A KEY INGREDIENT OF DUNGEONS & DRAGONS, a cooperative game in which the characters that you roleplay embark on adventures together in fantasy worlds filled with monsters and magic.

In D&D, the action takes place in the imaginations of the players, and it's narrated by everyone together. Here's a glimpse at what that looks like:

Jared (as Dungeon Master): After your long journey, Castle Ravenloft towers before you. Crumbling towers of stone—perhaps abandoned guardhouses—loom over the approach. Beyond them, you see a gaping chasm disappearing into deep fog below. A lowered drawbridge spans the chasm, its chains creaking in the wind. Stone gargoyles stare down at you from the high walls, and a pale light spills into the courtyard from the open castle doors beyond.

Phillip (as Gareth): I examine the gargoyles. I have a feeling they're not just statues!

Maeve (as Mirabella): I want to see how sturdy the drawbridge is. Do I think we can cross it, or is it going to collapse under our weight?

Jared: All right, one at a time. Phillip, Gareth's looking at the gargoyles?

Phillip: Yeah. Is there any hint they might be creatures and not just decorations?

Jared: Make an Intelligence check.

Phillip: Does my Investigation skill apply?

Jared: Sure!

Phillip (rolling a d20): Ugh. Seven.

Jared: They look like decorations to you. And Maeve, Mirabella is examining the drawbridge?

The adventure continues from there, relying on the DM's descriptions to set the scenes. Later in the chapter, other examples of play focus on certain aspects of D&D play: social interaction, exploration, and combat.

RULES GLOSSARY

If you read a rules term in this book and want to know its definition, consult the rules glossary, which is appendix C. This chapter provides an overview of how to play D&D and focuses on the big picture. Many places in this chapter reference that glossary.

PLAYER OR DM?

To play D&D, you need one person to be the Dungeon Master and other players (three to six are best) to play adventurers. Which role is right for you?

BEING A PLAYER

If you want to be one of the protagonists in your group's adventures, consider being a player. Here's what players do:

Make a Character. Your character is your alter ego in the fantasy world of the game. After you read this chapter, use the rules in chapter 2 to create your character.

Team Up. Your character joins the other players' characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other characters.

Venture Forth. Your character's group explores locations and events presented by the DM. You can respond to them in any way you can imagine, guided by the rules in this book. Although the DM controls all the monsters you encounter, the DM isn't your adversary. The DM guides your party's journey as your characters become more powerful.

BEING THE DUNGEON MASTER

If you want to be the mastermind of the game, consider being the DM. Here's what DMs do:

Build Adventures. You prepare the adventures that the players experience. In the *Dungeon Master's Guide*, you'll find advice for how to create adventures and even whole worlds.

Guide the Story. You narrate much of the action during play, describing locations and creatures that the adventurers face. The players decide what their characters do as they navigate hazards and choose what to explore. Then you use a combination of imagination and the game's rules to determine the results of the adventurers' decisions.

Adjudicate the Rules. You oversee how the group uses the game's rules, making sure the rules serve the group's fun. You'll want to read the rest of this chapter to understand those rules, and you'll find the rules glossary essential.

RHYTHM OF PLAY

The three main pillars of D&D play are social interaction, exploration, and combat. Whichever one you're experiencing, the game unfolds according to this basic pattern:

1: **The Dungeon Master Describes a Scene.** The DM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).

2: **The Players Describe What Their Characters Do.** Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the DM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.

3: **The DM Narrates the Results of the Adventurers' Actions.** Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the DM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play D&D), whether the adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

EXCEPTIONS SUPERSEDE GENERAL RULES

General rules govern each part of the game. For example, the combat rules tell you that melee attacks use Strength and ranged attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, feats, weapon properties, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

AN ONGOING GAME

Sometimes a session of D&D is a complete game in itself (often called a "one-shot"), where you play a short adventure that lasts for just one session. More often, though, D&D sessions are connected in a longer adventure that takes several sessions to complete, and adventures can be strung together into a larger narrative called a campaign.

A campaign is like a TV series, while an adventure is like a season of the series. And a game session is like a single episode—it might be self-contained, but it usually links to the larger plot if there is one.

ADVENTURES

An adventure might be created by the Dungeon Master or purchased (the examples of play in this chapter are inspired by a published adventure, *Curse of Strahd*). In either case, an adventure features a fantastic setting, such as an underground dungeon, a wondrous wilderness, or a magic-filled city. It includes a cast of nonplayer characters controlled by the DM. Often one of the NPCs is a villain whose agenda drives much of an adventure's action.

During an adventure, the adventurers explore environments, events, and creatures presented by the DM. Battles, traps, negotiations, mysteries, and more arise during these explorations.

Adventures vary in length and complexity. A short adventure might present only a few challenges and take only one session to complete. A long adventure might involve many combats, interactions, and other challenges and take dozens of sessions.

CAMPAIGNS

A campaign is a series of adventures with a consistent group of adventurers following the narrative.

Some campaigns are episodic, where each adventure is its own tale and not much besides the player characters links it to the next one. Other campaigns involve long-running plots, a cast of recurring NPCs, and themes that span multiple adventures, leading toward a climactic conclusion.

As with adventures, a DM might create a campaign from scratch, assemble a campaign from published adventures, or mix homemade material with published material. And the campaign might take place in a world of the DM's creation or in a published campaign setting, such as the Forgotten Realms or Greyhawk (the latter is described in the *Dungeon Master's Guide*).

ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Dice

Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt.

Dice Notation

The dice used in D&D are referred to by the letter *d* followed by the die's number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, along with any numbers to add or subtract. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

Percentile Dice

The rules sometimes refer to a d100. While such dice exist, the common way to roll 1d100 uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One die—that you designate before rolling—gives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the ones digit, for example, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

D3

The same *d* notation appears in the expression "1d3," even though it's rare to find dice with only three sides. To simulate rolling 1d3, roll 1d6 and divide the number rolled by 2 (round up).

What Are Dice For?

Here are the most common uses of dice in D&D.

D20 Test

The 20-sided die (d20) is the most important die you'll use in the game. It's central to the core mechanic—called D20 Tests—the game uses to determine whether creatures succeed or fail at the things they attempt during the game (see "D20 Tests" later in this chapter). You roll a d20 whenever your character tries to do something that the DM decides has a chance of both success and failure. The higher your roll, the more likely it is that you succeed.

Damage

The most common use for dice other than the d20 is to determine damage. When you make a successful attack roll (one kind of D20 Test), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells use different dice for damage. For example, a Dagger uses 1d4, a Greataxe uses 1d12, and a *Fireball* spell uses 8d6.

Random Tables

Occasionally, you'll see a table that uses a die roll to generate a random result. On these tables, you'll see a die expression, such as d10 or d100, in the header of the leftmost column. Roll that die, and find the number you rolled (or a range containing that number) in that column. Read across that row for the result. For example, the Trinkets table in chapter 2 uses a d100.

Percentage Chances

Sometimes you might see a rule describing a percentage chance of something happening. For example, a rule might say there is a 5 percent chance of something happening. You can determine whether that thing happens by rolling percentile dice; if the roll is equal to or less than the percentage chance (a 01 to 05, in this example), it happens.

Interpreting Die Rolls in the Story

Part of the fun of D&D is interpreting what die rolls mean in the story. The randomness that dice bring often introduces the unexpected: an expert fails, a novice succeeds, or any number of other twists. When a D20 Test or another roll produces a surprise, the Dungeon Master often gives a fun description of what happened. If you're a player, look for opportunities to interpret your character's die rolls and describe why things unfolded unexpectedly or even humorously.

| D4 | D6 | D8 | D10 (Ones Digit) | D10 (Tens Digit) | D12 | D20 |

THE SIX ABILITIES

All creatures—characters and monsters—have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

ABILITY DESCRIPTIONS

Ability	Score Measures ...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

ABILITY SCORES

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

ABILITY SCORES

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2–9	This represents a weak capability.
10–11	This represents the human average.
12–19	This represents a strong capability.
20	This is the highest an adventurer's score can go unless a feature says otherwise.
21–29	This represents an extraordinary capability.
30	This is the highest a score can go.

ABILITY MODIFIERS

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in "D20 Tests"). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

ABILITY 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

D20 TESTS

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps:

1: **Roll 1d20.** You always want to roll high. If the roll has Advantage or Disadvantage (described later in this chapter), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.

2: **Add Modifiers.** Add these modifiers to the number rolled on the d20:

- **The Relevant Ability Modifier.** This chapter and the rules glossary explain which ability modifiers to use for various D20 Tests.
- **Your Proficiency Bonus If Relevant.** Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See "Proficiency" later in this chapter.
- **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.

3: **Compare the Total to a Target Number.** If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Dungeon Master determines target numbers and tells players whether their rolls 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), which appears on a character sheet or in a stat block (see the rules glossary).

ABILITY CHECKS

An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining a crowd, or deciphering a cipher. The DM and the rules often call for an ability check when a creature attempts something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result.

ABILITY MODIFIER

An ability check is named for the ability modifier it uses: a Strength check, an Intelligence check, and so on. Different ability checks are called for in different situations, depending on which ability is most relevant. See the Ability Check Examples table for examples of each check's use.

A D20 Test can result in a dramatic success, a simple accomplishment, or a catastrophe.

ABILITY CHECK EXAMPLES

Ability	Make a Check To ...
Strength	Lift, push, pull, or break something
Dexterity	Move nimbly, quickly, or quietly
Constitution	Push your body beyond normal limits
Intelligence	Reason or remember
Wisdom	Notice things in the environment or in creatures' behavior
Charisma	Influence, entertain, or deceive

PROFICIENCY BONUS

Add your Proficiency Bonus to an ability check when the DM determines that a skill or tool proficiency is relevant to the check and you have that proficiency. For example, if a rule refers to a Strength (Acrobatics or Athletics) check, you can add your Proficiency Bonus to the check if you have proficiency in the Acrobatics or Athletics skill. See "Proficiency" later in this chapter for more information about skill and tool proficiencies.

DIFFICULTY CLASS

The Difficulty Class of an ability check represents the task's difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the DM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

TYPICAL DIFFICULTY CLASSES

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

SAVING THROWS

A saving throw—also called a save—represents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally choose to make a save; you must make one because your character or a monster (if you're the DM) is at risk. A save's result is detailed in the effect that caused it.

If you don't want to resist the effect, you can choose to fail the save without rolling.

ABILITY MODIFIER

Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table.

JOHN GRELLO

Saving Throw Examples

Ability	Make a Save To ...
Strength	Physically resist direct force
Dexterity	Dodge out of harm's way
Constitution	Endure a toxic hazard
Intelligence	Recognize an illusion as fake
Wisdom	Resist a mental assault
Charisma	Assert your identity

Proficiency Bonus

You add your Proficiency Bonus to your saving throw if you have proficiency in that kind of save. See "Proficiency" later in this chapter.

Difficulty Class

The Difficulty Class for a saving throw is determined by the effect that causes it or by the DM. For example, if a spell forces you to make a save, the DC is determined by the caster's spellcasting ability and Proficiency Bonus. Monster abilities that call for saves specify the DC.

Attack Rolls

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target's Armor Class. Attack rolls usually occur in battle, described in "Combat" later in this chapter, but the DM might also ask for an attack roll in other situations, such as an archery competition.

Ability Modifier

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Roll Abilities

Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike (see the rules glossary)
Dexterity	Ranged attack with a weapon
Varies	Spell attack (the ability used is determined by the spellcaster's spellcasting feature, as explained in chapter 7)

Some features let you use different ability modifiers from those listed. For example, the Finesse property (see chapter 6) lets you use Strength or Dexterity with a weapon that has that property.

Proficiency Bonus

You add your Proficiency Bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell. See "Proficiency" later in this chapter for more information about weapon proficiencies.

Armor Class

A creature's Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation (see chapter 2), whereas the AC of a monster appears in its stat block.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature's Dexterity modifier

A creature's AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

Rolling 20 or 1

If you roll a 20 on the d20 (called a "natural 20") for an attack roll, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit (see "Combat" later in this chapter).

