

LEVEL 6: IMPROVED WARDING FLARE

You regain all expended uses of your Warding Flare when you finish a Short or Long Rest.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

LEVEL 17: CORONA OF LIGHT

As a Magic action, you cause yourself to emit an aura of sunlight that lasts for 1 minute or until you dismiss it (no action required). You emit Bright Light in a 60-foot radius and Dim Light for an additional 30 feet. Your enemies in the Bright Light have Disadvantage on saving throws against your Radiance of the Dawn and any spell that deals Fire or Radiant damage.

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

TRICKERY DOMAIN

Make Mischief and Challenge Authority

The Trickery Domain offers magic of deception, illusion, and stealth. Clerics who wield this magic are a disruptive force in the world, puncturing pride, mocking tyrants, freeing captives, and flouting hollow traditions. They prefer subterfuge and pranks to direct confrontation.

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They embody the forces of change and social upheaval, and they're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Religious orders that operate in secret, especially those that seek to undermine oppressive governments or hierarchies, also draw on the power of the Trickery Domain.

LEVEL 3: BLESSING OF THE TRICKSTER

As a Magic action, you can choose yourself or a willing creature within 30 feet of yourself to have Advantage on Dexterity (Stealth) checks. This blessing lasts until you finish a Long Rest or you use this feature again.

LEVEL 3: INVOKE DUPLICITY

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the Incapacitated condition. The illusion is animated and mimics your expressions and



LIGHT DOMAIN
SUBCLASS



TRICKERY DOMAIN
SUBCLASS

gestures. While it persists, you gain the following benefits.

Cast Spells. You can cast spells as though you were in the illusion's space, but you must use your own senses.

Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion, you have Advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

LEVEL 3: TRICKERY DOMAIN SPELLS

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

TRICKERY DOMAIN SPELLS

Cleric Level	Prepared Spells
3	<i>Charm Person, Disguise Self, Invisibility, Pass without Trace</i>
5	<i>Hypnotic Pattern, Nondetection</i>
7	<i>Confusion, Dimension Door</i>
9	<i>Dominate Person, Modify Memory</i>

LEVEL 6: TRICKSTER'S TRANSPOSITION

Whenever you take the Bonus Action to create or move the illusion of your Invoke Duplicity, you can teleport, swapping places with the illusion.

LEVEL 17: IMPROVED DUPLICITY

The illusion of your Invoke Duplicity has grown more powerful in the following ways.

Shared Distraction. When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage.

Healing Illusion. When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

WAR DOMAIN

Inspire Valor and Smite Foes

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics

who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

Gods of the War Domain watch over warriors and reward them for their great deeds. They include champions of honor and chivalry as well as gods of destruction and pillage. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

LEVEL 3: GUIDED STRIKE

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

LEVEL 3: WAR DOMAIN SPELLS

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

WAR DOMAIN SPELLS

Cleric Level	Prepared Spells
3	<i>Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon</i>
5	<i>Crusader's Mantle, Spirit Guardians</i>
7	<i>Fire Shield, Freedom of Movement</i>
9	<i>Hold Monster, Steel Wind Strike</i>

LEVEL 3: WAR PRIEST

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

LEVEL 6: WAR GOD'S BLESSING

You can expend a use of your Channel Divinity to cast *Shield of Faith* or *Spiritual Weapon* rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require Concentration. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the Incapacitated condition, or die.

LEVEL 17: AVATAR OF BATTLE

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.





DRUID

A Nature Priest of Primal Power



CORE DRUID TRAITS

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

DRUIDS BELONG TO ANCIENT ORDERS THAT call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

BECOMING A DRUID ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

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

DRUID CLASS FEATURES

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

LEVEL 1: SPELLCASTING

You have learned to cast spells through studying the mystical forces of nature. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

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

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

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

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

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

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

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

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

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

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

DRUID FEATURES

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

LEVEL 1: DRUIDIC

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

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

LEVEL 1: PRIMAL ORDER

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

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

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

LEVEL 2: WILD SHAPE

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

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

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

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

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

When choosing known forms, you may look in the *Monster Manual* or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

BEAST SHAPES

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

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

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

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

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

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

LEVEL 2: WILD COMPANION

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

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

LEVEL 3: DRUID SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 5: WILD RESURGENCE

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

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

LEVEL 7: ELEMENTAL FURY

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

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

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

LEVEL 15: IMPROVED ELEMENTAL FURY

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

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

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

LEVEL 18: BEAST SPELLS

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

LEVEL 19: EPIC BOON

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



A DRUID CHANNELS THE POWER OF NATURE THROUGH THEIR MAGIC.

LEVEL 20: ARCHDRUID

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

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

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

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

DRUID SPELL LIST

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

CANTRIPS (LEVEL 0 DRUID SPELLS)

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

LEVEL 1 DRUID SPELLS

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Charm Person</i>	Enchantment	—
<i>Create or Destroy Water</i>	Transmutation	—
<i>Cure Wounds</i>	Abjuration	—

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

LEVEL 2 DRUID SPELLS

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

LEVEL 3 DRUID SPELLS

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

LEVEL 4 DRUID SPELLS

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

LEVEL 5 DRUID SPELLS

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

LEVEL 6 DRUID SPELLS

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

LEVEL 7 DRUID SPELLS

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

LEVEL 8 DRUID SPELLS

Spell	School	Special
<i>Animal Shapes</i>	Transmutation	—
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Control Weather</i>	Transmutation	C

Spell	School	Special
<i>Earthquake</i>	Transmutation	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Sunburst</i>	Evocation	—
<i>Tsunami</i>	Conjuration	C

LEVEL 9 DRUID SPELLS

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

DRUID SUBCLASSES

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles. This section presents the Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses.

CIRCLE OF THE LAND

Celebrate Connection to the Natural World

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

LEVEL 3: CIRCLE OF THE LAND SPELLS

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

ARID LAND

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

POLAR LAND

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

TEMPERATE LAND

Druid Level	Circle Spells
-------------	---------------

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

TROPICAL LAND

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

LEVEL 3: LAND'S AID

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

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

LEVEL 6: NATURAL RECOVERY

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

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

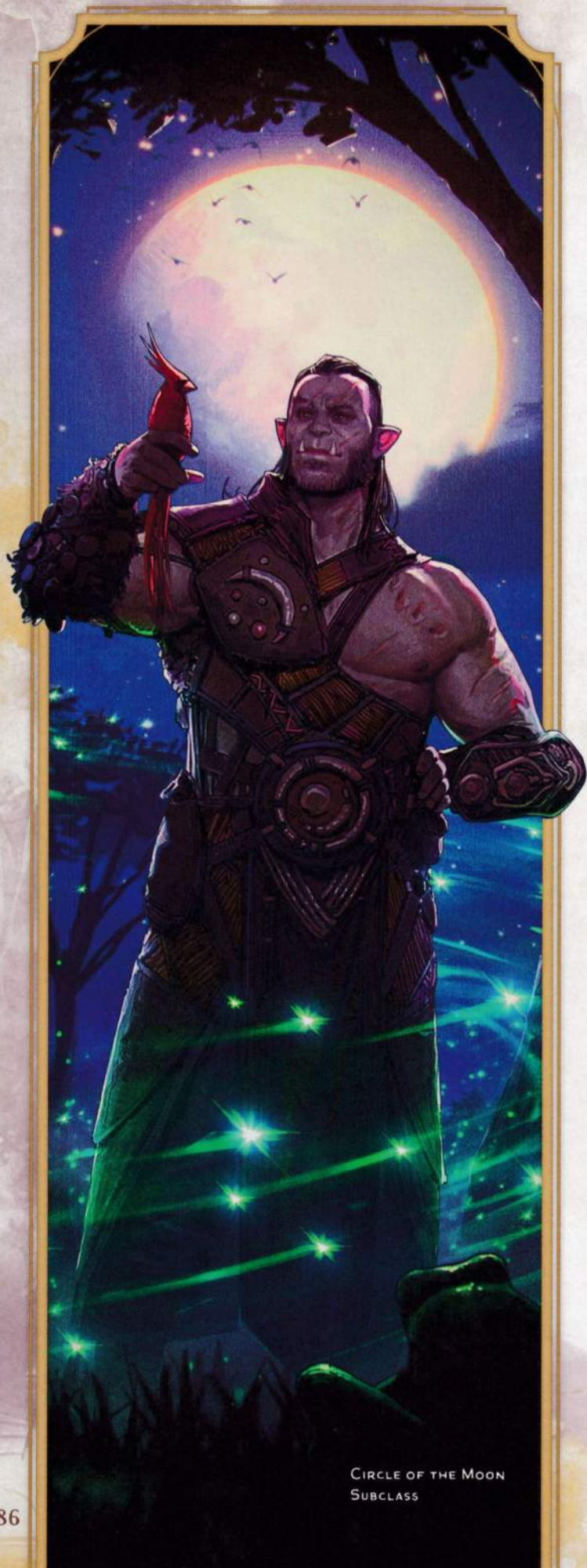
LEVEL 10: NATURE'S WARD

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

NATURE'S WARD

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





CIRCLE OF THE MOON
SUBCLASS

LEVEL 14: NATURE'S SANCTUARY

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

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

CIRCLE OF THE MOON

Adopt Animal Forms to Guard the Wilds

Druids of the Circle of the Moon draw on lunar magic to transform themselves. Their order gathers under the moon to share news and perform rituals.

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

LEVEL 3: CIRCLE FORMS

You can channel lunar magic when you assume a Wild Shape form, granting you the benefits below.

Challenge Rating. The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).

Armor Class. Until you leave the form, your AC equals 13 plus your Wisdom modifier if that total is higher than the Beast's AC.

Temporary Hit Points. You gain a number of Temporary Hit Points equal to three times your Druid level.

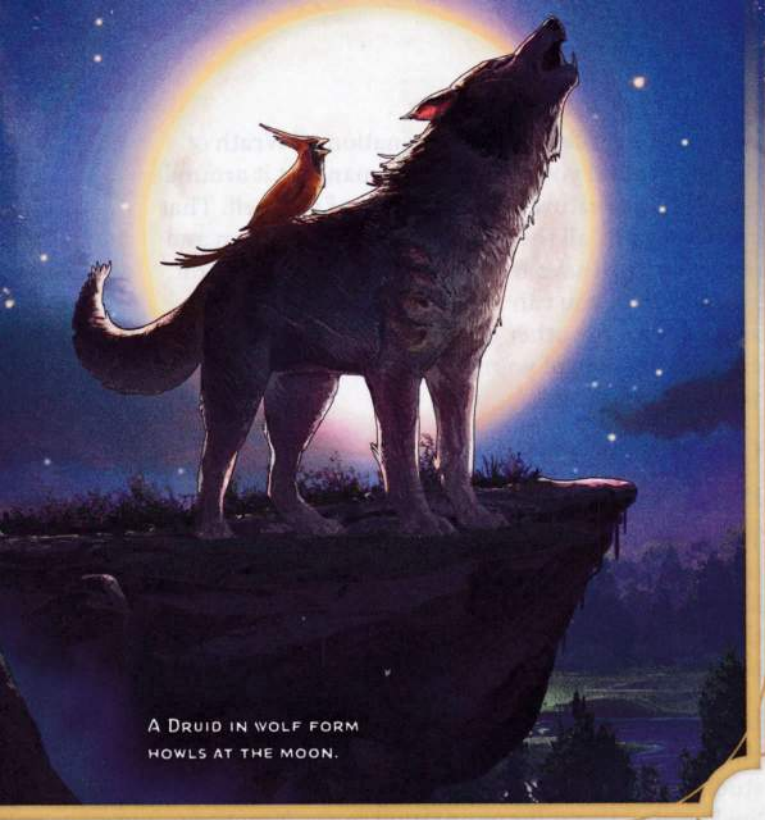
LEVEL 3: CIRCLE OF THE MOON SPELLS

When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in a Wild Shape form.