If you roll a 1 on the d20 (a "natural 1") for an attack roll, the attack misses regardless of any modifiers or the target's AC.

Advantage/Disadvantage

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions. The DM can also decide that circumstances grant Advantage or impose Disadvantage.

Roll Two D20s

When a roll has either Advantage or Disadvantage, 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 an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

They Don't Stack

If multiple situations affect a roll and they all grant Advantage on it, you still roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s.

If circumstances cause a roll to have both Advantage and Disadvantage, the roll has 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.

If you have Advantage, use the 18.
If you have Disadvantage, use the 3.

Interactions with Rerolls

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one.

For example, if you have Heroic Inspiration (see the sidebar) and roll a 3 and an 18 on an ability check that has Advantage or Disadvantage, you could expend your Heroic Inspiration to reroll one of those dice, not both of them.

Heroic Inspiration

Sometimes the DM or a rule gives you Heroic Inspiration. If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

Only One at a Time. You can never have more than one instance of Heroic Inspiration. If something gives you Heroic Inspiration and you already have it, you can give it to a player character in your group who lacks it.

Gaining Heroic Inspiration. Your DM can give you Heroic Inspiration for a variety of reasons. Typically, DMs award it when you do something particularly heroic, in character, or entertaining. It's a reward for making the game more fun for everyone playing.

Other rules might allow your character to gain Heroic Inspiration independent of the DM's decision. For example, Human characters start each day with Heroic Inspiration.

Proficiency

Characters and monsters are good at various things. Some are skilled with many weapons, while others can use only a few. Some are better at understanding people's motives, and others are better at unlocking the secrets of the multiverse. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities. A character's Proficiency Bonus increases as the character gains levels (described in chapter 2). A monster's Proficiency Bonus is based on its Challenge Rating (see the rules glossary). The Proficiency Bonus table shows how the bonus is determined.

This bonus is applied to a D20 Test when the creature has proficiency in a skill, in a saving throw, or with an item that the creature uses to make the D20 Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells.

Proficiency Bonus

Level or CR	Bonus	Level or CR	Bonus
Up to 4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

The Bonus Doesn't Stack

Your Proficiency Bonus can't be added to a die roll or another number more than once. For example, if a rule allows you to make a Charisma (Deception or Persuasion) check, you add your Proficiency Bonus if you're proficient in either skill, but you don't add it twice if you're proficient in both skills.

Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see the rules glossary) doubles the Proficiency Bonus for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once.

Skill Proficiencies

Most ability checks involve using a skill, which represents a category of things creatures try to do with an ability check. The descriptions of the actions you take (see "Actions" later in this chapter) specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The DM has the ultimate say on whether a skill is relevant in a situation.

If a creature is proficient in a skill, the creature applies its Proficiency Bonus to ability checks involving that skill. Without proficiency in a skill, a creature can still make ability checks involving

Skills

Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person's mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that's easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

that skill but doesn't add its Proficiency Bonus. For example, if a character tries to climb a cliff, the DM might ask for a Strength (Athletics) check. If the character has Athletics proficiency, the character adds their Proficiency Bonus to the Strength check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus.

Skill List

The skills are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to.

Determining Skills

A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in its stat block.

Skills with Different Abilities

Each skill proficiency is associated with an ability check. For example, the Intimidation skill is associated with Charisma. In some situations, the DM might allow you to apply your skill proficiency to a different ability check. For example, if a character tries to intimidate someone through a show of physical strength, the DM might ask for a Strength (Intimidation) check rather than a Charisma (Intimidation) check. That character would make a Strength check and add their Proficiency Bonus if they have Intimidation proficiency.

Saving Throw Proficiencies

Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves. Some monsters also have saving throw proficiencies, as noted in their stat blocks.

Each class gives proficiency in at least two saving throws, representing that class's training in evading or resisting certain threats. Wizards, for example, are proficient in Intelligence and Wisdom saves; they train to resist mental assault.

Equipment Proficiencies

A character gains proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency:

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to attack rolls you make with it.

Tools. If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses the tool. If you have Proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both skill proficiency and tool proficiency on the same ability check.

ACTIONS

When you do something other than moving or communicating, you typically take an action. The Action table lists the game's main actions, which are defined in more detail in the rules glossary.

ACTIONS

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike.
Dash	For the rest of the turn, give yourself extra movement equal to your Speed.
Disengage	Your movement doesn't provoke Opportunity Attacks for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.
Help	Help another creature's ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creature's attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
Study	Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
Utilize	Use a nonmagical object.

Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

ONE THING AT A TIME

The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in "Combat" later in this chapter.

Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creature's body language, but you can't do both at the same time. And when you're exploring a dungeon, you can't simultaneously use the Search action to look for traps and use the Help action to aid another character who's trying to open a stuck door (with the Utilize action).

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, a spell, or another 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 if 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. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action.

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.

In terms of timing, a Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

WHAT WOULD YOUR CHARACTER DO?

Ask yourself as you play, "What would my character do?" Playing a role involves some amount of getting into another person's head and understanding what motivates them and how those motivations translate into action. In D&D, those actions unfold against the backdrop of a fantastic world full of situations we can only imagine. How does your character react to those situations?

This advice comes with one important caveat: avoid character choices that ruin the fun of the other players and the DM. Choose actions that delight you and your friends.

CHARACTERS LAY ON THE CHARM WHILE BARTERING FOR MAGIC ITEMS WITH A GREEN HAG.

SOCIAL INTERACTION

During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, it's time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Dungeon Master assumes the roles of any non-player characters who are participating.

An NPC's attitude toward your character is Friendly, Indifferent, or Hostile, as defined in the rules glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through 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.

As you roleplay, consider whether you prefer an active approach or a descriptive approach, each of which is described in "Social Interaction Example."

The DM uses an NPC's personality and your character's actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay attention to the DM's portrayal of the NPC's personality. You might be able to learn an NPC's goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. 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 likely fail.

ABILITY CHECKS

Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the DM wants dice to play a role in determining an NPC's response to you. In such situations, the DM will typically ask you to take the Influence action.

Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your group's skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion.

SOCIAL INTERACTION EXAMPLE

In this scene, players engage in a social interaction encounter. You and your group determine how similar scenes play out in your adventures.

Four adventurers—Shreeve, Mirabella, Auro, and Gareth—have traveled to the Blood on the Vine tavern in the grim village of Barovia.

Jared (as DM): This tavern might have been finely appointed once, but it has grown shoddy with the passage of years. A blazing fire in the hearth barely gives any warmth to the room. You see a man behind the counter, methodically cleaning glasses. Three older women huddle together at one table. And a handsome young man sits by himself at a corner table, sipping a glass of wine. He looks up as you enter, but the other people ignore you. "Welcome to Barovia," he says. He holds a coin toward the bartender: "A pitcher for the visitors." The glint of silver catches the server's attention.

Maeve (as Mirabella): "Thank you, friend. May we know to whom we're indebted?"

Jared: "I am Ismark Kolyanovich, though around here, I am often called Ismark the Lesser."

Russell (as Shreeve): "That's unfortunate."

Jared: "Indeed. I hope one day to live up to my father's example and rid myself of that title. And so, my new friends, who are you?"

Amy (as Auro): "I'm Auro."

Russell: "Shreeve."

Phillip (as Gareth): "My name is Gareth."

Maeve (as Mirabella): "I'm called Mirabella. You said your name was Kolyanovich. Are you related to Kolyan Indirovich, the burgomaster of this town?"

Jared: He looks a little surprised. He says, "Kolyan Indirovich is my esteemed father, yes."

Maeve: "Then he's the one who summoned us!" I show him the letter that drew us here.

Phillip: I watch his reaction as he reads it.

Jared: He reaches for the letter but pulls back before touching it. "That seal—it's not my father's." Gareth, make a Wisdom (Insight) check.

Phillip: Gareth got 18.

Jared: You notice that Ismark is trying to conceal his terror. He's afraid to even touch the letter's seal.

Phillip: I ask him what's frightening him.

Russell: "Yeah, whose seal is it?"

Jared: "The Devil Strahd."

Amy: "Sounds like a pleasant fellow."

Jared: "No! He is the vampire lord of Castle Ravenloft and a plague to my sister. You must help her!"

Active Roleplaying. Notice throughout the example how Russell and Amy actively roleplay their characters' behavior. In this active approach, they speak with their characters' voices, like an actor taking on a role. The players might even echo their characters' body language. They still need to describe things that can't reasonably be acted out.

Descriptive Roleplaying. Notice how Phillip describes his character's words and action. Drawing on his mental image of his character, he says what his character does and how the character does it. If this approach is most comfortable for you, keep these things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Focus on what your character would do, and describe what you see in your mind.

Ability Checks. Phillip's character, Gareth, makes a Wisdom (Insight) check to determine whether he reads Ismark's unspoken cues. Wisdom is the ability that measures perceptiveness and intuition. Insight reflects a character's skill at reading other people's moods and intentions. The DM set the DC at 15, which Gareth beats. With a successful Wisdom (Insight) check, Gareth gleans information that wasn't obvious, so it wasn't part of the DM's earlier narration. For more information, see "Ability Scores" and "Proficiency" earlier in this chapter and the Search action in the rules glossary.

Amy: "So Strahd wrote this letter, pretending to be the burgomaster, imploring us to come to Barovia and rescue Ireena Kolyana from a deadly affliction ... which is him? Why would he do that?"

Russell: "Why would he want us to come here?"

Maeve: "Clearly, he doesn't think we're a threat."

Amy: "Well, he hasn't met us yet!"

Jared: "He's toying with you. He delights in the destruction of all things good, like my dear sister."

Phillip: Gareth draws closer and compassionately asks Ismark whether his sister has been bitten by the vampire.

Jared: Please make a Charisma (Persuasion) check to see how well he responds to your pastoral manner. You have Advantage because he's Friendly.

Phillip: Oh, good thing. My first roll was a 7, but with Advantage ... ugh, not much better. Well, 10 plus 5 is 15.

Jared: Ismark leans toward you, Gareth, with a suspicious glance at the other people in the tavern, like he's worried they're eavesdropping. He whispers, "The Devil Strahd desires to make Ireena his latest plaything. Twice he has visited her in the night, using his devilry to secure an invitation into the house—for he can't enter where he isn't invited. Twice he has bitten her, yet she clings to life. But I fear she won't survive another visit!"

Russell: "All right, Ismark. You bought us drinks and told us about the Devil Strahd and your sister. How can we help?"

Jared: "You are too kind! First, I need your help transporting Ireena to the town of Vallaki."

Maeve: "Where's Vallaki?"

Jared: "It lies to the northwest, in the heart of the valley. As the raven flies, it is less than ten miles, but the road winds among the hills and woods, and the journey takes at least five hours at speed."

Russell: "And why there?"

Jared: "The town lies beyond the view of Castle Ravenloft, so I hope it's beyond Strahd's spies. And I have heard that Vallaki is well defended, with a wooden palisade and iron gates."

Russell: "As if such defenses would stop a vampire."

Jared: "Indeed. But if moving her there can keep him away from her for even a few days, we have time for the second part of our task."

Russell: "A part where you help us?"

Jared: "Yes, when I help you face the vampire!"

② Influencing NPCs. Gareth takes the Influence action (see the rules glossary), which characters can take to influence an NPC. It's easier to influence an NPC who's already disposed to help you, as Ismark is here. Ismark's Friendly attitude gives Phillip Advantage on the roll. In this case, Advantage made the difference between success and failure.

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EXPLORATION

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

ADVENTURING EQUIPMENT

As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldn't otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves' Tools, and create obstacles for pursuers with Caltrops.

See chapter 6 for rules on many items that are useful on adventures. The items in that chapter's "Tools" and "Adventuring Gear" sections are especially useful. The weapons in that chapter can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you're reluctant to touch.

VISION AND LIGHT

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

OBSCURED AREAS

An area might be Lightly or Heavily Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate foliage—you have Disadvantage on Wisdom (Perception) checks that rely on sight.

A Heavily Obscured area—such as an area with Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see the rules glossary) when trying to see something there.

LIGHT

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light. 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. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

SPECIAL SENSES

Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses:

Blindsight	Tremorsense
Darkvision	Truesight

HIDING

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Dungeon Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

INTERACTING WITH OBJECTS

Interacting with objects is often simple to resolve. The player tells the DM that their character is doing something, such as moving a lever or opening a door, and the DM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections.

What Is an Object?

For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isn't a building or a vehicle, which are composed of many objects.

Time-Limited Object Interactions

When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creature's movement or action. Any additional interactions require the Utilize action, as explained in "Combat" later in this chapter.

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check won't reveal the object, no matter the check's total.

Carrying Objects

You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the DM might require you to abide by the rules for carrying capacity in the rules glossary.

Breaking Objects

As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the DM might use the rules on breaking objects in the rules glossary.

Hazards

Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards:

Burning	Falling	Suffocation
Dehydration	Malnutrition	

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The DM can summarize this travel without calculating exact distances or travel times, or the DM might have you use the travel pace rules below.

If you need to know how fast you can move when every second matters, see the movement rules in "Combat" later in this chapter.

Travel Pace

While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see chapter 6 for a selection of mounts for sale). The *Dungeon Master's Guide* has rules that affect which pace you can choose in certain types of terrain.

Travel Pace

	Distance Traveled Per ...		
Pace	Minute	Hour	Day
Fast	400 feet	4 miles	30 miles
Normal	300 feet	3 miles	24 miles
Slow	200 feet	2 miles	18 miles

Each travel pace has a game effect, as defined below.

Fast. Traveling at a Fast pace imposes Disadvantage on a traveler's Wisdom (Perception or Survival) and Dexterity (Stealth) checks.

Normal. Traveling at a Normal pace imposes Disadvantage on Dexterity (Stealth) checks.

Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks.

Vehicles

Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Chapter 6 includes vehicles for sale.

Exploration Example

This scene finds the player characters investigating a mysterious and potentially dangerous location. They're moving through the environment and interacting with things they find there.

The characters are exploring Castle Ravenloft, and the DM describes the room the characters have entered.

Jared (as DM): A blazing hearth fire fills this room with warm light. Firelight glints off a poker beside the fireplace, and the walls are lined with ancient books. A huge painting hangs above the mantelpiece in a gilded frame. The firelight illuminates the portrait—an exact likeness of Ireena Kolyana.

Phillip (as Gareth): How old does the painting look?

Maeve (as Mirabella): I'm going to check the books!

Jared: OK, I'll get to those in a second. Russell and Amy, what are your characters doing?

Russell (as Shreeve): I stand near the door, sword drawn, ready for danger. This place is creepy!

Amy (as Auro): I go near the fireplace. A warm fire sounds nice. But I'm also alert for danger.

Jared: Got it. OK, Phillip, please make an Intelligence (History) check as Gareth looks at the painting.

Phillip: I don't have proficiency in History, but here goes. I got—oh! A 20! For a total of ... 20.

Jared: Two things leap out at Gareth about the painting. First, the woman's clothes look old-fashioned. Second, the paint is flaking in places, and the whole thing is covered by a thin layer of soot. You'd say this painting is a few centuries old.

Phillip: So maybe an ancestor of Ireena's? Unless she's already a vampire and this "bitten by Strahd" thing is a ruse.

Jared: Who knows? Now, Mirabella's looking at the books?

Maeve: Yeah, I pull one off the shelf at random.

Everyone Is Accounted For. Exploration is open-ended; the players don't take turns moving around the dungeon the way they do in combat. But the DM frequently checks in to make sure it's clear where everyone is and what they're doing.

Teamwork Matters. The player characters are working toward a common goal. They move together through the dungeon and cooperate to overcome its challenges. When the characters enter the room, they explore different parts of the room. When Auro finds a secret door behind the fireplace later in the example, they come together again to examine it, and Gareth figures out how to bypass the fire. It might seem like Russell's character wasn't doing much, but Shreeve was protecting the group by guarding the door.

Worth Rolling with or without Proficiency. You usually have a chance of success on an ability check even if you don't have proficiency in a relevant skill. In the example, Phillip gets a 20 without proficiency. The d20 brings many surprises to the game—surprises that the DM then interprets.

JOHN GRELLO

Jared: It's a book written in Common called *On the Habitations of the Divine in the Celestial and Infernal Realms*.

Russell: Did you just make that up?

Jared: I'll never tell. As you flip through the book, you notice it's very academic, almost impenetrable.

Maeve: OK, I put that one back and pull out another.

Jared: Are Shreeve and Auro doing anything else?

Amy: I grab the poker and poke at logs in the fire.

Jared: As soon as you lift the poker, you hear a grinding sound, and the back of the fireplace slides to the side, revealing a room behind it!

Amy: "Uh, folks? I found something!" Can I see anything in the room beyond?

Jared: Past the flames and smoke, you see a glimmering pile of coins heaped near a chest.

Amy: Anybody have a quick way to put out a fire?

Phillip: And you laughed at me for preparing *Create or Destroy Water*! I clutch my Holy Symbol and cast the spell, drenching the fireplace.

Jared: What does the spell's description say?

Phillip: It causes 10 gallons of water to rain down in a 30-foot Cube, extinguishing flames there.

Jared: Great! That puts out the fire. Without the light from the hearth, you're back to the magic glow of Shreeve's sword, which casts your shadows into the room beyond. But you can see, through clouds of lingering smoke, a closed chest on the floor, surrounded by piles of coins. There are two torch sconces on the far wall—one holding an unlit torch with an intricate metal base, the other empty. A skeleton in broken plate armor is lying against that wall, with one hand at its throat and the other holding the matching torch from the empty sconce.

Amy: I check out the chest!

Jared: And the rest of you?

Phillip: Gareth enters and looks at the skeleton.

Maeve: I keep watch on this side of the fireplace.

Russell: I'm still back by the first door.

Jared: Amy, the chest seems expertly made, with elegant fittings and clawed feet.

Amy: I try to open it. Is it locked?

Jared: It's not locked and opens easily—and it releases a cloud of sweet-smelling gas.

Amy: Oh, no.

Jared: Oh, yes. I need Auro and Gareth to make Constitution saving throws.

Amy: Sorry, Phillip! I got an 8.

Phillip: And a 5 for Gareth.

Jared: As you draw this gas into your lungs, you feel a chill grip you, and your bodies stiffen. You both have the Paralyzed condition!

4

Finding Hidden Objects. Adventure environments are full of secrets: traps, concealed doors, loose floorboards, and hidden treasures. Characters often use Wisdom checks to find things—see the Search action in the rules glossary—but sometimes they stumble on them accidentally, as Auro did here.

5

Casting Spells. Many characters have the ability to cast spells, which have a huge variety of effects. Some spells are mostly useful in combat, by dealing damage or imposing conditions. Other spells have utility in exploration. If you're playing a spellcaster, look for a mix of combat-effective and utilitarian spells to help deal with varied challenges.

Know Your Spells! Have your *Player's Handbook* open to the description of a spell before you cast it. Don't expect the DM to know how your spell works, and be ready to answer any questions about it.

6

Vision and Light. The DM determines what the adventurers can perceive, which means being aware of light sources—like the leaping flames in the fireplace and Shreeve's glowing sword—as well as obscuring factors like smoke and fog. See "Vision and Light" earlier in this chapter for more information.

7

Saving Throws. A saving throw is used to see whether a creature avoids or resists something. When the chest releases toxic gas, Phillip's and Amy's characters make Constitution saving throws. Constitution is one of the six abilities that measure creatures' capabilities, and it has to do with health and stamina. When they fail their saves, the gas causes them to have the Paralyzed condition. See "Conditions" later in this chapter for more information.

COMBAT

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

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 combat 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

Combat unfolds in these steps:

1: **Establish Positions.** The Dungeon Master determines 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.
2: **Roll Initiative.** Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.
3: **Take Turns.** Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The DM rolls for monsters. For a group of identical creatures, the DM makes a single roll, so each member of the group has the same Initiative.

Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.

Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The DM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round.

Ties. If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among tied characters. The DM decides the order if the tie is between a monster and a player character.

YOUR TURN

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in "Actions" earlier in this chapter. A character's features and a monster's stat block also provide action options. "Movement and Position" later in this chapter gives the rules for movement.

CRAIG J SPEARING

CREATURES OCCUPY SPACES OF VARYING SIZES. THIS DISPLACER BEAST OCCUPIES A 10-BY-10-FOOT SPACE, WHILE THE ADVENTURERS OCCUPY 5-BY-5-FOOT SPACES.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize 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 might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the defensive Dodge action or the Ready action to delay acting.

ENDING COMBAT

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

MOVEMENT AND POSITION

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

Your movement can include climbing, crawling, jumping, and swimming (each explained in the rules glossary). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed is determined during character creation. A monster's Speed is noted in the monster's stat block. See the rules glossary for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed.

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.

PLAYING ON A GRID

If you play using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid, using your Speed in 5-foot segments. You can translate your Speed into squares by dividing it by 5. For example, a Speed of 30 feet translates into 6 squares. If you use a grid often, consider writing your Speed in squares on your character sheet.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied square that's adjacent to your space (orthogonally or diagonally adjacent). A square of Difficult Terrain costs 2 squares to enter. Other effects might make a square cost even more.

Corners. Diagonal movement can't cross the corner of a wall, a large tree, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

BREAKING UP YOUR MOVE

You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

DROPPING PRONE

On your turn, you can give yourself the Prone condition (see the rules glossary) without using an action or any of your Speed, but you can't do so if your Speed is 0.

CREATURE SIZE

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

CREATURE SIZE AND SPACE

Size	Space (Feet)	Space (Squares)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)

MOVING AROUND OTHER CREATURES

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the rules glossary), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the rules glossary) unless you are Tiny or are of a larger size than the other creature.

MAKING AN ATTACK

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make 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 (see the next section) 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.** Make the attack roll, as detailed earlier in this chapter. 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.

COVER

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the 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.

COVER

Degree	Benefit to Target	Offered By ...
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

RANGED ATTACKS

When you make a ranged attack, you fire a bow, hurl an axe, 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, 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 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 roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn't have the Incapacitated condition (see the rules glossary).

MELEE ATTACKS

A melee attack allows you to attack a target within your reach. A melee attack typically uses a hand-held weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

REACH

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

OPPORTUNITY ATTACKS

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. 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 you are moved without using your movement, action, Bonus 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 you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

MOUNTED COMBAT

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

MOUNTING AND DISMOUNTING

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 (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

CONTROLLING A MOUNT

You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount—one that lets you ride but ignores your control—retains its place in the Initiative order and moves and acts as it likes.

ASTRIDE A GIANT
SEAHORSE, A PALADIN
ADVENTURES
UNDERWATER.

FALLING OFF

If an effect is about to move your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see the rules glossary) in an unoccupied space within 5 feet of the mount.

While mounted, you must make the same save if you're knocked Prone or the mount is.

UNDERWATER COMBAT

A fight underwater follows these rules.

IMPEDED WEAPONS

When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has Disadvantage against a target within normal range.

FIRE RESISTANCE

Anything underwater has Resistance to Fire damage (explained in "Damage and Healing").

DAMAGE AND HEALING

Injury and death are frequent threats in D&D, as detailed in the following rules.

HIT POINTS

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

If you have half your Hit Points or fewer, you're Bloodied, which has no game effect on its own but which might trigger other game effects.

DAMAGE ROLLS

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun. See chapter 6 for weapons' damage dice and chapter 7 for spells' damage dice.

CRITICAL HITS

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a

> ### RESTING
>
> Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest. The rules glossary provides the rules for Short and Long Rests.

Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts *Fireball*, the spell's damage is rolled once for all creatures caught in the blast.

Half Damage

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

Damage Types

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in the rules glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types.

Resistance and Vulnerability

Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you.

No Stacking

Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you.

Order of Application

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; Resistance is applied second; and Vulnerability is applied third.

For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22).

Immunity

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

Healing

Hit Points can be restored by magic, such as the *Cure Wounds* spell or a *Potion of Healing*, or by a Short or Long Rest (see the rules glossary).

When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points can't exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8.

Dropping to 0 Hit Points

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

Instant Death

Here are the main ways a creature can die instantly.

Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Dungeon Master can ignore this rule for an individual monster and treat it like a character.

Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creature's Hit Point maximum.

Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

Character Demise

If your character dies, others might find a magical way to revive your character, such as with the *Raise Dead* spell. Or talk with the DM about making a new character to join the group. The rules glossary has more information on being dead.

Falling Unconscious

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see the rules glossary) until you regain any Hit Points, and you now face making Death Saving Throws (see below).

Death Saving Throws

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life.

Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

Three Successes/Failures. Roll 1d20. 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 "Stabilizing a Character" below). On your third failure, you die.

The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer 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 die.

STABILIZING A CHARACTER

You can take the Help action to try to stabilize a creature with 0 Hit Points, 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 still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

TEMPORARY HIT POINTS

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below.

LOSE TEMPORARY HIT POINTS FIRST

If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

DURATION

Temporary Hit Points last until they're depleted or you finish a Long Rest (see the rules glossary).

THEY DON'T STACK

Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

THEY'RE NOT HIT POINTS OR HEALING

Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

CONDITIONS

Many effects impose a condition, a temporary state that alters the recipient's capabilities. The following conditions are defined in the rules glossary:

Blinded	Grappled	Poisoned
Charmed	Incapacitated	Prone
Deafened	Invisible	Restrained
Exhaustion	Paralyzed	Stunned
Frightened	Petrified	Unconscious

The definition of a condition specifies what happens to its recipient while affected by it, and some conditions apply other conditions.

DURATION

A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example).

NO STACKING

If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the condition's effects don't get worse. Either you have a condition or you don't. The Exhaustion condition is an exception; its effects get worse if you have the condition and receive it again.

COMBAT AND DAMAGE EXAMPLE

In this scene, threats force a group of adventurers into battle. This example demonstrates the turn-based flow of combat that gives each player a chance to detail what they do during the high-stakes moments of a fight.

Below Castle Ravenloft, the characters enter combat!

Jared (as DM): Yellow lichen covers the ceiling in this passage, which has alcoves along both sides.

Russell (as Shreeve): I peer into the nearest alcoves.

Jared: They each contain human skeletal remains. The silence is broken suddenly by the rattle of bones as the skeletons lurch to their feet all around you and prepare to attack!

Russell: Ack! How many skeletons?

⑨ Jared: Ten in all, and they're hostile. Roll Initiative!

Russell: Ten skeletons? Yikes! I got a 16.

Maeve (as Mirabella): I got 8.

Phillip (as Gareth): An incredible 2 for Gareth.

Amy (as Auro): I got a 19!

⑩ Jared: The Rogue is quick to react—but not as quick as the skeletons! They got a 20. The first four attack the person in the lead: Shreeve.

Russell: Oh, boy.

Jared: Their attack roll totals are 8, 16, 18, and 20.

Russell: The 8 and 16 miss my AC, but the others hit.

⑪ Jared: Two of them stick you with their broken blades, dealing a total of 9 Piercing damage.

Russell: Is that the best you can do?

Phillip: Never say that to the DM.

Jared: Heh. Now two of them attack Auro. The first roll is a natural 1: a miss. The second roll is 16.

Amy: That hits.

Jared: You take 4 Piercing damage, and one of them attacks Mirabella with a roll of 14.

⑫ Maeve: Hits. No, wait! I cast *Shield*, so that misses.

Jared: The skeleton's blade bounces off your shield of magical force. Then two of them attack Gareth. One misses with a 5, but the other one lands a solid blow with a 21, dealing 7 piercing damage.

Phillip: That got my attention!

Jared: That's nine attacks. There's one more skeleton at the end of the hall. It moves up and waits for an opening. Now it's Auro's turn.

Amy: I attack one close to me. Does a 24 hit?

Jared: A solid hit!

Amy: And it's next to one of my allies, right?

Jared: Yes.

⑬ Amy: So with my Sneak Attack, that's 22 damage!

Jared: Your blade slides into an empty eye socket, and the skeleton clatters to the ground, now inanimate and harmless.

⑬ Amy: Then I use Cunning Action to Disengage as a Bonus Action and move 20 feet out of the melee.

Jared: Very good. Shreeve?

⑭ Russell: I drop my sword and pull out my warhammer. Time to break some bones! My first attack is a 21 to hit for 7 Bludgeoning damage.

---

⑧ Starting Combat. While describing the skeletons animating, the DM gets ready to start combat by mentally figuring out where everyone is, referring to the map of the area and the party's established marching order.

⑨ Rolling Initiative. The next step in combat is for everyone involved to roll Initiative.

⑩ Taking Turns. Now each participant in the battle takes a turn in Initiative order. The skeletons go first because they got the highest Initiative: 20.

⑪ Attack Rolls. When a creature attacks, whether swinging a sword or firing an arrow from a bow, its player makes an attack roll. If the total is equal to or higher than the target's Armor Class (AC), the attack hits.

⑫ Spells and Reactions. Mirabella casts the *Shield* spell. It's a special property of this spell that it can be cast even when it's not the caster's turn, using her Reaction (see "Actions" earlier in this chapter).

⑬ Special Abilities. Auro's Sneak Attack lets him deal extra damage to the skeletons, and his Cunning Action lets him Disengage as a Bonus Action. These are examples of class features (described in chapter 3) that let characters bend the rules.

⑭ Vulnerability. An attack that deals Bludgeoning damage is deadly to skeletons. Shreeve knows this from past experience, which is why she drops her sword and switches to a Bludgeoning weapon. She rolls only 7 damage, but the DM knows the skeleton actually takes 14 damage.

Jared: It tries to block your swing, but the force of your blow destroys the skeleton!

Russell: I swing at the next skeleton with 11 to hit.

Jared: The skeleton dodges out of the way.

Russell: Rats. That's my turn.

Jared: Mirabella?

(15) Maeve: How many can I get in a 15-foot Cube?

Jared: Three if you don't want to get Shreeve too.

Maeve: That's probably best. I cast *Thunderwave* at those three, using a level 2 spell slot. So there's a loud boom, and a wave of thunderous force sweeps over the skeletons. They need to make DC 15 Constitution saves.

(16)

Jared: They all fail!

Maeve: Because I used a level 2 slot, that's 15 Thunder damage, and they're pushed 10 feet away.

Jared: They're pushed back and shattered.

Maeve: Excellent! Four down, six to go.

Jared: And it's Gareth's turn at last!

Phillip: How many of them are within 30 feet of me?

Jared: All six.

Phillip: I hold up my Holy Symbol and ask Pelor the Holy Sun to sear these skeletons. They need to make DC 15 Wisdom saves.

(17)

Jared (rolling): Oh, those are not good numbers. None of them even got close.

Phillip: They each take 18 Radiant damage and—

Jared: Never mind the "and." Pelor does indeed smite these skeletons! They're silhouetted for a moment in a burst of brilliant light, then they vanish, leaving only their broken swords behind.

(15) Areas of Effect. Spells and many other effects in the game fill a specific area that is defined by the rules, like the 15-foot Cube of the *Thunderwave* spell. See the rules glossary for more on areas of effect.

(16) Saving Throws. The skeletons make Constitution saving throws to resist the *Thunderwave* spell. When they fail those saves, they take damage and are pushed, as defined in that spell's description.

Damage and Hit Points. The skeletons have 13 Hit Points each, so the spells and attacks in this example deal enough damage to destroy them. If a spell or an attack dealt less than 13 damage, the DM would keep track of the damage each skeleton has taken until it is reduced to 0 Hit Points and is destroyed.

(17) Saving Throws. Gareth's Sear Undead is a class feature (see chapter 3). As with Mirabella's *Thunderwave* spell, Sear Undead forces the skeletons to make a saving throw.

World-traveling explorers Hank, Bobby, Sheila, Diana, and Presto stand on the threshold of their next adventure.

CREATING A CHARACTER

YOU CAN MAKE A CHARACTER FOR DUNGEONS & DRAGONS using the building blocks in this book. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a class (such as Fighter or Wizard), a background (such as Sailor or Acolyte), and a species (such as Human or Elf). You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse.

GET READY

Before you dive into character creation, there are a few things to do to get ready, as explained below.

TALK WITH YOUR DM

Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game. If you don't know where to begin, look at the character illustrations in this book for inspiration.

CHOOSE A CHARACTER SHEET

You'll record the main details of your character on a character sheet. Throughout this chapter, we use the term "character sheet" to mean whatever you use to track your character's details, whether it's a printed character sheet (like the one shown on the following pages), a digital character sheet like the one on D&D Beyond, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

SESSION ZERO

Some Dungeon Masters start a campaign with a "session zero," an initial gathering focused on creating characters and setting expectations, including topics to avoid as well as those to embrace. A session zero provides a great opportunity to talk to the other players and the DM and decide whether your characters know one another, how they met, and what sorts of quests the group might undertake together.

CREATE YOUR CHARACTER

Here are the steps to make a character; each step is explored in detail in this chapter:

1: **Choose a Class.** Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.
2: **Determine Origin.** A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.
3: **Determine Ability Scores.** Much of what your character does in the game depends on the character's six abilities.
4: **Choose an Alignment.** Alignment is a shorthand for your character's moral compass.
5: **Fill in Details.** Using the choices you've made, fill in the remaining details on your character sheet.

On the character sheet on the following pages, many spaces are labeled with a number that corresponds with one of those steps.

STEP 1: CHOOSE A CLASS

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See chapter 3 for the classes' details.

CLASS OVERVIEW

Class	Likes ...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average

DMITRY BURMAK

CHARACTER NAME

BACKGROUND ② ——— **CLASS** ①

SPECIES ② ——— **SUBCLASS** ①

LEVEL ①
XP

ARMOR CLASS ①
⑤
SHIELD ◇

HIT POINTS
TEMP ⑤
CURRENT — MAX

HIT DICE
SPENT ⑤
MAX

DEATH SAVES ⑤
◇◇◇ SUCCESSES
◇◇◇ FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS ②

STRENGTH
③ SCORE
MODIFIER
○ ——— Saving Throw
○ ⑤ Athletics ②

DEXTERITY
③ SCORE
MODIFIER
○ ——— Saving Throw
○ ⑤ Acrobatics ②
○ ——— Sleight of Hand
○ ——— Stealth

CONSTITUTION
③ SCORE
MODIFIER
○ ⑤ Saving Throw

HEROIC INSPIRATION ⑤
◇

INTELLIGENCE
③ SCORE
MODIFIER
○ ——— Saving Throw
○ ⑤ Arcana ②
○ ——— History
○ ——— Investigation
○ ——— Nature
○ ——— Religion

WISDOM
③ SCORE
MODIFIER
○ ——— Saving Throw
○ ⑤ Animal Handling
○ ——— Insight ②
○ ——— Medicine
○ ——— Perception
○ ——— Survival

CHARISMA
③ SCORE
MODIFIER
○ ——— Saving Throw
○ ⑤ Deception ②
○ ——— Intimidation
○ ——— Performance
○ ——— Persuasion

INITIATIVE ⑤

SPEED ②

SIZE ②

PASSIVE PERCEPTION ⑤

⑤ WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

⑤ CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

① **ARMOR TRAINING** ◇ Light ◇ Medium ◇ Heavy ◇ Shields

② **WEAPONS**

② **TOOLS**

② SPECIES TRAITS

② FEATS

5 SPELLCASTING ABILITY

5	**SPELLCASTING MODIFIER**
5	**SPELL SAVE DC**
5	**SPELL ATTACK BONUS**

5 SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1		◇◇◇◇	LEVEL 4		◇◇◇	LEVEL 7		◇◇
LEVEL 2		◇◇◇	LEVEL 5		◇◇◇	LEVEL 8		◇
LEVEL 3		◇◇◇	LEVEL 6		◇◇	LEVEL 9		◇

5 CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				◇ C ◇ R ◇ M	
				◇ C ◇ R ◇ M	
				◇ C ◇ R ◇ M	
				◇ C ◇ R ◇ M	
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				◇ C ◇ R ◇ M	

3 APPEARANCE

2 BACKSTORY & PERSONALITY

Alignment

4

2 LANGUAGES

2 EQUIPMENT

Magic Item Attunement
◇
◇
◇

2 COINS

CP	SP	EP	GP	PP
▲	▲	▲	▲	▲
▼	▼	▼	▼	▼

Write Your Level

Write your character's level on your character sheet. Typically, a character starts at level 1 and advances in level by adventuring and gaining Experience Points (XP).