CIRCLE OF THE MOON SPELLS

Druid Level	Prepared Spells
3	Cure Wounds, Moonbeam, Starry Wish
5	Conjure Animals
7	Fount of Moonlight
9	Mass Cure Wounds



A DRUID IN WOLF FORM
HOWLS AT THE MOON.

LEVEL 6: IMPROVED CIRCLE FORMS

While in a Wild Shape form, you gain the following benefits.

Lunar Radiance. Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.

Increased Toughness. You can add your Wisdom modifier to your Constitution saving throws.

LEVEL 10: MOONLIGHT STEP

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a level 2+ spell slot for each use you want to restore (no action required).

LEVEL 14: LUNAR FORM

The power of the moon suffuses you, granting you the following benefits.

Improved Lunar Radiance. Once per turn, you can deal an extra 2d10 Radiant damage to a target you hit with a Wild Shape form's attack.

Shared Moonlight. Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

CIRCLE OF THE SEA

Become One with Tides and Storms

Druids of the Circle of the Sea draw on the tempestuous forces of oceans and storms. Some view themselves as embodiments of nature's wrath, seeking vengeance against those who despoil nature. Others seek mystical unity with nature by attuning themselves to the ebb and flow of the tides, following the rush of currents and waves and listening to the inscrutable whispers and roars of the winds.

LEVEL 3: CIRCLE OF THE SEA SPELLS

When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.

CIRCLE OF THE SEA SPELLS

Druid Level	Prepared Spells
3	<i>Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave</i>
5	<i>Lightning Bolt, Water Breathing</i>
7	<i>Control Water, Ice Storm</i>
9	<i>Conjure Elemental, Hold Monster</i>

LEVEL 3: WRATH OF THE SEA

As a Bonus Action, you can expend a use of your Wild Shape to manifest a 5-foot Emanation that takes the form of ocean spray that surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, or have the Incapacitated condition.

When you manifest the Emanation and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take Cold damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

LEVEL 6: AQUATIC AFFINITY

The size of the Emanation created by your Wrath of the Sea increases to 10 feet.

In addition, you gain a Swim Speed equal to your Speed.

LEVEL 10: STORMBORN

Your Wrath of the Sea confers two more benefits while active, as detailed below.

Flight. You gain a Fly Speed equal to your Speed.

Resistance. You have Resistance to Cold, Lightning, and Thunder damage.



CIRCLE OF THE SEA
SUBCLASS

LEVEL 14: OCEANIC GIFT

Instead of manifesting the Emanation of Wrath of the Sea around yourself, you can manifest it around one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, you can manifest the Emanation around both the other creature and yourself if you expend two uses of your Wild Shape instead of one when manifesting it.

CIRCLE OF THE STARS

Harness Secrets Hidden in Constellations

The Circle of the Stars has tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By understanding these secrets, the Druids of this circle seek to harness the powers of the cosmos.

LEVEL 3: STAR MAP

You've created a star chart as part of your heavenly studies. It is a Tiny object, and you can use it as a Spellcasting Focus for your Druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding the map, you have the *Guidance* and *Guiding Bolt* spells prepared, and you can cast *Guiding Bolt* without expending a spell slot. You can cast it in that way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a Short or Long Rest, and it destroys the previous map.

STAR MAP

1d6 Map Form

- 1 A scroll bearing depictions of constellations
- 2 A stone tablet with fine holes drilled through it
- 3 An owlbear hide tooled with stellar symbols
- 4 A collection of maps bound in an ebony cover
- 5 A crystal engraved with starry patterns
- 6 A glass disk etched with constellations

LEVEL 3: STARRY FORM

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a starry form rather than shape-shifting.

While in your starry form, you retain your game statistics, but your body becomes luminous, your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The form lasts for 10 minutes. It ends

early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form.

Archer. A constellation of an archer appears on you. When you activate this form and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of yourself. On a hit, the attack deals Radiant damage equal to 1d8 plus your Wisdom modifier.

Chalice. A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores Hit Points to a creature, you or another creature within 30 feet of you can regain Hit Points equal to 1d8 plus your Wisdom modifier.

Dragon. A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain Concentration, you can treat a roll of 9 or lower on the d20 as a 10.

LEVEL 6: COSMIC OMEN

Whenever you finish a Long Rest, you can consult your Star Map for omens and roll a die. Until you finish your next Long Rest, you gain access to a special Reaction based on whether you rolled an even or an odd number on the die:

Weal (Even). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and add the number rolled to the total.

Woe (Odd). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and subtract the number rolled from the total.

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

LEVEL 10: TWINKLING CONSTELLATIONS

The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a Fly Speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

LEVEL 14: FULL OF STARS

While in your Starry Form, you become partially incorporeal, giving you Resistance to Bludgeoning, Piercing, and Slashing damage.



CIRCLE OF THE STARS
SUBCLASS



FIGHTER

A Master of All Arms and Armor



CORE FIGHTER TRAITS

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

FIGHTERS RULE MANY BATTLEFIELDS. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

BECOMING A FIGHTER ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

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

FIGHTER CLASS FEATURES

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

LEVEL 1: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice (see chapter 5). Defense is recommended.

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

LEVEL 1: SECOND WIND

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

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

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

LEVEL 1: WEAPON MASTERY

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

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

LEVEL 2: ACTION SURGE

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

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

LEVEL 2: TACTICAL MIND

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

FIGHTER FEATURES

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

LEVEL 3: FIGHTER SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: TACTICAL SHIFT

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

LEVEL 9: INDOMITABLE

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

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

LEVEL 9: TACTICAL MASTER

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

LEVEL 11: TWO EXTRA ATTACKS

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

LEVEL 13: STUDIED ATTACKS

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

LEVEL 19: EPIC BOON

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

LEVEL 20: THREE EXTRA ATTACKS

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



A FIGHTER STANDS BETWEEN AN ALLY AND THE ONSLAUGHT OF A BLACK DRAGON.

FIGHTER SUBCLASSES

A Fighter subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses.

BATTLE MASTER

Master Sophisticated Battle Maneuvers

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

LEVEL 3: COMBAT SUPERIORITY

Your experience on the battlefield has refined your fighting techniques. You learn maneuvers that are fueled by special dice called Superiority Dice.

Maneuvers. You learn three maneuvers of your choice from the “Maneuver Options” section later in this subclass’s description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice when you reach Fighter levels 7, 10, and 15. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a Short or Long Rest.

You gain an additional Superiority Die when you reach Fighter levels 7 (five dice total) and 15 (six dice total).

Saving Throws. If a maneuver requires a saving throw, the DC equals 8 plus your Strength or Dexterity modifier (your choice) and Proficiency Bonus.



BATTLE MASTER
SUBCLASS

LEVEL 3: STUDENT OF WAR

You gain proficiency with one type of Artisan's Tools of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at level 1.

LEVEL 7: KNOW YOUR ENEMY

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore a use of the feature by expending one Superiority Die (no action required).

LEVEL 10: IMPROVED COMBAT SUPERIORITY
Your Superiority Die becomes a d10.

LEVEL 15: RELENTLESS

Once per turn, when you use a maneuver, you can roll 1d8 and use the number rolled instead of expending a Superiority Die.

LEVEL 18: ULTIMATE COMBAT SUPERIORITY
Your Superiority Die becomes a d12.

MANEUVER OPTIONS

The maneuvers are presented here in alphabetical order.

Ambush. When you make a Dexterity (Stealth) check or an Initiative roll, you can expend one Superiority Die and add the die to the roll, unless you have the Incapacitated condition.

Bait and Switch. When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.

Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike. When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding the Superiority Die to the attack's damage roll on a hit.

Commanding Presence. When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Superiority Die and add that die to the roll.

Disarming Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw or drop one object of your choice that it's holding, with the object landing in its space.

Distracting Strike. When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has Advantage if the attack is made before the start of your next turn.

Evasive Footwork. As a Bonus Action, you can expend one Superiority Die and take the Disengage action. You also roll the die and add the number rolled to your AC until the start of your next turn.

Feinting Attack. As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

Goaded Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have Disadvantage on attack rolls against targets other than you until the end of your next turn.

Lunging Attack. As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attack from the target of your attack.

Menacing Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.

Parry. When another creature damages you with a melee attack roll, you can take a Reaction and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).

Precision Attack. When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing the attack to hit.

Pushing Attack. When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

Rally. As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus half your Fighter level (round down).

Riposte. When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.

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

Tactical Assessment. When you make an Intelligence (History or Investigation) check or a Wisdom (Insight) check, you can expend one Superiority Die and add that die to the ability check.

Trip Attack. When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the Prone condition.



CHAMPION
SUBCLASS

CHAMPION

Pursue Physical Excellence in Combat

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

LEVEL 3: IMPROVED CRITICAL

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

LEVEL 3: REMARKABLE ATHLETE

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

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

LEVEL 7: ADDITIONAL FIGHTING STYLE

You gain another Fighting Style feat of your choice.

LEVEL 10: HEROIC WARRIOR

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

LEVEL 15: SUPERIOR CRITICAL

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

LEVEL 18: SURVIVOR

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

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

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

ELDRITCH KNIGHT

Support Combat Skills with Arcane Magic

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

LEVEL 3: SPELLCASTING

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips. You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). *Ray of Frost* and *Shocking Grasp* are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Fighter level 10, you learn another Wizard cantrip of your choice.