Write Your XP. Also record your Experience Points. A level 1 character has 0 XP.

Starting at a Higher Level. Your DM might start you at a higher level. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the "Starting at Higher Levels" section later in the chapter for more information.

Note Armor Training

Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in chapter 6.

Hold That Thought

You'll fill in more details about your class later. Choosing your class is the most important decision you make in creating a character, and it informs many of the decisions you make in later steps. You'll return to your class's description in chapter 3 several more times before you're done.

Step 2: Determine Origin

Determining your character's origin involves choosing a background, a species, and two languages.

A character's background represents the place and occupation that were most formative for the character. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your character's earliest days.

Choose a Background

Choose your character's background, and write it on your character sheet. You can choose any of the backgrounds detailed in chapter 4, and your DM might offer additional backgrounds as options.

The background you choose influences step 3, when you determine your character's ability scores. If you're having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds

Ability	Backgrounds
Strength	Artisan, Entertainer, Farmer, Guard, Noble, Sailor, Soldier
Dexterity	Artisan, Charlatan, Criminal, Entertainer, Guide, Sailor, Scribe, Soldier, Wayfarer
Constitution	Charlatan, Criminal, Farmer, Guide, Hermit, Merchant, Sage, Soldier
Intelligence	Acolyte, Artisan, Criminal, Guard, Merchant, Noble, Sage, Scribe
Wisdom	Acolyte, Farmer, Guard, Guide, Hermit, Sage, Sailor, Scribe, Wayfarer
Charisma	Acolyte, Charlatan, Entertainer, Hermit, Merchant, Noble, Wayfarer

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in chapter 5. Write the feat on your character sheet.

Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet.

Your class also gives proficiencies. Check your class description in chapter 3 and note the proficiencies on your character sheet.

On the sample character sheet, you can indicate proficiency in skills and saving throws by marking the circle next to them.

The features table in your class description shows your Proficiency Bonus (described in chapter 1), which is +2 for a level 1 character. Note this number on your character sheet. You'll fill in other numbers connected to these proficiencies in step 5.

Choose Starting Equipment

Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from chapter 6. In addition, you can have one trinket at no cost (see the Trinkets table at the end of this chapter).

Record your chosen equipment on your character sheet. Equipment is described in chapter 6, but for now you can just write it all down and look up the specifics in that chapter later. There's also space on the sample character sheet to note any coins you have left after purchasing your equipment, as well as treasure you acquire on your adventures.

Choose a Species

Choose a species for your character. The following species options are detailed in chapter 4: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once you've chosen a species, write it on your character sheet. Then record your species' traits.

Your character's size and Speed are determined by the character's species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size).

Imagine Your Past and Present

Let your character's background and species inspire how you imagine their past. That past fed into the character's present. With that in mind, consider answers to the following questions as your character:

· Who raised you?
· Who was your dearest childhood friend?
· Did you grow up with a pet?
· Have you fallen in love? If so, with whom?
· Did you join an organization, such as a guild or religion? If so, are you still a member of it?
· What elements of your past inspire you to go on adventures now?

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages.

The Standard Languages table lists languages that are widespread on D&D worlds. Every player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages originated with the first members of the most prominent species in the worlds of D&D and have since spread widely.

Consider how your choices combine to set your character on the path to adventure.

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language.

Standard Languages

1d12	Language	Origin
—	Common	Sigil
1	Common Sign Language	Sigil
2	Draconic	Dragons
3–4	Dwarvish	Dwarves
5–6	Elvish	Elves
7	Giant	Giants
8	Gnomish	Gnomes
9	Goblin	Goblinoids
10–11	Halfling	Halflings
12	Orc	Orcs

Rare Languages

Language	Origin
Abyssal	Demons of the Abyss
Celestial	Celestials
Deep Speech	Aberrations
Druidic	Druidic circles
Infernal	Devils of the Nine Hells
Primordial*	Elementals
Sylvan	The Feywild
Thieves' Cant	Various criminal guilds
Undercommon	The Underdark

*Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

STEP 3: DETERMINE ABILITY SCORES

To determine your character's ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. Chapter 1 explains what each ability means.

GENERATE YOUR SCORES

Determine your ability scores by using one of the following three methods. Your DM might prefer you to use a particular one.

Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Random Generation. Roll four d6s and record the total of the highest three dice. Do this five more times, so you have six numbers.

Point Cost. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points.

ABILITY SCORE POINT COSTS

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

ASSIGN ABILITY SCORES

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. Fill in the ability modifiers as well.

If you're using the Standard Array option, consult the Standard Array by Class table for suggestions on where to assign scores for your character's class. The table puts the highest scores in a class's main abilities. If you used a different method to generate the scores, you may still use this table to guide where you place your highest and lowest scores.

BACKGROUNDS AND SPECIES FROM OLDER BOOKS

Backgrounds in older D&D books don't include ability score adjustments. If you're using a background from an older book, adjust your ability scores by increasing one score by 2 and a different one by 1, or increase three scores by 1. None of these increases can raise a score above 20.

Similarly, species in older books include ability score increases. If you're using a species from an older book, ignore those increases and use only the ones given by your background.

Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice.

STANDARD ARRAY BY CLASS

Class	Str.	Dex.	Con.	Int.	Wis.	Cha.
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	8	12	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10

ADJUST ABILITY SCORES

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Some players like to increase their class's primary ability, while others prefer to increase a low score.

DETERMINE ABILITY MODIFIERS

Finally, 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
3	−4	12–13	+1
4–5	−3	14–15	+2
6–7	−2	16–17	+3
8–9	−1	18–19	+4
10–11	+0	20	+5

DESCRIBE APPEARANCE AND PERSONALITY

Ability scores are an essential part of the rules, but they can be more than that. Once you've assigned your ability scores, give some thought to what those scores might say about your character's appearance and personality. A very strong character with low Charisma might look and behave differently from a charismatic character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character based on having a high or low score in an ability.

Note your character's appearance and personality on your character sheet.

STRENGTH

1d4	High Str.	1d4	Low Str.
1	Muscular	1	Weak
2	Sinewy	2	Slight
3	Protective	3	Self-conscious
4	Direct	4	Indirect

DEXTERITY

1d4	High Dex.	1d4	Low Dex.
1	Lithe	1	Jittery
2	Dynamic	2	Clumsy
3	Fidgety	3	Hesitant
4	Poised	4	Unsteady

CONSTITUTION

1d4	High Con.	1d4	Low Con.
1	Energetic	1	Frail
2	Hale	2	Squeamish
3	Hearty	3	Lethargic
4	Stable	4	Fragile

INTELLIGENCE

1d4	High Int.	1d4	Low Int.
1	Decisive	1	Artless
2	Logical	2	Illogical
3	Informative	3	Uninformed
4	Curious	4	Frivolous

WISDOM

1d4	High Wis.	1d4	Low Wis.
1	Serene	1	Rash
2	Considerate	2	Distracted
3	Attentive	3	Oblivious
4	Wary	4	Naive

CHARISMA

1d4	High Cha.	1d4	Low Cha.
1	Charming	1	Pedantic
2	Commanding	2	Humorless
3	Hilarious	3	Reserved
4	Inspiring	4	Tactless

UNALIGNED CREATURES

Most creatures that lack the capacity for rational thought don't have alignments; they are unaligned. Sharks are savage predators, for example, but they aren't evil; they are unaligned.

RANDALL MACKEY

STEP 4: CHOOSE AN ALIGNMENT

Choose your character's alignment from the options below, and note it on your character sheet.

D&D assumes that player characters aren't of an evil alignment. Check with your DM before making an evil character.

THE NINE ALIGNMENTS

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral).

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life—and isn't swayed either by the demands of those in need or by the temptations of evil—is probably Lawful Neutral.

Neutral (N). Neutral is the alignment of those who prefer to avoid moral questions and don't take sides, doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.

ALIGNMENTS MIGHT BE VISUALIZED AS A GRID LIKE THIS—
ALONG WITH CREATURES THAT EMBODY THOSE ALIGNMENTS.

ALIGNMENT AND PERSONALITY

Alignment can shape a character's personality, goals, and core beliefs. Looking at the two elements of an alignment, you can use the lists below to inspire details of your character's personality.

PERSONALITY TRAITS BY ALIGNMENT

Alignment	1d4	Associated Trait
Chaotic	1	Boastful
	2	Impulsive
	3	Rebellious
	4	Self-absorbed
Good	1	Compassionate
	2	Helpful
	3	Honest
	4	Kind
Evil	1	Dishonest
	2	Vengeful
	3	Cruel
	4	Greedy
Lawful	1	Cooperative
	2	Loyal
	3	Judgmental
	4	Methodical
Neutral	1	Selfish
	2	Disinterested
	3	Laconic
	4	Pragmatic

STEP 5: FILL IN DETAILS

Now fill in the rest of your character sheet.

RECORD CLASS FEATURES

Look at your class's feature table in chapter 3, and write down the level 1 features. The class features are detailed in that same chapter.

Some class features offer choices. Make sure to read all your features and make any offered choices.

FILL IN NUMBERS

Note these numbers on your character sheet.

Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier.

Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total. You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier.

Passive Perception. Sometimes your DM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the DM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score:

Passive Perception = 10 + Wisdom (Perception) check modifier

Include all modifiers that apply to your Wisdom (Perception) checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency).

Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table.

LEVEL 1 HIT POINTS BY CLASS

Class	Hit Point Maximum
Barbarian	12 + Con. modifier
Fighter, Paladin, or Ranger	10 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	8 + Con. modifier
Sorcerer or Wizard	6 + Con. modifier

The character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain. There's also space to track Death Saving Throws.

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Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent.

Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet.

Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in chapter 6. A class feature might give you a different way to calculate your AC.

Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise:

Melee attack bonus = Strength modifier
+ Proficiency Bonus

Ranged attack bonus = Dexterity modifier
+ Proficiency Bonus

Look up the damage and properties of your weapons in chapter 6. You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas:

Spell save DC = 8 + spellcasting ability modifier
+ Proficiency Bonus

Spell attack bonus = spellcasting ability modifier
+ Proficiency Bonus

Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell.

Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose your cantrips and prepared spells, and note them—along with your number of spell slots—on your character sheet.

NAME YOUR CHARACTER

Choose a name for your character, and write it on your character sheet. The name can be whatever you like. Was it the name of an ancestor? Does it have religious or other significance? Is it a name you chose for yourself?

CREATE FINAL DETAILS

As you finish creating your character, consider whether you'd like to make up any other details about the character. Here are the sorts of things you might ask yourself as the character:

- What's your gender?
- What person or people do you care most about?
- What's your deepest fear?
- On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else?

LEVEL ADVANCEMENT

While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level.

The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level.

CHARACTER ADVANCEMENT

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

ADVENTURING EQUIPMENT IMPROVES
AS A CHARACTER PROGRESSES THROUGH
THE TIERS OF PLAY.