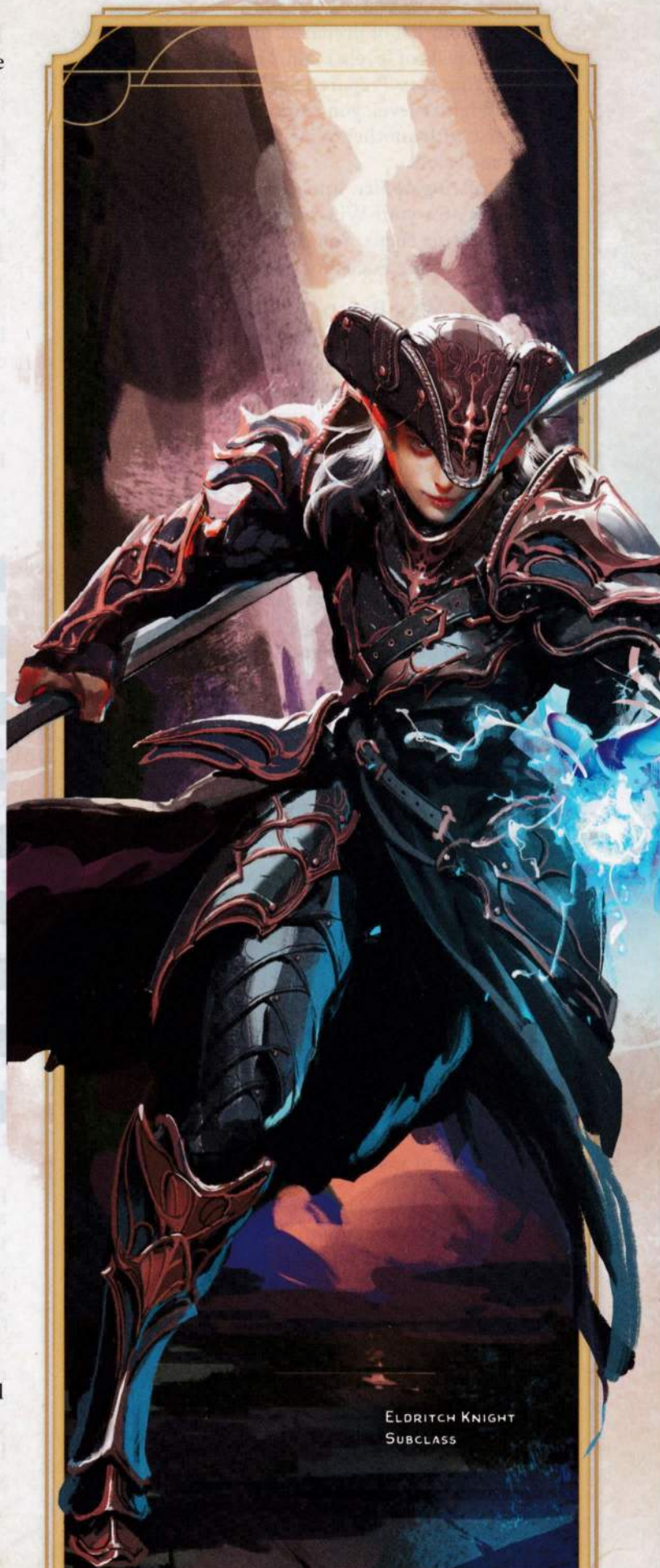
Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

ELDRITCH KNIGHT SPELLCASTING

Fighter Level	Spells Prepared	—Spell Slots per Spell Level—			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

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 three level 1 spells from the Wizard spell list. *Burning Hands*, *Jump*, and *Shield* are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Eldritch Knight Spellcasting table. Whenever that number increases, choose additional spells from the Wizard 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 7



ELDRITCH KNIGHT
SUBCLASS

Fighter, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

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

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

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

LEVEL 3: WAR BOND

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Fighter is bonded to the weapon or if the weapon is a magic item to which someone else is attuned.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

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

LEVEL 7: WAR MAGIC

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

LEVEL 10: ELDRITCH STRIKE

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has Disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

LEVEL 15: ARCANE CHARGE

When you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

LEVEL 18: IMPROVED WAR MAGIC

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your level 1 or level 2 Wizard spells that has a casting time of an action.

PSI WARRIOR

Augment Physical Might with Psionic Power

Psi Warriors awaken the power of their minds to augment their physical might. They harness this psionic power to infuse their weapon strikes, lash out with telekinetic energy, and create barriers of mental force.

LEVEL 3: PSIONIC POWER

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel powers you have from this subclass. The Psi Warrior Energy Dice table shows the die size and number of these dice you have when you reach certain Fighter levels.

PSI WARRIOR ENERGY DICE

Fighter Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend the Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when all your Psionic Energy Dice are expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Protective Field. When you or another creature you can see within 30 feet of you takes damage, you can take a Reaction to expend one Psionic Energy Die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

Psionic Strike. You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of yourself with an attack and deal damage to it with a weapon, you can expend one Psionic Energy Die, rolling it and dealing Force damage to the target equal to the number rolled plus your Intelligence modifier.

Telekinetic Movement. You can move an object or a creature with your mind. As a Magic action, choose one target you can see within 30 feet of yourself; the target must be a loose object that is Large or smaller or one willing creature other than you. You transport the target up to 30 feet to an

unoccupied space you can see. Alternatively, if the target is a Tiny object, you can transport it to or from your hand.

Once you take this action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

LEVEL 7: TELEKINETIC ADEPT

You have mastered new ways to use your telekinetic abilities, detailed below.

Psi-Powered Leap. As a Bonus Action, you gain a Fly Speed equal to twice your Speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Thrust. When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, you can give the target the Prone condition or transport it up to 10 feet horizontally.

LEVEL 10: GUARDED MIND

You have Resistance to Psychic damage. Moreover, if you start your turn with the Charmed or Frightened condition, you can expend a Psionic Energy Die (no action required) and end every effect on yourself giving you those conditions.

LEVEL 15: BULWARK OF FORCE

You can shield yourself and others with telekinetic force. As a Bonus Action, you can choose creatures, including yourself, within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures has Half Cover for 1 minute or until you have the Incapacitated condition.

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

LEVEL 18: TELEKINETIC MASTER

You always have the *Telekinesis* spell prepared. With this feature, you can cast it without a spell slot or components, and your spellcasting ability for it is Intelligence. On each of your turns while you maintain Concentration on it, including the turn when you cast it, you can make one attack with a weapon as a Bonus Action.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.



PSI WARRIOR
SUBCLASS



MONK

A Martial Artist of Supernatural Focus



CORE MONK TRAITS

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 2: Acrobatics, Athletics, History, Insight, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see chapter 6)
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 5 Daggers, Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack, and 11 GP; or (B) 50 GP

MONKS USE RIGOROUS COMBAT TRAINING and mental discipline to align themselves with the multiverse and focus their internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler manifestation of defense and speed, this power infuses all that a Monk does.

Monks focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery.

Many Monks find that a structured life of ascetic withdrawal helps them cultivate the physical and mental focus they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view adventures as tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to turn themselves into living weapons.

BECOMING A MONK ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

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

MONK CLASS FEATURES

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

LEVEL 1: MARTIAL ARTS

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

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

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

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

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

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

LEVEL 1: UNARMORED DEFENSE

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

LEVEL 2: MONK'S FOCUS

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

MONK FEATURES

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

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

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

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

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

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

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

LEVEL 2: UNARMORED MOVEMENT

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

LEVEL 2: UNCANNY METABOLISM

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

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

LEVEL 3: DEFLECT ATTACKS

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

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

LEVEL 3: MONK SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 4: SLOW FALL

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

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: STUNNING STRIKE

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

LEVEL 6: EMPOWERED STRIKES

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

LEVEL 7: EVASION

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

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

LEVEL 9: ACROBATIC MOVEMENT

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

LEVEL 10: HEIGHTENED FOCUS

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

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

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

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

LEVEL 10: SELF-RESTORATION

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

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

LEVEL 13: DEFLECT ENERGY

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

LEVEL 14: DISCIPLINED SURVIVOR

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

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

LEVEL 15: PERFECT FOCUS

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

LEVEL 18: SUPERIOR DEFENSE

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

LEVEL 19: EPIC BOON

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

LEVEL 20: BODY AND MIND

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

MONK SUBCLASSES

A Monk subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Warrior of Mercy, Warrior of Shadow, Warrior of the Elements, and Warrior of the Open Hand subclasses.

WARRIOR OF MERCY

Manipulate Forces of Life and Death

Warriors of Mercy manipulate the life force of others. These Monks are wandering physicians, but they bring a swift end to their enemies. They often wear masks, presenting themselves as faceless bringers of life and death.

LEVEL 3: HAND OF HARM

Once per turn when you hit a creature with an Unarmed Strike and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

LEVEL 3: HAND OF HEALING

As a Magic action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the Unarmed Strikes with a use of this feature without expending a Focus Point for the healing.

LEVEL 3: IMPLEMENTS OF MERCY

You gain proficiency in the Insight and Medicine skills and proficiency with the Herbalism Kit.

LEVEL 6: PHYSICIAN'S TOUCH

Your Hand of Harm and Hand of Healing improve, as detailed below.

Hand of Harm. When you use Hand of Harm on a creature, you can also give that creature the Poisoned condition until the end of your next turn.

Hand of Healing. When you use Hand of Healing, you can also end one of the following conditions on the creature you heal: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.

LEVEL 11: FLURRY OF HEALING AND HARM

When you use Flurry of Blows, you can replace each of the Unarmed Strikes with a use of Hand of Healing without expending Focus Points for the healing.

In addition, when you make an Unarmed Strike with Flurry of Blows and deal damage, you can use Hand of Harm with that strike without expending a Focus Point for Hand of Harm. You can still use Hand of Harm only once per turn.



WARRIOR OF MERCY
SUBCLASS

You can use these benefits a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 17: HAND OF ULTIMATE MERCY

Your mastery of life energy opens the door to the ultimate mercy. As a Magic action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 Focus Points. The creature then returns to life with a number of Hit Points equal to 4d10 plus your Wisdom modifier. If the creature died with any of the following conditions, the creature revives with the conditions removed: Blinded, Deafened, Paralyzed, Poisoned, and Stunned.

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

WARRIOR OF SHADOW

Harness Shadow Power for Stealth and Subterfuge

Warriors of Shadow practice stealth and subterfuge, harnessing the power of the Shadowfell. They are at home in darkness, able to draw gloom around themselves to hide, leap from shadow to shadow, and take on a wraithlike form.

LEVEL 3: SHADOW ARTS

You have learned to draw on the power of the Shadowfell, gaining the following benefits.

Darkness. You can expend 1 Focus Point to cast the *Darkness* spell without spell components. You can see within the spell's area when you cast it with this feature. While the spell persists, you can move its area of Darkness to a space within 60 feet of yourself at the start of each of your turns.

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

Shadowy Figments. You know the *Minor Illusion* spell. Wisdom is your spellcasting ability for it.

LEVEL 6: SHADOW STEP

While entirely within Dim Light or Darkness, you can use a Bonus Action to teleport up to 60 feet to an unoccupied space you can see that is also in Dim Light or Darkness. You then have Advantage on the next melee attack you make before the end of the current turn.

LEVEL 11: IMPROVED SHADOW STEP

You can draw on your Shadowfell connection to empower your teleportation. When you use your Shadow Step, you can expend 1 Focus Point to remove the requirement that you must start and end in Dim Light or Darkness for that use of the feature. As part of this Bonus Action, you can make an Unarmed Strike immediately after you teleport.