Gaining a Level

When you gain a level, follow these steps:

1: **Choose a Class.** Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the "Multiclassing" section later in this chapter.

2: **Adjust Hit Points and Hit Point Dice.** Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table.

Fixed Hit Points by Class

Class	Hit Points per Level
Barbarian	7 + Con. modifier
Fighter, Paladin, or Ranger	6 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	5 + Con. modifier
Sorcerer or Wizard	4 + Con. modifier

3: **Record New Class Features.** Look at your class features table in chapter 3, and note the features you gain at your new level in that class. Make any choices offered by a new feature.

4: **Adjust Proficiency Bonus.** A character's Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in chapter 3. When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus.

5: **Adjust Ability Modifiers.** If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character's Hit Point maximum then increases by 8, in addition to the Hit Points gained for reaching level 8.

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TIERS OF PLAY

With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It's helpful to think of a character's (and a campaign's) arc in terms of four tiers of play, describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels.

TIER 1 (LEVELS 1–4)

In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages.

TIER 2 (LEVELS 5–10)

In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as *Fireball*, *Lightning Bolt*, and *Raise Dead*. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms.

TIER 3 (LEVELS 11–16)

In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions.

TIER 4 (LEVELS 17–20)

At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures.

STARTING AT HIGHER LEVELS

Your DM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned D&D players.

CREATING YOUR CHARACTER

Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the DM starts you at level 10, you have 64,000 XP.

STARTING EQUIPMENT

The DM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the DM.

Also, check with your DM about what equipment is available for you to buy with your starting money. For example, the firearms described in chapter 6 are too expensive for level 1 characters, but they might be available for purchase if your DM allows them.

STARTING EQUIPMENT AT HIGHER LEVELS

Starting Level	Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common
5–10	500 GP plus 1d10 × 25 GP plus normal starting equipment	1 Common, 1 Uncommon
11–16	5,000 gp plus 1d10 × 250 GP plus normal starting equipment	2 Common, 3 Uncommon, 1 Rare
17–20	20,000 GP plus 1d10 × 250 GP plus normal starting equipment	2 Common, 4 Uncommon, 3 Rare, 1 Very Rare

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class.

PREREQUISITES

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher, since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids.

EXPERIENCE POINTS

The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in this chapter. For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric.

HIT POINTS AND HIT POINT DICE

You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1.

Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice.

PROFICIENCY BONUS

Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as detailed in each class's description in chapter 3.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A few features have additional rules when you're multiclassing. Check the information about multiclassing included in each of your classes' descriptions.

Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class.

ARMOR CLASS

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

EXTRA ATTACK

If you gain the Extra Attack feature from more than one class, the features don't stack. You can't make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter's Two Extra Attacks feature).

Similarly, the Warlock's Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn't give you additional attacks if you also have Extra Attack.

SPELLCASTING

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

Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips).

Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell.

Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise.

Multiclass Spellcaster: Spell Slots per Spell Level

Level	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

Spell Slots. You determine your available spell slots by adding together the following:

- All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes
- Half your levels (round up) in the Paladin and Ranger classes
- One third of your Fighter or Rogue levels (round down) if you have the Eldritch Knight or Arcane Trickster subclass.

Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have.

This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like *Burning Hands*, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal.

For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can't prepare any level 3 spells,

A character with Paladin and Warlock levels might call on both a mighty oath and an otherworldly patron.

nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects.

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

TRINKETS

When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

TRINKETS

1d100	Trinket
01	A mummified goblin hand
02	A crystal that faintly glows in moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A lock of someone's hair
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright-green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright-red shell
19	A pipe that blows bubbles
20	A glass jar containing a bit of flesh floating in pickling fluid
21	A gnome-crafted music box that plays a song you dimly remember from your childhood
22	A wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A silver icon of a raven
26	A bag containing forty-seven teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's talon strung on a leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
31	A silver badge that is a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A weightless stone
38	A sketch of a goblin
39	An empty glass vial that smells of perfume
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A silver bell without a clapper
44	A mechanical canary inside a lamp
45	A miniature chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a clockwork goldfish
49	A silver spoon with an M engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one missing a head

53	A small box filled with different-sized buttons
54	A candle that can't be lit
55	A miniature cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword
59	A rabbit's foot
60	A glass eye
61	A cameo of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A cone of sticky black incense that stinks
65	A nightcap that gives you pleasant dreams when you wear it
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side a different color
69	A crystal doorknob
70	A packet filled with pink dust
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring containing a real teardrop
73	An eggshell painted with scenes of misery in disturbing detail
74	A fan that, when unfolded, shows a sleepy cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a mechanical contraption
78	An ornate scabbard that fits no blade you have found
79	An invitation to a party where a murder happened
80	A bronze pentacle with an etching of a rat's head in its center
81	A purple handkerchief embroidered with the name of an archmage
82	Half a floor plan for a temple, a castle, or another structure

83	A bit of folded cloth that, when unfolded, turns into a stylish cap
84	A receipt of deposit at a bank in a far-off city
85	A diary with seven missing pages
86	An empty silver snuffbox bearing the inscription "dreams" on its lid
87	An iron holy symbol devoted to an unknown god
88	A book about a legendary hero's rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
94	A mosaic tile with a multicolored, glazed surface
95	A petrified mouse
96	A black pirate flag adorned with a dragon's skull and crossbones
97	A tiny mechanical crab or spider that moves about when it's not being observed
98	A glass jar containing lard with a label that reads, "Griffon Grease"
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
00	A metal urn containing the ashes of a hero

The heroes Mercion, Molliver, Strongheart, and Ringlerun protect a portal to another plane from diabolical invaders.

CHARACTER CLASSES

CHARACTER CLASS PROVIDES A CHARACTER'S most exciting capabilities. This chapter offers twelve classes, each of which contains four subclasses—all summarized below.

Barbarian. Storm with Rage, and wade into hand-to-hand combat. Then follow the *Path of the* ...

Berserker to unleash raw violence.
Wild Heart to manifest kinship with animals.
World Tree to tap into cosmic vitality.
Zealot to rage in union with a god.

Bard. Perform spells that inspire and heal allies or beguile foes. Then join the *College of* ...

Dance to harness agility in battle.
Glamour to weave beguiling Feywild magic.
Lore to collect knowledge and magical secrets.
Valor to wield weapons with spells.

Cleric. Invoke divine magic to heal, bolster, and smite. Then harness the ...

Life Domain to be a master of healing.
Light Domain to wield searing, warding light.
Trickery Domain to bedevil foes with mischief.
War Domain to inspire valor and chastise foes.

Druid. Channel nature magic to heal, shape-shift, and control the elements. Then join the *Circle of the* ...

Land to draw on the magic of the environment.
Moon to adopt powerful animal forms.
Sea to channel tides and storms.
Stars to gain powers in a starry form.

Fighter. Master all weapons and armor. Then embody the ...

Battle Master to use special combat maneuvers.
Champion to strive for peak combat prowess.
Eldritch Knight to learn spells to aid in combat.
Psi Warrior to augment attacks with psionic power.

Monk. Dart in and out of melee while striking fast and hard. Then become a *Warrior of* ...

Mercy to heal or harm with a touch.
Shadow to employ shadows for subterfuge.
The Elements to wield elemental power.
The Open Hand to master unarmed combat.

Paladin. Smite foes and shield allies with divine and martial might. Then swear the *Oath of* ...

Devotion to emulate the angels of justice.
Glory to reach the heights of heroism.
The Ancients to preserve life, joy, and nature.
Vengeance to hunt down evildoers.

Ranger. Weave together martial prowess, nature magic, and survival skills. Then embody the ...

Beast Master to bond with a primal beast.
Fey Wanderer to manifest fey mirth and fury.
Gloom Stalker to hunt foes that lurk in darkness.
Hunter to protect nature with martial versatility.

Rogue. Launch deadly Sneak Attacks while avoiding harm through stealth. Then embody the ...

Arcane Trickster to enhance stealth with spells.
Assassin to deliver ambushes and poison.
Soulknife to strike foes with psi blades.
Thief to master infiltration and treasure hunting.

Sorcerer. Wield magic innate to your being, shaping the power to your will. Then channel ...

Aberrant Sorcery to use strange psionic magic.
Clockwork Sorcery to harness cosmic forces of order.
Draconic Sorcery to breathe the magic of dragons.
Wild Magic to unleash chaos magic.

Warlock. Cast spells derived from occult knowledge. Then form a pact with the ...

Archfey Patron to teleport and wield fey magic.
Celestial Patron to heal with heavenly magic.
Fiend Patron to call on sinister powers.
Great Old One Patron to delve into forbidden lore.

Wizard. Study arcane magic and master spells for every purpose. Then embody the ...

Abjurer to shield allies and banish foes.
Diviner to learn the multiverse's secrets.
Evoker to create explosive effects.
Illusionist to weave spells of deception.

BARBARIAN

A Fierce Warrior of Primal Rage

Core Barbarian Traits

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

BARBARIANS ARE MIGHTY WARRIORS WHO are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion—and not limited to anger—this Rage is an incarnation of a predator's ferocity, a storm's fury, and a sea's turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Becoming a Barbarian ...

As a Level 1 Character

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

As a Multiclass Character

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

Barbarian Class Features

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

Level 1: Rage

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

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

While active, your Rage follows the rules below.

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

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

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

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

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

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

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

Level 1: Unarmored Defense

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

Barbarian Features

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

Level 1: Weapon Mastery

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

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

Level 2: Danger Sense

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

Level 2: Reckless Attack

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

Level 3: Barbarian Subclass

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

Level 3: Primal Knowledge

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

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

Level 5: Extra Attack

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

Level 5: Fast Movement

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

Level 7: Feral Instinct

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

Level 7: Instinctive Pounce

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

Level 9: Brutal Strike

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

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

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

Level 11: Relentless Rage

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

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

Level 13: Improved Brutal Strike

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

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

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

Level 15: Persistent Rage

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

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

Level 17: Improved Brutal Strike

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

Level 18: Indomitable Might

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

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

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

Barbarian Subclasses

A Barbarian subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses.

Path of the Berserker

Channel Rage into Violent Fury

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

Level 3: Frenzy

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

Level 6: Mindless Rage

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

Level 10: Retaliation

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

Level 14: Intimidating Presence

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

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

Path of the Berserker
Subclass

PATH OF THE WILD HEART

Walk in Community with the Animal World

Barbarians who follow the Path of the Wild Heart view themselves as kin to animals. These Barbarians learn magical means to communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

LEVEL 3: ANIMAL SPEAKER

You can cast the *Beast Sense* and *Speak with Animals* spells but only as Rituals. Wisdom is your spellcasting ability for them.

LEVEL 3: RAGE OF THE WILDS

Your Rage taps into the primal power of animals. Whenever you activate your Rage, you gain one of the following options of your choice.

Bear. While your Rage is active, you have Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

Eagle. When you activate your Rage, you can take the Disengage and Dash actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions.

Wolf. While your Rage is active, your allies have Advantage on attack rolls against any enemy of yours within 5 feet of you.

LEVEL 6: ASPECT OF THE WILDS

You gain one of the following options of your choice. Whenever you finish a Long Rest, you can change your choice.

Owl. You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Panther. You have a Climb Speed equal to your Speed.

Salmon. You have a Swim Speed equal to your Speed.

LEVEL 10: NATURE SPEAKER

You can cast the *Commune with Nature* spell but only as a Ritual. Wisdom is your spellcasting ability for it.

LEVEL 14: POWER OF THE WILDS

Whenever you activate your Rage, you gain one of the following options of your choice.

Falcon. While your Rage is active, you have a Fly Speed equal to your Speed if you aren't wearing any armor.

Lion. While your Rage is active, any of your enemies within 5 feet of you have Disadvantage on attack rolls against targets other than you or another Barbarian who has this option active.

Ram. While your Rage is active, you can cause a Large or smaller creature to have the Prone condition when you hit it with a melee attack.

ALDITHA SIRECAR

Path of the World Tree
Subclass
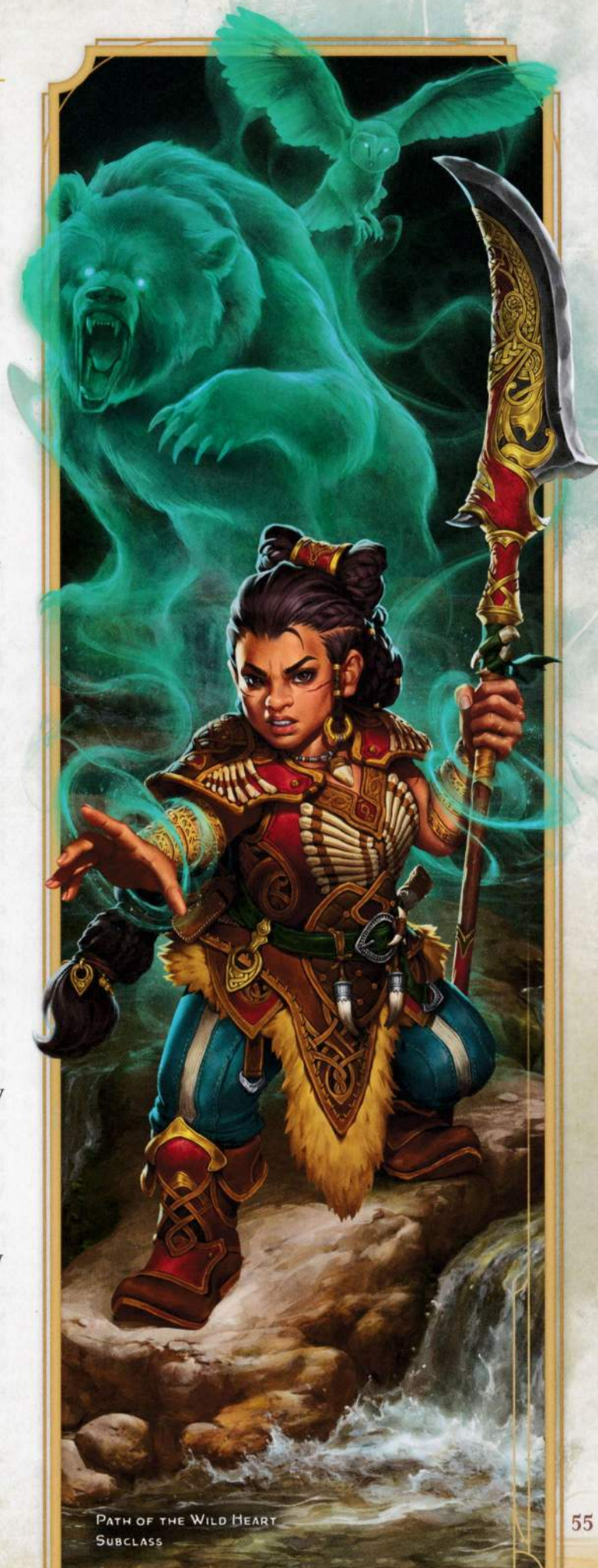
Path of the World Tree

Trace the Roots and Branches of the Multiverse

Barbarians who follow the Path of the World Tree connect with the cosmic tree Yggdrasil through their Rage. This tree grows among the Outer Planes, connecting them to each other and the Material Plane. These Barbarians draw on the tree's magic for vitality and as a means of dimensional travel.

Level 3: Vitality of the Tree

Your Rage taps into the life force of the World Tree. You gain the following benefits.

Vitality Surge. When you activate your Rage, you gain a number of Temporary Hit Points equal to your Barbarian level.

Life-Giving Force. At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

Level 6: Branches of the Tree

Whenever a creature you can see starts its turn within 30 feet of you while your Rage is active, you can take a Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

Level 10: Battering Roots

During your turn, your reach is 10 feet greater with any Melee weapon that has the Heavy or Versatile property, as tendrils of the World Tree extend from you. When you hit with such a weapon on your turn, you can activate the Push or Topple mastery property in addition to a different mastery property you're using with that weapon.

Level 14: Travel along the Tree

When you activate your Rage and as a Bonus Action while your Rage is active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, once per Rage, you can increase the range of that teleport to 150 feet. When you do so, you can also bring up to six willing creatures who are within 10 feet of you. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space.

MARCELA MEDEIROS

Path of the Zealot

Rage in Ecstatic Union with a God

Barbarians who walk the Path of the Zealot receive boons from a god or pantheon. These Barbarians experience their Rage as an ecstatic episode of divine union that infuses them with power. They are often allies to the priests and other followers of their god or pantheon.

Level 3: Divine Fury

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an Unarmed Strike takes extra damage equal to 1d6 plus half your Barbarian level (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

Level 3: Warrior of the Gods

A divine entity helps ensure you can continue the fight. You have a pool of four d12s that you can spend to heal yourself. As a Bonus Action, you can expend dice from the pool, roll them, and regain a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a Long Rest.

The pool's maximum number of dice increases by one when you reach Barbarian levels 6 (5 dice), 12 (6 dice), and 17 (7 dice).

Level 6: Fanatical Focus

Once per active Rage, if you fail a saving throw, you can reroll it with a bonus equal to your Rage Damage bonus, and you must use the new roll.

Level 10: Zealous Presence

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain Advantage on attack rolls and saving throws until the start of your next turn.

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

Level 14: Rage of the Gods

When you activate your Rage, you can assume the form of a divine warrior. This form lasts for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

While in this form, you gain the benefits below.

Flight. You have a Fly Speed equal to your Speed and can hover.

Resistance. You have Resistance to Necrotic, Psychic, and Radiant damage.

Revivification. When a creature within 30 feet of you would drop to 0 Hit Points, you can take a Reaction to expend a use of your Rage to instead change the target's Hit Points to a number equal to your Barbarian level.
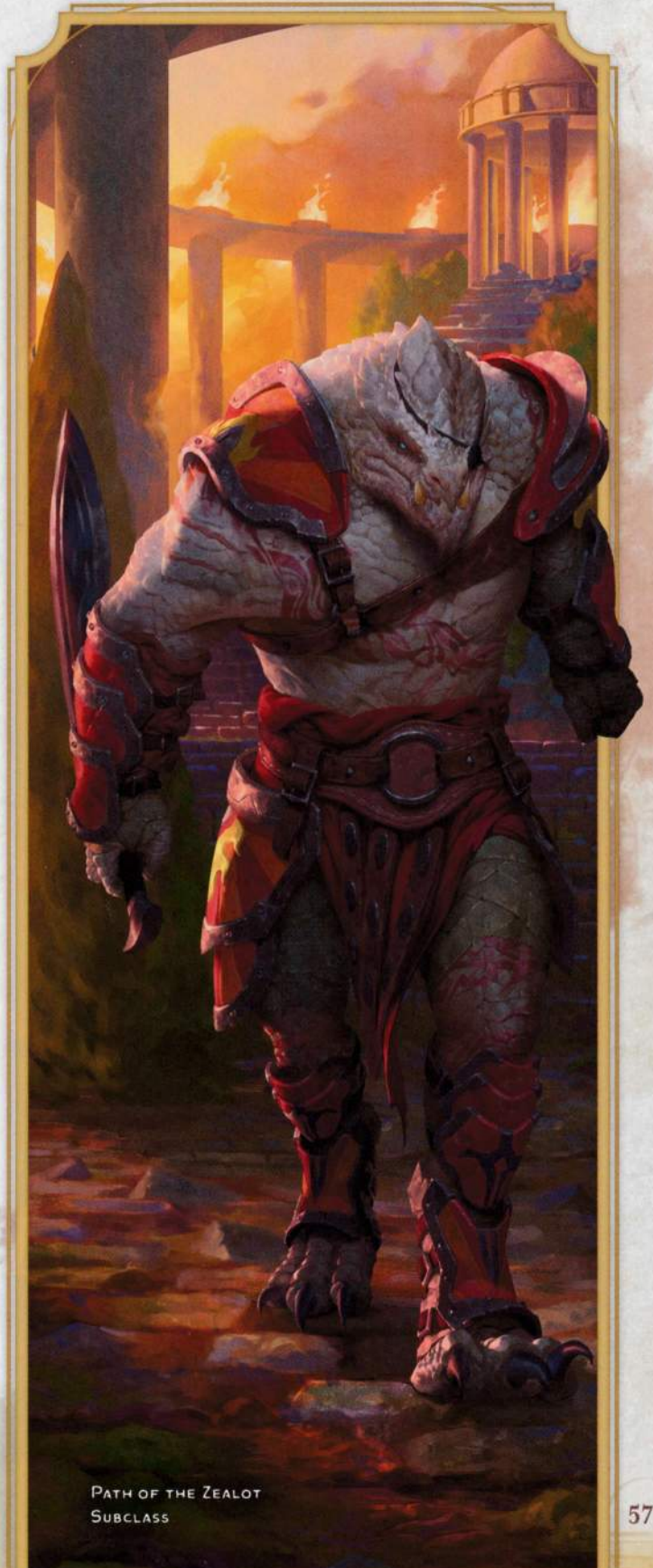
BARD

An Inspiring Performer of Music, Dance, and Magic

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	*Choose any 3 skills (see chapter 1)*
Weapon Proficiencies	Simple weapons
Tool Proficiencies	*Choose 3 Musical Instruments (see chapter 6)*
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Leather Armor, 2 Daggers, Musical Instrument of your choice, Entertainer's Pack, and 19 GP; or (B) 90 GP

INVOKING MAGIC THROUGH MUSIC, DANCE, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions. Bards believe the multiverse was spoken into existence and that remnants of its Words of Creation still resound and glimmer on every plane of existence. Bardic magic attempts to harness those words, which transcend any language.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They become masters of many things, including performing music, working magic, and making jests.

A Bard's life is spent traveling, gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

Becoming a Bard ...

As a Level 1 Character
· Gain all the traits in the Core Bard Traits table.
· Gain the Bard's level 1 features, which are listed in the Bard Features table.

As a Multiclass Character
· Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
· Gain the Bard's level 1 features, which are listed in the Bard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Bard Class Features

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

Level 1: Bardic Inspiration
You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

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

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

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

Level 1: Spellcasting
You have learned to cast spells through your bardic arts. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the Bard spell list later in the class's description.

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

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

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

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

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

Bard Features

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

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

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

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

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

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

Level 2: Expertise

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

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

Level 2: Jack of All Trades

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

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

Level 3: Bard Subclass

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

A Bard's Repertoire

Does your Bard beat a drum while chanting the deeds of ancient heroes? Strum a lute while crooning romantic tunes? Perform arias of stirring power? Recite dramatic monologues from classic tragedies? Use the rhythm of a folk dance to coordinate the movement of allies in battle? Compose naughty limericks?

When you play a Bard, consider the style of artistic performance you favor, the moods you might invoke, and the themes that inspire your own creations. Are your poems inspired by moments of natural beauty, or are they brooding reflections on loss? Do you prefer lofty hymns or rowdy tavern songs? Are you drawn to laments for the fallen or celebrations of joy? Do you dance merry jigs or perform elaborate interpretive choreography? Do you focus on one style of performance or strive to master them all?

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Bard levels 8, 12, and 16.