LEVEL 17: CLOAK OF SHADOWS

As a Magic action while entirely within Dim Light or Darkness, you can expend 3 Focus Points to shroud yourself with shadows for 1 minute, until you have the Incapacitated condition, or until you end your turn in Bright Light. While shrouded by these shadows, you gain the following benefits.

Invisibility. You have the Invisible condition.

Partially Incorporeal. You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you are shunted to the last unoccupied space you were in.

Shadow Flurry. You can use your Flurry of Blows without expending any Focus Points.



WARRIOR OF SHADOW
SUBCLASS

WARRIOR OF THE ELEMENTS

Wield Strikes and Bursts of Elemental Power

Warriors of the Elements tap into the power of the Elemental Planes. Harnessing their supernatural focus, these Monks momentarily tame the energy of the Elemental Chaos to empower themselves in and out of battle.

LEVEL 3: ELEMENTAL ATTUNEMENT

At the start of your turn, you can expend 1 Focus Point to imbue yourself with elemental energy. The energy lasts for 10 minutes or until you have the Incapacitated condition. You gain the following benefits while this feature is active.

Reach. When you make an Unarmed Strike, your reach is 10 feet greater than normal, as elemental energy extends from you.

Elemental Strikes. Whenever you hit with your Unarmed Strike, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type. When you deal one of these types with it, you can also force the target to make a Strength saving throw. On a failed save, you can move the target up to 10 feet toward or away from you, as elemental energy swirls around it.

LEVEL 3: MANIPULATE ELEMENTS

You know the *Elementalism* spell. Wisdom is your spellcasting ability for it.

LEVEL 6: ELEMENTAL BURST

As a Magic action, you can expend 2 Focus Points to cause elemental energy to burst in a 20-foot-radius Sphere centered on a point within 120 feet of yourself. Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder.

Each creature in the Sphere must make a Dexterity saving throw. On a failed save, a creature takes damage of the chosen type equal to three rolls of your Martial Arts die. On a successful save, a creature takes half as much damage.

LEVEL 11: STRIDE OF THE ELEMENTS

While your Elemental Attunement is active, you also have a Fly Speed and a Swim Speed equal to your Speed.

LEVEL 17: ELEMENTAL EPITOME

While your Elemental Attunement is active, you also gain the following benefits.

Damage Resistance. You gain Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Thunder. At the start of each of your turns, you can change this choice.

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end



WARRIOR OF THE ELEMENTS
SUBCLASS

of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with an Unarmed Strike. The extra damage is the same type dealt by that strike.

WARRIOR OF THE OPEN HAND

Master Unarmed Combat Techniques

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

LEVEL 3: OPEN HAND TECHNIQUE

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

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

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

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

LEVEL 6: WHOLENESS OF BODY

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

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

LEVEL 11: FLEET STEP

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

LEVEL 17: QUIVERING PALM

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can expend 4 Focus Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you take an action to end them. Alternatively, when you take the Attack action on your turn, you can forgo one of the attacks to end the vibrations. To end them, you and the target must be on the same plane of existence.

When you end them, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

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



WARRIOR OF THE
OPEN HAND
SUBCLASS



PALADIN

A Devout Warrior of Sacred Oaths



CORE PALADIN TRAITS

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

PALADINS ARE UNITED BY THEIR OATHS TO stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the injured, smite their foes, and protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic.

BECOMING A PALADIN ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Paladin Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.

- Gain the Paladin's level 1 features, which are listed in the Paladin Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

PALADIN CLASS FEATURES

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

LEVEL 1: LAY ON HANDS

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

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

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

LEVEL 1: SPELLCASTING

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

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

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

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

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

PALADIN FEATURES

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

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

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

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

LEVEL 1: WEAPON MASTERY

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

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

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice (see chapter 5 for feats). Instead of choosing one of those feats, you can choose the option below.

Blessed Warrior. You learn two Cleric cantrips of your choice (see the Cleric class's section for a list of Cleric spells). *Guidance* and *Sacred Flame* are

recommended. The chosen cantrips count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips with another Cleric cantrip.

LEVEL 2: PALADIN'S SMITE

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

LEVEL 3: CHANNEL DIVINITY

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

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

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

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

LEVEL 3: PALADIN SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: FAITHFUL STEED

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

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

LEVEL 6: AURA OF PROTECTION

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

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

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

LEVEL 9: ABJURE FOES

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

BREAKING YOUR OATH

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

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

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

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

LEVEL 10: AURA OF COURAGE

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

LEVEL 11: RADIANT STRIKES

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

LEVEL 14: RESTORING TOUCH

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

LEVEL 18: AURA EXPANSION

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

LEVEL 19: EPIC BOON

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

A PALADIN'S DEDICATION TO HER CAUSE
MANIFESTS AS MAGICAL MIGHT.



PALADIN SPELL LIST

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

LEVEL 1 PALADIN SPELLS

Spell	School	Special
<i>Bless</i>	Enchantment	C, M
<i>Command</i>	Enchantment	—
<i>Compelled Duel</i>	Enchantment	C
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Evil and Good</i>	Divination	C
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Divine Favor</i>	Transmutation	—
<i>Divine Smite</i>	Evocation	—
<i>Heroism</i>	Enchantment	C
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Searing Smite</i>	Evocation	—
<i>Shield of Faith</i>	Abjuration	C
<i>Thunderous Smite</i>	Evocation	—
<i>Wrathful Smite</i>	Necromancy	—

LEVEL 2 PALADIN SPELLS

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

LEVEL 3 PALADIN SPELLS

Spell	School	Special
<i>Aura of Vitality</i>	Abjuration	C
<i>Blinding Smite</i>	Evocation	—
<i>Create Food and Water</i>	Conjuration	—
<i>Crusader's Mantle</i>	Transmutation	C

Spell	School	Special
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Magic Circle</i>	Abjuration	M
<i>Remove Curse</i>	Abjuration	—
<i>Revivify</i>	Necromancy	M

LEVEL 4 PALADIN SPELLS

Spell	School	Special
<i>Aura of Life</i>	Abjuration	C
<i>Aura of Purity</i>	Abjuration	C
<i>Banishment</i>	Abjuration	C
<i>Death Ward</i>	Abjuration	—
<i>Locate Creature</i>	Divination	C
<i>Staggering Smite</i>	Enchantment	—

LEVEL 5 PALADIN SPELLS

Spell	School	Special
<i>Banishing Smite</i>	Conjuration	C
<i>Circle of Power</i>	Abjuration	C
<i>Destructive Wave</i>	Evocation	—
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M
<i>Summon Celestial</i>	Conjuration	C, M

PALADIN SUBCLASSES

A Paladin subclass is a specialization that grants you features at certain Paladin levels, as specified in the subclass. This section presents the Oath of Devotion, Oath of Glory, Oath of the Ancients, and Oath of Vengeance subclasses.

Each of these subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at level 3, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they've reached level 3 and made this oath. For others, the swearing of the oath is a formality, an official stamp on what was already in their hearts.

OATH OF DEVOTION

Uphold the Ideals of Justice and Order

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

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

These paladins share the following tenets:

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

LEVEL 3: OATH OF DEVOTION SPELLS

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

OATH OF DEVOTION SPELLS

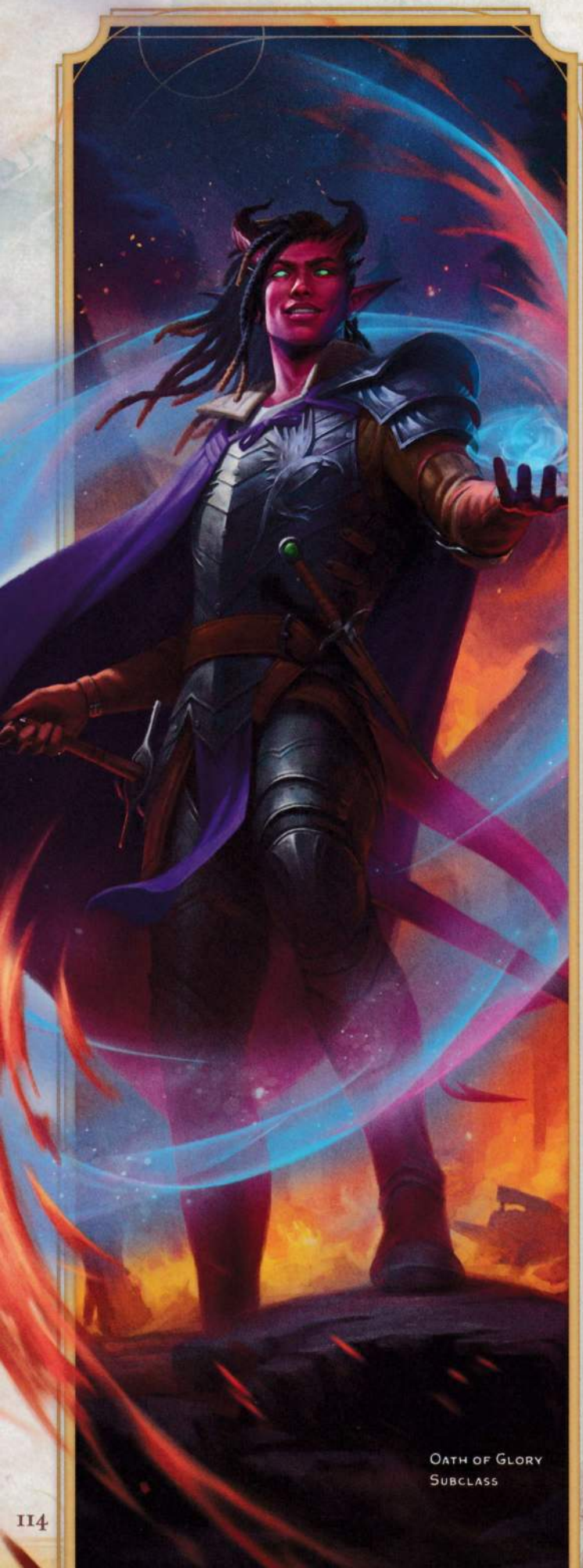
Paladin Level	Spells
3	<i>Protection from Evil and Good, Shield of Faith</i>
5	<i>Aid, Zone of Truth</i>
9	<i>Beacon of Hope, Dispel Magic</i>
13	<i>Freedom of Movement, Guardian of Faith</i>
17	<i>Commune, Flame Strike</i>

LEVEL 3: SACRED WEAPON

When you take the Attack action, you can expend one use of your Channel Divinity to imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature



OATH OF DEVOTION
SUBCLASS



OATH OF GLORY
SUBCLASS

again, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

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

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

LEVEL 7: AURA OF DEVOTION

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

LEVEL 15: SMITE OF PROTECTION

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

LEVEL 20: HOLY NIMBUS

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

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

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

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

OATH OF GLORY

Strive for the Heights of Heroism

Paladins who take the Oath of Glory believe they and their companions are destined to achieve glory through deeds of heroism. They train diligently and encourage their companions, so they're all ready when destiny calls.

These paladins share the following tenets:

- Endeavor to be known by your deeds.
- Face hardships with courage.
- Inspire others to strive for glory.

LEVEL 3: INSPIRING SMITE

Immediately after you cast *Divine Smite*, you can expend one use of your Channel Divinity and

distribute Temporary Hit Points to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals 2d8 plus your Paladin level, divided among the chosen creatures however you like.

LEVEL 3: OATH OF GLORY SPELLS

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

OATH OF GLORY SPELLS

Paladin Level	Spells
3	<i>Guiding Bolt, Heroism</i>
5	<i>Enhance Ability, Magic Weapon</i>
9	<i>Haste, Protection from Energy</i>
13	<i>Compulsion, Freedom of Movement</i>
17	<i>Legend Lore, Yolande's Regal Presence</i>

LEVEL 3: PEERLESS ATHLETE

As a Bonus Action, you can expend one use of your Channel Divinity to augment your athleticism. For 1 hour, you have Advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, and the distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal).

LEVEL 7: AURA OF ALACRITY

Your Speed increases by 10 feet.

In addition, whenever an ally enters your Aura of Protection for the first time on a turn or starts their turn there, the ally's Speed increases by 10 feet until the end of their next turn.

LEVEL 15: GLORIOUS DEFENSE

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can take a Reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one attack with a weapon against the attacker as part of this Reaction if the attacker is within your weapon's range.

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

LEVEL 20: LIVING LEGEND

You can empower yourself with the legends—whether true or exaggerated—of your great deeds. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use

it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Charismatic. You are blessed with an otherworldly presence and have Advantage on all Charisma checks.

Saving Throw Reroll. If you fail a saving throw, you can take a Reaction to reroll it. You must use this new roll.

Unerring Strike. Once on each of your turns when you make an attack roll with a weapon and miss, you can cause that attack to hit instead.

OATH OF THE ANCIENTS

Preserve Life and Light in the World

The Oath of the Ancients is as old as the first elves. Paladins who swear this oath cherish the light; they love the beautiful and life-giving things of the world more than any principles of honor, courage, and justice. They often adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect their commitment to preserving life and light.

These paladins share the following tenets:

- Kindle the light of hope.
- Shelter life.
- Delight in art and laughter.

LEVEL 3: NATURE'S WRATH

As a Magic action, you can expend one use of your Channel Divinity to conjure spectral vines around nearby creatures. Each creature of your choice that you can see within 15 feet of yourself must succeed on a Strength saving throw or have the Restrained condition for 1 minute. A Restrained creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

LEVEL 3: OATH OF THE ANCIENTS SPELLS

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

OATH OF THE ANCIENTS SPELLS

Paladin Level	Spells
3	<i>Ensnaring Strike, Speak with Animals</i>
5	<i>Misty Step, Moonbeam</i>
9	<i>Plant Growth, Protection from Energy</i>
13	<i>Ice Storm, Stoneskin</i>
17	<i>Commune with Nature, Tree Stride</i>



OATH OF THE ANCIENTS
SUBCLASS

LEVEL 7: AURA OF WARDING

Ancient magic lies so heavily upon you that it forms an eldritch ward, blunting energy from beyond the Material Plane; you and your allies have Resistance to Necrotic, Psychic, and Radiant damage while in your Aura of Protection.

LEVEL 15: UNDYING SENTINEL

When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you regain a number of Hit Points equal to three times your Paladin level. Once you use this feature, you can't do so again until you finish a Long Rest.

Additionally, you can't be aged magically, and you cease visibly aging.

LEVEL 20: ELDER CHAMPION

As a Bonus Action, you can imbue your Aura of Protection with primal power, granting the benefits below for 1 minute or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Diminish Defiance. Enemies in the aura have Disadvantage on saving throws against your spells and Channel Divinity options.

Regeneration. At the start of each of your turns, you regain 10 Hit Points.

Swift Spells. Whenever you cast a spell that has a casting time of an action, you can cast it using a Bonus Action instead.

OATH OF VENGEANCE

Punish Evildoers at Any Cost

The Oath of Vengeance is a solemn commitment to punish those who have committed grievously evil acts. When evil armies slaughter helpless villagers, when a tyrant defies the will of the gods, when a thieves' guild grows too violent, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right what has gone wrong.

These paladins share the following tenets:

- Show the wicked no mercy.
- Fight injustice and its causes.
- Aid those harmed by injustice.

LEVEL 3: OATH OF VENGEANCE SPELLS

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

OATH OF VENGEANCE SPELLS

Paladin Level	Spells
3	<i>Bane, Hunter's Mark</i>
5	<i>Hold Person, Misty Step</i>
9	<i>Haste, Protection from Energy</i>
13	<i>Banishment, Dimension Door</i>
17	<i>Hold Monster, Scrying</i>

LEVEL 3: VOW OF ENMITY

When you take the Attack action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You have Advantage on attack rolls against the creature for 1 minute or until you use this feature again.

If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required).

LEVEL 7: RELENTLESS AVENGER

Your supernatural focus helps you close off a foe's retreat. When you hit a creature with an Opportunity Attack, you can reduce the creature's Speed to 0 until the end of the current turn. You can then move up to half your Speed as part of the same Reaction. This movement doesn't provoke Opportunity Attacks.

LEVEL 15: SOUL OF VENGEANCE

Immediately after a creature under the effect of your Vow of Enmity hits or misses with an attack roll, you can take a Reaction to make a melee attack against that creature if it's within range.

LEVEL 20: AVENGING ANGEL

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

Flight. You sprout spectral wings on your back, have a Fly Speed of 60 feet, and can hover.

Frightful Aura. Whenever an enemy starts its turn in your Aura of Protection, that creature must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. Attack rolls against the Frightened creature have Advantage.





RANGER

A Wandering Warrior Imbued with Primal Magic

CORE RANGER TRAITS

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

FAR FROM BUSTLING CITIES, AMID THE trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger's talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

BECOMING A RANGER ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

RANGER CLASS FEATURES

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

LEVEL 1: SPELLCASTING

You have learned to channel the magical essence of nature to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the Ranger spell list later in the class's description.

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

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

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

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

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

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

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

LEVEL 1: FAVORED ENEMY

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

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

RANGER FEATURES

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

LEVEL 1: WEAPON MASTERY

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

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

LEVEL 2: DEFT EXPLORER

Thanks to your travels, you gain the following benefits.

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

Languages. You know two languages of your choice from the language tables in chapter 2.

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice (see chapter 5). Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior. You learn two Druid cantrips of your choice (see the Druid class's section for a list of

Druid spells). *Guidance* and *Starry Wisp* are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

LEVEL 3: RANGER SUBCLASS

You gain a Ranger subclass of your choice. The Beast Master, Fey Wanderer, Gloom Stalker, and Hunter subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 5: EXTRA ATTACK

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

LEVEL 6: ROVING

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

LEVEL 9: EXPERTISE

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

LEVEL 10: TIRELESS

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

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

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

LEVEL 13: RELENTLESS HUNTER

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

LEVEL 14: NATURE'S VEIL

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

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

LEVEL 17: PRECISE HUNTER

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

LEVEL 18: FERAL SENSES

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

LEVEL 19: EPIC BOON

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

LEVEL 20: FOE SLAYER

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

RANGER SPELL LIST

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

LEVEL 1 RANGER SPELLS

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

LEVEL 2 RANGER SPELLS

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

LEVEL 3 RANGER SPELLS

Spell	School	Special
<i>Conjure Animals</i>	Conjuration	C
<i>Conjure Barrage</i>	Conjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Lightning Arrow</i>	Transmutation	—



LEVEL 5 RANGER SPELLS

Spell	School	Special
<i>Commune with Nature</i>	Divination	R
<i>Conjure Volley</i>	Conjuration	—
<i>Greater Restoration</i>	Abjuration	M
<i>Steel Wind Strike</i>	Conjuration	M
<i>Swift Quiver</i>	Transmutation	C, M
<i>Tree Stride</i>	Conjuration	C

RANGER SUBCLASSES

A Ranger subclass is a specialization that grants you features at certain Ranger levels, as specified in the subclass. This section presents the Beast Master, Fey Wanderer, Gloom Stalker, and Hunter subclasses.

BEAST MASTER

Bond with a Primal Beast

A Beast Master forms a mystical bond with a special animal, drawing on primal magic and a deep connection to the natural world.

LEVEL 3: PRIMAL COMPANION

You magically summon a primal beast, which draws strength from your bond with nature. Choose its stat block: **Beast of the Land**, **Beast of the Sea**, or **Beast of the Sky**. You also determine the kind of animal it is, choosing a kind appropriate for the stat block. Whatever beast you choose, it bears primal markings indicating its supernatural origin.

The beast is Friendly to you and your allies and obeys your commands. It vanishes if you die.

The Beast in Combat. In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Beast's Strike action. If you have the Incapacitated condition, the beast acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Beast. If the beast has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The beast returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can summon a different primal beast, which appears in an unoccupied space within 5 feet of you. You choose its stat block and appearance. If you already have a beast from this feature, the old one vanishes when the new one appears.

Spell	School	Special
<i>Meld into Stone</i>	Transmutation	R
<i>Nondetection</i>	Abjuration	M
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Speak with Plants</i>	Transmutation	—
<i>Summon Fey</i>	Conjuration	C, M
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R
<i>Wind Wall</i>	Evocation	C

LEVEL 4 RANGER SPELLS

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

LEVEL 7: EXCEPTIONAL TRAINING

When you take a Bonus Action to command your Primal Companion beast to take an action, you can also command it to take the Dash, Disengage, Dodge, or Help action using its Bonus Action.

In addition, whenever it hits with an attack roll and deals damage, it can deal your choice of Force damage or its normal damage type.

LEVEL 11: BESTIAL FURY

When you command your Primal Companion beast to take the Beast's Strike action, the beast can use it twice.

In addition, the first time each turn it hits a creature under the effect of your *Hunter's Mark* spell, the beast deals extra Force damage equal to the bonus damage of that spell.

LEVEL 15: SHARE SPELLS

When you cast a spell targeting yourself, you can also affect your Primal Companion beast with the spell if the beast is within 30 feet of you.

BEAST OF THE LAND

Medium Beast, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	14	+2	+2	DEX	14	+2	+2	CON	15	+2	+2
INT	8	-1	-1	WIS	14	+2	+2	CHA	11	+0	+0

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

ACTIONS

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the beast).

If the beast moved at least 20 feet straight toward the target before the hit, the target takes an extra 1d6 damage of the same type, and the target has the Prone condition if it is a Large or smaller creature.



BEAST OF THE SKY

Small Beast, Neutral

AC 13 plus your Wisdom modifier

HP 4 plus four times your Ranger level (the beast has a number of Hit Dice [d6s] equal to your Ranger level)

Speed 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	6	-2	-2	DEX	16	+3	+3	CON	13	+1	+1
INT	8	-1	-1	WIS	14	+2	+2	CHA	11	+0	+0

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Flyby. The beast doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

ACTIONS

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + 3 plus your Wisdom modifier Slashing damage.