Level 5: Font of Inspiration

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

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

Level 7: Countercharm

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

Level 10: Magical Secrets

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

Level 18: Superior Inspiration

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

A BARD SHAPES INSPIRATION AND IMAGINATION INTO MAGIC.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Words of Creation

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

Bard Spell List

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

Cantrips (Level 0 Bard Spells)

Spell	School	Special
Blade Ward	Abjuration	C
Dancing Lights	Illusion	C
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Prestidigitation	Transmutation	—
Starry Wisp	Evocation	—
Thunderclap	Evocation	—
True Strike	Divination	—
Vicious Mockery	Enchantment	—

Level 1 Bard Spells

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

Spell	School	Special
Tasha's Hideous Laughter	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

Level 2 Bard Spells

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Cloud of Daggers	Conjuration	C
Crown of Madness	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
Phantasmal Force	Illusion	C
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—

Level 3 Bard Spells

Spell	School	Special
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Leomund's Tiny Hut	Evocation	R
Major Image	Illusion	C
Mass Healing Word	Abjuration	—

Spell	School	Special
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—

LEVEL 4 BARD SPELLS

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

LEVEL 5 BARD SPELLS

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

LEVEL 6 BARD SPELLS

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

LEVEL 7 BARD SPELLS

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

LEVEL 8 BARD SPELLS

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

LEVEL 9 BARD SPELLS

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

College of Dance
Subclass

BARD SUBCLASSES

A Bard subclass is a specialization that grants you features at certain Bard levels, as specified in the subclass. Bards form loose associations, which they call colleges, to preserve their traditions. This section presents the College of Dance, College of Glamour, College of Lore, and College of Valor subclasses.

COLLEGE OF DANCE

Move in Harmony with the Cosmos

Bards of the College of Dance know that the Words of Creation can't be contained within speech or song; the words are uttered by the movements of celestial bodies and flow through the motions of the smallest creatures. These Bards practice a way of being in harmony with the whirling cosmos that emphasizes agility, speed, and grace.

LEVEL 3: DAZZLING FOOTWORK

While you aren't wearing armor or wielding a Shield, you gain the following benefits.

Dance Virtuoso. You have Advantage on any Charisma (Performance) check you make that involves you dancing.

Unarmored Defense. Your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

Agile Strikes. When you expend a use of your Bardic Inspiration as part of an action, a Bonus Action, or a Reaction, you can make one Unarmed Strike as part of that action, Bonus Action, or Reaction.

Bardic Damage. You can use Dexterity instead of Strength for the attack rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to a roll of your Bardic Inspiration die plus your Dexterity modifier, instead of the strike's normal damage. This roll doesn't expend the die.

LEVEL 6: INSPIRING MOVEMENT

When an enemy you can see ends its turn within 5 feet of you, you can take a Reaction and expend one use of your Bardic Inspiration to move up to half your Speed. Then one ally of your choice within 30 feet of you can also move up to half their Speed using their Reaction.

None of this feature's movement provokes Opportunity Attacks.

LEVEL 6: TANDEM FOOTWORK

When you roll Initiative, you can expend one use of your Bardic Inspiration if you don't have the Incapacitated condition. When you do so, roll your Bardic Inspiration die; you and each ally within 30 feet of you who can see or hear you gains a bonus to Initiative equal to the number rolled.

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KATERINA LADON

Level 14: Leading Evasion

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

You can't use this feature if you have the Incapacitated condition.

College of Glamour

Weave Beguiling Fey Magic

The College of Glamour traces its origins to the beguiling magic of the Feywild. Bards who study this magic weave threads of beauty and terror into their songs and stories, and the mightiest among them can cloak themselves in otherworldly majesty. Their performances stir up wistful longing for forgotten innocence, evoke unconscious memories of long-held fears, and tug at the emotions of even the most hard-hearted listeners.

Level 3: Beguiling Magic

You always have the *Charm Person* and *Mirror Image* spells prepared.

In addition, immediately after you cast an Enchantment or Illusion spell using a spell slot, you can cause a creature you can see within 60 feet of yourself to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Charmed or Frightened condition (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this benefit, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending one use of your Bardic Inspiration (no action required).

Level 3: Mantle of Inspiration

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of those creatures gains a number of Temporary Hit Points equal to two times the number rolled on the Bardic Inspiration die, and then each can use its Reaction to move up to its Speed without provoking Opportunity Attacks.

Level 6: Mantle of Majesty

You always have the *Command* spell prepared.

As a Bonus Action, you cast *Command* without expending a spell slot, and you take on an unearthly

College of Lore
Subclass

appearance for 1 minute or until your Concentration ends. During this time, you can cast *Command* as a Bonus Action without expending a spell slot.

Any creature Charmed by you automatically fails its saving throw against the *Command* you cast with this feature.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 14: UNBREAKABLE MAJESTY

As a Bonus Action, you can assume a magically majestic presence for 1 minute or until you have the Incapacitated condition. For the duration, whenever any creature hits you with an attack roll for the first time on a turn, the attacker must succeed on a Charisma saving throw against your spell save DC, or the attack misses instead, as the creature recoils from your majesty.

Once you assume this majestic presence, you can't do so again until you finish a Short or Long Rest.

COLLEGE OF LORE

Plumb the Depths of Magical Knowledge

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

LEVEL 3: BONUS PROFICIENCIES

You gain proficiency with three skills of your choice.

LEVEL 3: CUTTING WORDS

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

LEVEL 6: MAGICAL DISCOVERIES

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

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MIKE PAPE

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

LEVEL 14: PEERLESS SKILL

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

COLLEGE OF VALOR

Sing the Deeds of Ancient Heroes

Bards of the College of Valor are daring storytellers whose tales preserve the memory of the great heroes of the past. These Bards sing the deeds of the mighty in vaulted halls or to crowds gathered around great bonfires. They travel to witness great events firsthand and to ensure that the memory of these events doesn't pass away. With their songs, they inspire new generations to reach the same heights of accomplishment as the heroes of old.

LEVEL 3: COMBAT INSPIRATION

You can use your wit to turn the tide of battle. A creature that has a Bardic Inspiration die from you can use it for one of the following effects.

Defense. When the creature is hit by an attack roll, that creature can use its Reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, potentially causing the attack to miss.

Offense. Immediately after the creature hits a target with an attack roll, the creature can roll the Bardic Inspiration die and add the number rolled to the attack's damage against the target.

LEVEL 3: MARTIAL TRAINING

You gain proficiency with Martial weapons and training with Medium armor and Shields.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast spells from your Bard spell list.

LEVEL 6: EXTRA ATTACK

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

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 14: BATTLE MAGIC

After you cast a spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.

IGNATIUS BUDI

COLLEGE OF VALOR
SUBCLASS

Cleric

A Miraculous Priest of Divine Power

CORE CLERIC TRAITS

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

CLERICS DRAW POWER FROM THE REALMS of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic. Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

BECOMING A CLERIC ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

· Gain the following traits from the Core Cleric Traits table: Hit Point Die and training with Light and Medium armor and Shields.
· Gain the Cleric's level 1 features, which are listed in the Cleric Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

CLERIC CLASS FEATURES

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

LEVEL 1: SPELLCASTING

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

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

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

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

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

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

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

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

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

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

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

CLERIC FEATURES

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

LEVEL 1: DIVINE ORDER

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

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

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

LEVEL 2: CHANNEL DIVINITY

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

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

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

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

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

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

Level 3: Cleric Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Level 5: Sear Undead

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

Level 7: Blessed Strikes

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

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

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

Level 10: Divine Intervention

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

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

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

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

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Greater Divine Intervention

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

Cleric Spell List

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

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—
Resistance	Abjuration	C
Sacred Flame	Evocation	—
Spare the Dying	Necromancy	—
Thaumaturgy	Transmutation	—
Toll the Dead	Necromancy	—
Word of Radiance	Evocation	—

Level 1 Cleric Spells

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

Level 2 Cleric Spells

Spell	School	Special
Aid	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Continual Flame	Evocation	M
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gentle Repose	Necromancy	R, M
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Prayer of Healing	Abjuration	—
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spiritual Weapon	Evocation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

Level 3 Cleric Spells

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

Level 4 Cleric Spells

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

Level 5 Cleric Spells

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

Level 6 Cleric Spells

Spell	School	Special
Blade Barrier	Evocation	C
Create Undead	Necromancy	M
Find the Path	Divination	C, M
Forbiddance	Abjuration	R, M
Harm	Necromancy	—
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Planar Ally	Conjuration	—
Sunbeam	Evocation	C
True Seeing	Divination	M
Word of Recall	Conjuration	—
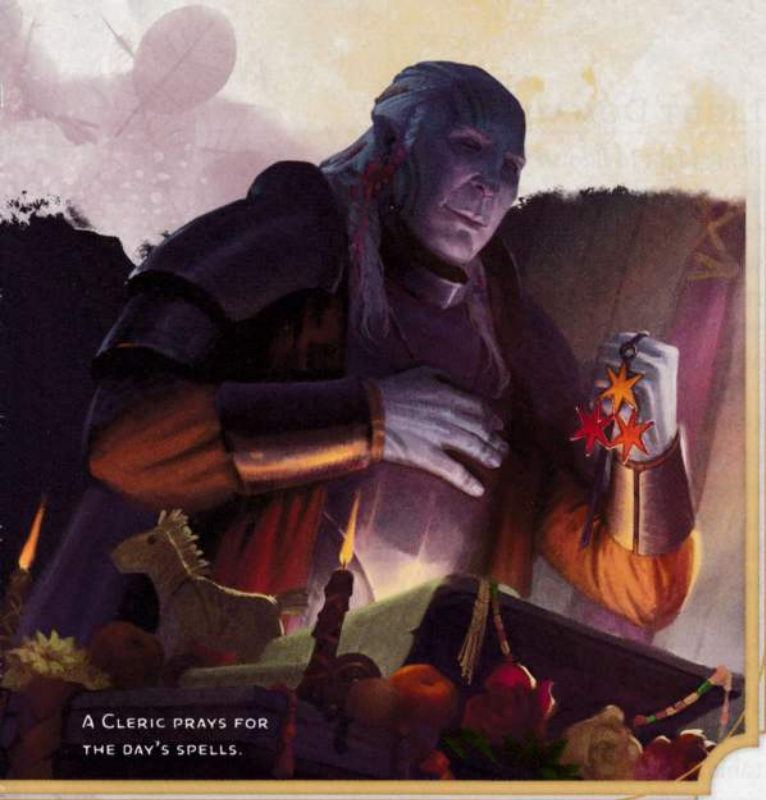
A Cleric prays for the day's spells.

Level 7 Cleric Spells

Spell	School	Special
Conjure Celestial	Conjuration	C
Divine Word	Evocation	—
Etherealness	Conjuration	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Power Word Fortify	Enchantment	—
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M

Level 8 Cleric Spells

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

Level 9 Cleric Spells

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

Cleric Subclasses

A Cleric subclass is a specialization that grants you features at certain Cleric levels, as specified in the subclass. Each Cleric subclass is named after a domain of existence that is favored by a god, pantheon, or religious order. This section presents the Life Domain, Light Domain, Trickery Domain, and War Domain subclasses.

Life Domain

Soothe the Hurts of the World

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

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

Level 3: Disciple of Life

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

Level 3: Life Domain Spells

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

Life Domain Spells

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

Level 3: Preserve Life

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

LEVEL 6: BLESSED HEALER

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

LEVEL 17: SUPREME HEALING

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

LIFE DOMAIN
SUBCLASS

LIGHT DOMAIN

Bring Light to Banish Darkness

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities' discerning vision, charged with chasing away lies and burning away darkness.

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce deception. Some are deities of beauty and artistry who teach that art is a vehicle for the soul's improvement.

LEVEL 3: LIGHT DOMAIN SPELLS

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

LIGHT DOMAIN SPELLS

Cleric Level	Prepared Spells
3	Burning Hands, Faerie Fire, Scorching Ray, See Invisibility
5	Daylight, Fireball
7	Arcane Eye, Wall of Fire
9	Flame Strike, Scrying

LEVEL 3: RADIANCE OF THE DAWN

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to emit a flash of light in a 30-foot Emanation originating from yourself. Any magical Darkness—such as that created by the *Darkness* spell—in that area is dispelled. Additionally, each creature of your choice in that area must make a Constitution saving throw, taking Radiant damage equal to 2d10 plus your Cleric level on a failed save or half as much damage on a successful one.

LEVEL 3: WARDING FLARE

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll, causing light to flare before it hits or misses.

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