BEAST OF THE SEA

Medium Beast, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

Speed 5 ft., Swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	14	+2	+2	DEX	14	+2	+2	CON	15	+2	+2
INT	8	-1	-1	WIS	14	+2	+2	CHA	11	+0	+0

Senses Darkvision 90 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Amphibious. The beast can breathe air and water.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

ACTIONS

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 2 plus your Wisdom modifier Bludgeoning or Piercing damage (your choice when you summon the beast), and the target has the Grappled condition (escape DC equals your spell save DC).

FEY WANDERER

Wield Fey Mirth and Fury

A fey mystique surrounds you, thanks to the boon of an archfey or a location in the Feywild that transformed you. However you gained fey magic, you are now a Fey Wanderer. Your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

LEVEL 3: DREADFUL STRIKES

You can augment your weapon strikes with mind-scarring magic drawn from the murky hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 Psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach Ranger level 11.

LEVEL 3: FEY WANDERER SPELLS

When you reach a Ranger level specified in the Fey Wanderer Spells table, you thereafter always have the listed spells prepared.

FEY WANDERER SPELLS

Ranger Level	Spell
3	<i>Charm Person</i>
5	<i>Misty Step</i>
9	<i>Summon Fey</i>
13	<i>Dimension Door</i>
17	<i>Mislead</i>

You also possess a fey blessing. Choose it from the Feywild Gifts table or determine it randomly.

FEYWILD GIFTS

1d6	Gift
1	Illusory butterflies flutter around you while you take a Short or Long Rest.
2	Flowers bloom from your hair each dawn.
3	You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.
6	Your skin and hair change color each dawn.

LEVEL 3: OTHERWORLDLY GLAMOUR

Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

You also gain proficiency in one of these skills of your choice: Deception, Performance, or Persuasion.

LEVEL 7: BEGUILING TWIST

The magic of the Feywild guards your mind. You have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw to avoid or end the Charmed or Frightened condition, you can take a Reaction to force a different creature you can see within 120 feet of yourself to make a Wisdom save against your spell save DC. On a failed save, the target is Charmed or Frightened (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.

LEVEL 11: FEY REINFORCEMENTS

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

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

LEVEL 15: MISTY WANDERER

You can cast *Misty Step* without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast *Misty Step*, you can bring along one willing creature you can see within 5 feet of yourself. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

GLOOM STALKER

Draw on Shadow Magic to Fight Your Foes

Gloom Stalkers are at home in the darkest places, wielding magic drawn from the Shadowfell to combat enemies that lurk in darkness.

LEVEL 3: DREAD AMBUSER

You have mastered the art of creating fearsome ambushes, granting you the following benefits.

Ambusher's Leap. At the start of your first turn of each combat, your Speed increases by 10 feet until the end of that turn.

Dreadful Strike. When you attack a creature and hit it with a weapon, you can deal an extra 2d6 Psychic damage. You can use this benefit only once per turn, you can use it a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Initiative Bonus. When you roll Initiative, you can add your Wisdom modifier to the roll.



FEY WANDERER
SUBCLASS



LEVEL 3: GLOOM STALKER SPELLS

When you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

GLOOM STALKER SPELLS

Ranger Level	Spells
3	<i>Disguise Self</i>
5	<i>Rope Trick</i>
9	<i>Fear</i>
13	<i>Greater Invisibility</i>
17	<i>Seeming</i>

LEVEL 3: UMBRAL SIGHT

You gain Darkvision with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

You are also adept at evading creatures that rely on Darkvision. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that Darkness.

LEVEL 7: IRON MIND

You have honed your ability to resist mind-altering powers. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

LEVEL 11: STALKER'S FLURRY

The Psychic damage of your Dreadful Strike becomes 2d8. In addition, when you use the Dreadful Strike effect of your Dread Ambusher feature, you can cause one of the following additional effects.

Sudden Strike. You can make another attack with the same weapon against a different creature that is within 5 feet of the original target and that is within the weapon's range.

Mass Fear. The target and each creature within 10 feet of it must make a Wisdom saving throw against your spell save DC. On a failed save, a creature has the Frightened condition until the start of your next turn.

LEVEL 15: SHADOWY DODGE

When a creature makes an attack roll against you, you can take a Reaction to impose Disadvantage on that roll. Whether the attack hits or misses, you can then teleport up to 30 feet to an unoccupied space you can see.

HUNTER

Protect Nature and People from Destruction

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

LEVEL 3: HUNTER'S LORE

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

LEVEL 3: HUNTER'S PREY

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

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

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

LEVEL 7: DEFENSIVE TACTICS

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

Escape the Horde. Opportunity Attacks have Disadvantage against you.

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

LEVEL 11: SUPERIOR HUNTER'S PREY

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

LEVEL 15: SUPERIOR HUNTER'S DEFENSE

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



HUNTER
SUBCLASS



ROGUE

A Dexterous Expert in Stealth and Subterfuge



CORE ROGUE TRAITS

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

ROGUES RELY ON CUNNING, STEALTH, AND their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem. A few even learn magical tricks to supplement their other abilities. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

In combat, Rogues prioritize subtle strikes over brute strength. They would rather make one precise strike than wear an opponent down with a barrage of blows.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

BECOMING A ROGUE ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

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

ROGUE CLASS FEATURES

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

LEVEL 1: EXPERTISE

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

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

LEVEL 1: SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

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

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

LEVEL 1: THIEVES' CANT

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in chapter 2.

LEVEL 1: WEAPON MASTERY

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

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

ROGUE FEATURES

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

LEVEL 2: CUNNING ACTION

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

LEVEL 3: ROGUE SUBCLASS

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

LEVEL 3: STEADY AIM

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

LEVEL 5: CUNNING STRIKE

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

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

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

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

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

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

LEVEL 5: UNCANNY DODGE

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

LEVEL 7: EVASION

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

LEVEL 7: RELIABLE TALENT

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

LEVEL 11: IMPROVED CUNNING STRIKE

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

LEVEL 14: DEVIOS STRIKES

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

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

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

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

LEVEL 15: SLIPPERY MIND

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

LEVEL 18: ELUSIVE

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

LEVEL 19: EPIC BOON

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

LEVEL 20: STROKE OF LUCK

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

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



ROGUE SUBCLASSES

A Rogue subclass is a specialization that grants you features at certain Rogue levels, as specified in the subclass. This section presents the Arcane Trickster, Assassin, Soulknife, and Thief subclasses.

ARCANE TRICKSTER

Enhance Stealth with Arcane Spells

Some Rogues enhance their fine-honed skills of stealth and agility with spells, learning magical tricks to aid them in their trade. Some Arcane Tricksters use their talents as pickpockets and burglars, while others are pranksters.

LEVEL 3: SPELLCASTING

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Arcane Trickster.

Cantrips. You know three cantrips: *Mage Hand* and two other cantrips of your choice from the Wizard spell list (see that class's section for its list). *Mind Sliver* and *Minor Illusion* are recommended.

Whenever you gain a Rogue level, you can replace one of your cantrips, except *Mage Hand*, with another Wizard cantrip of your choice.

When you reach Rogue level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell 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 three level 1 Wizard spells. *Charm Person*, *Disguise Self*, and *Fog Cloud* are recommended.

The number of spells on your list increases as you gain Rogue levels, as shown in the Prepared Spells column of the Arcane Trickster Spellcasting table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the Arcane Trickster Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Rogue, your list of prepared spells can include five Wizard spells of level 1 or 2 in any combination.

ARCANE TRICKSTER
SUBCLASS

ARCANE TRICKSTER SPELLCASTING

Rogue Level	Prepared Spells	—Spell Slots per Spell Level—			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

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

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

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

LEVEL 3: MAGE HAND LEGERDEMAIN

When you cast *Mage Hand*, you can cast it as a Bonus Action, and you can make the spectral hand Invisible. You can control the hand as a Bonus Action, and through it, you can make Dexterity (Sleight of Hand) checks.

LEVEL 9: MAGICAL AMBUSH

If you have the Invisible condition when you cast a spell on a creature, it has Disadvantage on any saving throw it makes against the spell on the same turn.

LEVEL 13: VERSATILE TRICKSTER

You gain the ability to distract targets with your *Mage Hand*. When you use the Trip option of your Cunning Strike on a creature, you can also use that option on another creature within 5 feet of the spectral hand.

LEVEL 17: SPELL THIEF

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can take a Reaction to force the creature to make an Intelligence saving throw. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least level 1 and of a level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you have the spell prepared. The creature can't cast it until the 8 hours have passed.

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





ASSASSIN

Practice the Grim Art of Death

An Assassin's training focuses on using stealth, poison, and disguise to eliminate foes with deadly efficiency. While some Rogues who follow this path are hired killers, spies, or bounty hunters, the capabilities of this subclass are equally useful for adventurers facing a variety of monstrous enemies.

LEVEL 3: ASSASSINATE

You're adept at ambushing a target, granting you the following benefits.

Initiative. You have Advantage on Initiative rolls.

Surprising Strikes. During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes extra damage of the weapon's type equal to your Rogue level.

LEVEL 3: ASSASSIN'S TOOLS

You gain a Disguise Kit and a Poisoner's Kit, and you have proficiency with them.

LEVEL 9: INFILTRATION EXPERTISE

You are expert at the following techniques that aid your infiltrations.

Masterful Mimicry. You can unerringly mimic another person's speech, handwriting, or both if you have spent at least 1 hour studying them.

Roving Aim. Your Speed isn't reduced to 0 by using Steady Aim.

LEVEL 13: ENVENOM WEAPONS

When you use the Poison option of your Cunning Strike, the target also takes 2d6 Poison damage whenever it fails the saving throw. This damage ignores Resistance to Poison damage.

LEVEL 17: DEATH STRIKE

When you hit with your Sneak Attack on the first round of a combat, the target must succeed on a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus), or the attack's damage is doubled against the target.

SOULKNIFE

Strike Foes with Psionic Blades

A Soulknife strikes with the mind, cutting through barriers both physical and psychic. These Rogues discover psionic power within themselves and channel it to do their roguish work. As a Soulknife, your psionic abilities might have haunted you since childhood, revealing their full potential only as you experienced the stress of adventure. Or you might have sought out an order of psychic adepts and spent years learning how to manifest your power.

LEVEL 3: PSIONIC POWER

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel certain powers you have from this subclass. The Soulknife Energy Dice table shows the number of these dice you have when you reach certain Rogue levels, and the table shows the die size.

SOULKNIFE ENERGY DICE

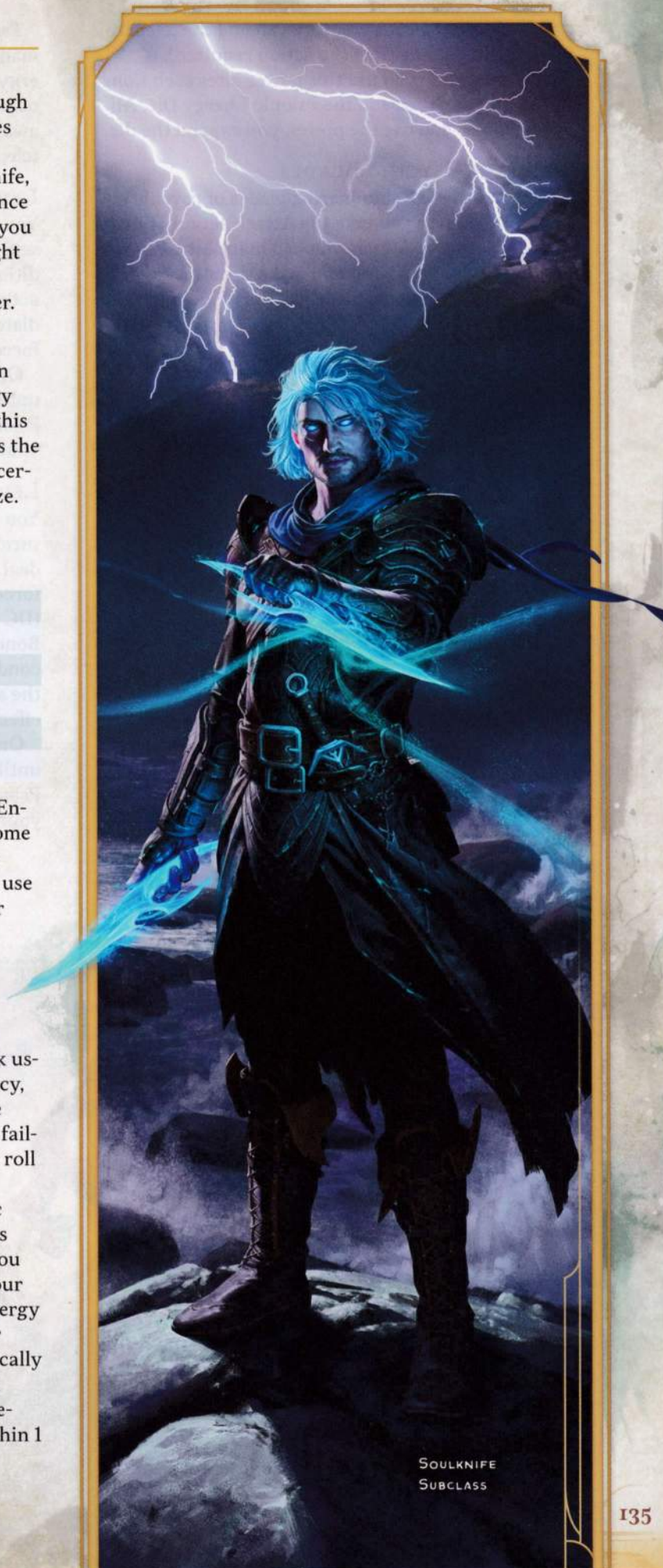
Rogue Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend a Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when your Psionic Energy Dice are all expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Psi-Bolstered Knack. If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy Die and add the number rolled to the check, potentially turning failure into success. The die is expended only if the roll then succeeds.

Psychic Whispers. You can establish telepathic communication between yourself and others. As a Magic action, choose one or more creatures you can see, up to a number of creatures equal to your Proficiency Bonus, and then roll one Psionic Energy Die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1



SOULKNIFE
SUBCLASS

mile of each other. A creature can end the telepathic connection at any time (no action required).

The first time you use this power after each Long Rest, you don't expend the Psionic Energy Die. All other times you use the power, you expend the die.

LEVEL 3: PSYCHIC BLADES

You can manifest shimmering blades of psychic energy. Whenever you take the Attack action or make an Opportunity Attack, you can manifest a Psychic Blade in your free hand and make the attack with that blade. The magic blade has the following traits:

Weapon Category: Simple Melee

Damage on a Hit: 1d6 Psychic plus the ability modifier used for the attack roll

Properties: Finesse, Thrown (range 60/120 feet)

Mastery: Vex (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

The blade vanishes immediately after it hits or misses its target, and it leaves no mark if it deals damage.

After you attack with the blade on your turn, you can make a melee or ranged attack with a second psychic blade as a Bonus Action on the same turn if your other hand is free to create it. The damage die of this bonus attack is 1d4 instead of 1d6.

LEVEL 9: SOUL BLADES

You can now use the following powers with your Psychic Blades.

Homing Strikes. If you make an attack roll with your Psychic Blade and miss the target, you can roll one Psionic Energy Die and add the number rolled to the attack roll. If this causes the attack to hit, the die is expended.

Psychic Teleportation. As a Bonus Action, you manifest a Psychic Blade, expend one Psionic Energy Die and roll it, and throw the blade at an unoccupied space you can see up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

LEVEL 13: PSYCHIC VEIL

You can weave a veil of psychic static to mask yourself. As a Magic action, you gain the Invisible condition for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

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

LEVEL 17: REND MIND

You can sweep your Psychic Blades through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). If the save fails, the target has the Stunned condition for 1 minute. The Stunned target repeats the save at the end of each of its turns, ending the effect on itself on a success.

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



THIEF

Hunt for Treasure as a Classic Adventurer

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

LEVEL 3: FAST HANDS

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

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

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

LEVEL 3: SECOND-STORY WORK

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

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

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

LEVEL 9: SUPREME SNEAK

You gain the following Cunning Strike option.

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

LEVEL 13: USE MAGIC DEVICE

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

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

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

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

LEVEL 17: THIEF'S REFLEXES

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

THIEF
SUBCLASS





SORCERER

A Dazzling Mage Filled with Innate Magic



CORE SORCERER TRAITS

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

SORCERERS WIELD INNATE MAGIC THAT IS stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The blessing of a dragon or a dryad at a baby's birth or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the Sorcerer, a churning magic that can be passed down through generations.

Sorcerers don't learn magic; the raw, roiling power of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect its source.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that it doesn't like to stay quiet. A Sorcerer's magic wants to be wielded.

BECOMING A SORCERER ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

SORCERER CLASS FEATURES

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

LEVEL 1: SPELLCASTING

Drawing from your innate magic, you can cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the Sorcerer spell list later in the class's description.

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

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

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

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

The number of spells on your list increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer Features table. Whenever that number increases, choose additional

SORCERER FEATURES

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

Sorcerer spells until the number of spells on your list matches the number in the Sorcerer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination.

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

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

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

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

LEVEL 1: INNATE SORCERY

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

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

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

LEVEL 2: FONT OF MAGIC

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

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

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

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

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

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

CREATING SPELL SLOTS

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

LEVEL 2: METAMAGIC

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

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

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

LEVEL 3: SORCERER SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 5: SORCEROUS RESTORATION

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

LEVEL 7: SORCERY INCARNATE

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

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

LEVEL 19: EPIC BOON

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

LEVEL 20: ARCANE APOTHEOSIS

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

METAMAGIC OPTIONS

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

CAREFUL SPELL

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

DISTANT SPELL

Cost: 1 Sorcery Point

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



EMPOWERED SPELL

Cost: 1 Sorcery Point

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

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

EXTENDED SPELL

Cost: 1 Sorcery Point

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

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

HEIGHTENED SPELL

Cost: 2 Sorcery Points

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

QUICKENED SPELL

Cost: 2 Sorcery Points

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

SEEKING SPELL

Cost: 1 Sorcery Point

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

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

SUBTLE SPELL

Cost: 1 Sorcery Point

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

TRANSMUTED SPELL

Cost: 1 Sorcery Point

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

TWINNED SPELL

Cost: 1 Sorcery Point

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

SORCERER SPELL LIST

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

CANTRIPS (LEVEL 0 SORCERER SPELLS)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Blade Ward</i>	Abjuration	C
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Elementalism</i>	Transmutation	—
<i>Fire Bolt</i>	Evocation	—
<i>Friends</i>	Enchantment	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Mind Sliver</i>	Enchantment	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Shocking Grasp</i>	Evocation	—
<i>Sorcerous Burst</i>	Evocation	—
<i>Thunderclap</i>	Evocation	—
<i>True Strike</i>	Divination	—

LEVEL 1 SORCERER SPELLS

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

Spell	School	Special
<i>Thunderwave</i>	Evocation	—
<i>Witch Bolt</i>	Evocation	C

LEVEL 2 SORCERER SPELLS

Spell	School	Special
<i>Alter Self</i>	Transmutation	C
<i>Arcane Vigor</i>	Abjuration	—
<i>Blindness/Deafness</i>	Transmutation	—
<i>Blur</i>	Illusion	C
<i>Cloud of Daggers</i>	Conjuration	C
<i>Crown of Madness</i>	Enchantment	C
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—
<i>Detect Thoughts</i>	Divination	C
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Flame Blade</i>	Evocation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Magic Weapon</i>	Transmutation	—
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Phantasmal Force</i>	Illusion	C
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Web</i>	Conjuration	C

LEVEL 3 SORCERER SPELLS

Spell	School	Special
<i>Blink</i>	Transmutation	—
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C

Spell	School	Special
<i>Fireball</i>	Evocation	—
<i>Fly</i>	Transmutation	C
<i>Gaseous Form</i>	Transmutation	C
<i>Haste</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Lightning Bolt</i>	Evocation	—
<i>Major Image</i>	Illusion	C
<i>Protection from Energy</i>	Abjuration	C
<i>Sleet Storm</i>	Conjuration	C
<i>Slow</i>	Transmutation	C
<i>Stinking Cloud</i>	Conjuration	C
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R

LEVEL 4 SORCERER SPELLS

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

LEVEL 5 SORCERER SPELLS

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Bigby's Hand</i>	Evocation	C
<i>Cloudkill</i>	Conjuration	C
<i>Cone of Cold</i>	Evocation	—
<i>Creation</i>	Illusion	—
<i>Dominate Person</i>	Enchantment	C
<i>Hold Monster</i>	Enchantment	C
<i>Insect Plague</i>	Conjuration	C
<i>Seeming</i>	Illusion	—
<i>Synaptic Static</i>	Enchantment	—

Spell	School	Special
<i>Telekinesis</i>	Transmutation	C
<i>Teleportation Circle</i>	Conjuration	M
<i>Wall of Stone</i>	Evocation	C

LEVEL 6 SORCERER SPELLS

Spell	School	Special
<i>Arcane Gate</i>	Conjuration	C
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Globe of Invulnerability</i>	Abjuration	C
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Otiluke's Freezing Sphere</i>	Evocation	—
<i>Sunbeam</i>	Evocation	C
<i>True Seeing</i>	Divination	M

LEVEL 7 SORCERER SPELLS

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

LEVEL 8 SORCERER SPELLS

Spell	School	Special
<i>Demiplane</i>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Earthquake</i>	Transmutation	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Power Word Stun</i>	Enchantment	—
<i>Sunburst</i>	Evocation	—

LEVEL 9 SORCERER SPELLS

Spell	School	Special
<i>Gate</i>	Conjuration	C, M
<i>Meteor Swarm</i>	Evocation	—
<i>Power Word Kill</i>	Enchantment	—
<i>Time Stop</i>	Transmutation	—
<i>Wish</i>	Conjuration	—

SORCERER SUBCLASSES

A Sorcerer subclass is a specialization that grants you features at certain Sorcerer levels, as specified in the subclass. This section presents the Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, and Wild Magic Sorcery subclasses.

ABERRANT SORCERY

Wield Unnatural Psionic Power

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you. Will this power shine from you as a hopeful beacon to others? Or will you be a terror to those who feel the stab of your mind?

Perhaps a psychic wind from the Astral Plane carried psionic energy to you, or you were exposed to the Far Realm's warping influence. Alternatively, you were implanted with a mind flayer tadpole, but your transformation into a mind flayer never occurred; now the tadpole's psionic power is yours. However you acquired this power, your mind is aflame with it.

LEVEL 3: PSIONIC SPELLS

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

PSIONIC SPELLS

Sorcerer Level	Spells
3	<i>Arms of Hadar, Calm Emotions, Detect Thoughts, Dissonant Whispers, Mind Sliver</i>
5	<i>Hunger of Hadar, Sending</i>
7	<i>Evard's Black Tentacles, Summon Aberration</i>
9	<i>Rary's Telepathic Bond, Telekinesis</i>

LEVEL 3: TELEPATHIC SPEECH

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Sorcerer level. It ends early if you use this ability to form a connection with a different creature.



ABERRANT
SORCERY
SUBCLASS

LEVEL 6: PSIONIC SORCERY

When you cast any level 1+ spell from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of Sorcery Points equal to the spell's level. If you cast the spell using Sorcery Points, it requires no Verbal or Somatic components, and it requires no Material components unless they are consumed by the spell or have a cost specified in it.

LEVEL 6: PSYCHIC DEFENSES

You have Resistance to Psychic damage, and you have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

LEVEL 14: REVELATION IN FLESH

You can unleash the aberrant truth hidden within yourself. As a Bonus Action, you can spend 1 Sorcery Point or more to magically alter your body for 10 minutes. For each Sorcery Point you spend, you gain one of the following benefits of your choice, the effects of which last until the alteration ends.

Aquatic Adaptation. You gain a Swim Speed equal to twice your Speed, and you can breathe underwater. Gills grow from your neck or flare behind your ears, and your fingers become webbed or you grow wriggling cilia.

Glistening Flight. You gain a Fly Speed equal to your Speed, and you can hover. As you fly, your skin glistens with mucus or otherworldly light.

See the Invisible. You can see any Invisible creature within 60 feet of yourself that isn't behind Total Cover. Your eyes also turn black or become writhing sensory tendrils.

Wormlike Movement. Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or the Grappled condition.

LEVEL 18: WARPING IMPLOSION

You can unleash a space-warping anomaly. As a Magic action, you teleport to an unoccupied space you can see within 120 feet of yourself. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 3d10 Force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage only.

Once you use this feature, you can't do so again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

CLOCKWORK SORCERY

Channel Cosmic Forces of Order

The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it—a plane of existence shaped entirely by clockwork efficiency. You or someone from your lineage might have become entangled in the machinations of modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it's part of a vast and glorious system.

LEVEL 3: CLOCKWORK SPELLS

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

CLOCKWORK SPELLS

Sorcerer Level	Spells
3	<i>Aid, Alarm, Lesser Restoration, Protection from Evil and Good</i>
5	<i>Dispel Magic, Protection from Energy</i>
7	<i>Freedom of Movement, Summon Construct</i>
9	<i>Greater Restoration, Wall of Force</i>

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your Sorcerer spells.

MANIFESTATIONS OF ORDER

1d6	Manifestation
1	Spectral cogwheels hover behind you.
2	The hands of a clock spin in your eyes.
3	Your skin glows with a brassy sheen.
4	Floating equations and geometric objects overlay your body.
5	Your Spellcasting Focus temporarily takes the form of a Tiny clockwork mechanism.
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic.

LEVEL 3: RESTORE BALANCE

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of yourself is about to roll a d20 with Advantage or Disadvantage, you can take a Reaction to prevent the roll from being affected by Advantage and Disadvantage.

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

LEVEL 6: BASTION OF LAW

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As a Magic action, you can expend 1 to 5 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet of yourself. The ward is represented by a number of d8s equal to the number of Sorcery Points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

The ward lasts until you finish a Long Rest or until you use this feature again.

LEVEL 14: TRANCE OF ORDER

You gain the ability to align your consciousness with the endless calculations of Mechanus. As a Bonus Action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from Advantage, and whenever you make a D20 Test, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

LEVEL 18: CLOCKWORK CAVALCADE

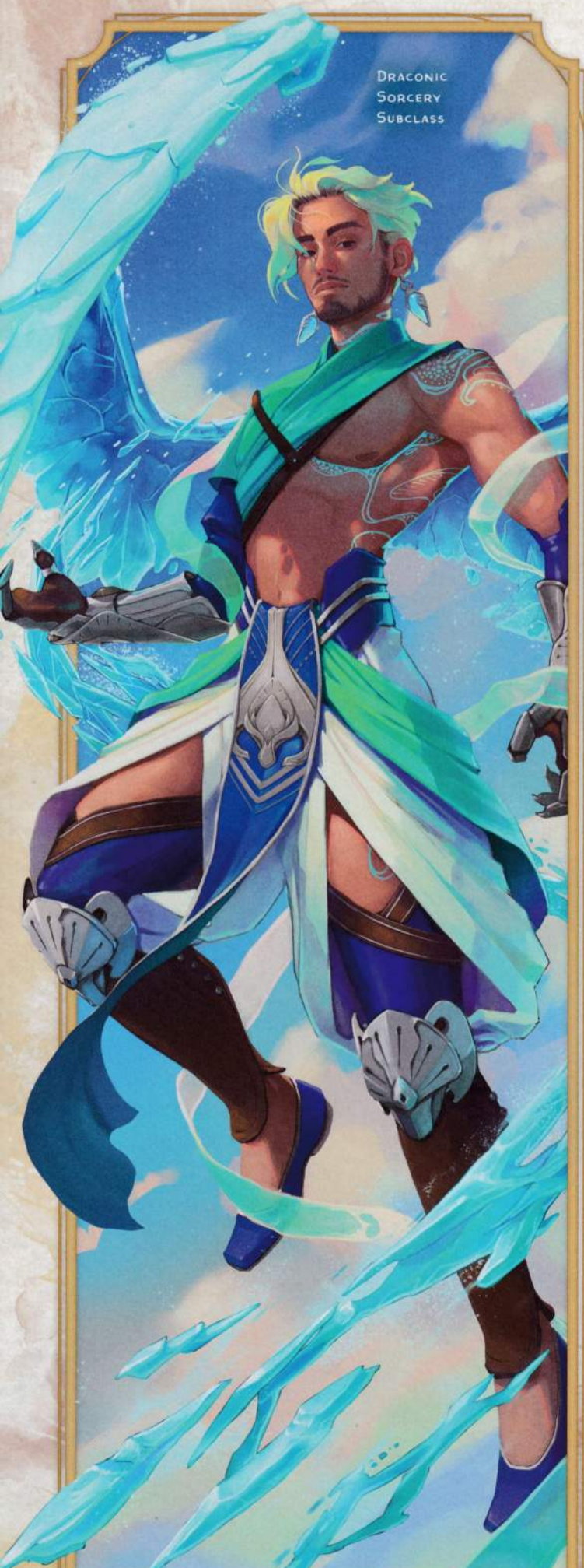
You momentarily summon spirits of order to expunge disorder around you. As a Magic action, you summon the spirits in a 30-foot Cube originating from you. The spirits look like modrons or other Constructs of your choice. The spirits are intangible and invulnerable, and they create the effects below within the Cube before vanishing. Once you use this action, you can't use it again until you finish a Long Rest unless you spend 7 Sorcery Points (no action required) to restore your use of it.

Heal. The spirits restore up to 100 Hit Points, divided as you choose among any number of creatures of your choice in the Cube.

Repair. Any damaged objects entirely in the Cube are repaired instantly.

Dispel. Every spell of level 6 and lower ends on creatures and objects of your choice in the Cube.





DRAGONIC SORCERY

Breathe the Magic of Dragons

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

LEVEL 3: DRAGONIC RESILIENCE

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

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

LEVEL 3: DRAGONIC SPELLS

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

DRAGONIC SPELLS

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

LEVEL 6: ELEMENTAL AFFINITY

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

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

LEVEL 14: DRAGON WINGS

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

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

LEVEL 18: DRAGON COMPANION

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

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

WILD MAGIC SORCERY

Unleash Chaotic Magic

Your innate magic stems from the forces of chaos that underlie the order of creation. You or an ancestor might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo or the Elemental Planes. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke with no apparent cause. Whatever its source, this magic churns within you, waiting for any outlet.

LEVEL 3: WILD MAGIC SURGE

Your spellcasting can unleash surges of untamed magic. Once per turn, you can roll 1d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect.

If the magical effect is a spell, it is too wild to be affected by your Metamagic.

LEVEL 3: TIDES OF CHAOS

You can manipulate chaos itself to give yourself Advantage on one D20 Test before you roll the d20. Once you do so, you must cast a Sorcerer spell with a spell slot or finish a Long Rest before you can use this feature again.

If you do cast a Sorcerer spell with a spell slot before you finish a Long Rest, you automatically roll on the Wild Magic Surge table.

LEVEL 6: BEND LUCK

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a D20 Test, you can take a Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the d20 roll.

LEVEL 14: CONTROLLED CHAOS

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.



WILD MAGIC
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LEVEL 18: TAMED SURGE

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table instead of rolling on that table. You can choose any effect in the table except for the final row, and if the chosen effect involves a roll, you must make it.

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

WILD MAGIC SURGE

1d100 Effect


- 01–04 Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
- 05–08 A creature that is Friendly toward you appears in a random unoccupied space within 60 feet of you. The creature is under the DM's control and disappears 1 minute later. Roll 1d4 to determine the creature: on a **1**, a **Modron Duodrone** appears; on a **2**, a **Flumph** appears; on a **3**, a **Modron Monodrone** appears; on a **4**, a **Unicorn** appears. See the *Monster Manual* for the creature's stat block.
- 09–12 For the next minute, you regain 5 Hit Points at the start of each of your turns.
- 13–16 Creatures have Disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
- 17–20 You are subjected to an effect that lasts for 1 minute unless its description says otherwise. Roll 1d8 to determine the effect: on a **1**, you're surrounded by faint, ethereal music only you and creatures within 5 feet of you can hear; on a **2**, your size increases by one size category; on a **3**, you grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face and vanish; on a **4**, you must shout when you speak; on a **5**, illusory butterflies flutter in the air within 10 feet of you; on a **6**, an eye appears on your forehead, granting you Advantage on Wisdom (Perception) checks; on a **7**, pink bubbles float out of your mouth whenever you speak; on a **8**, your skin turns a vibrant shade of blue for 24 hours or until the effect is ended by a *Remove Curse* spell.
- 21–24 For the next minute, all your spells with a casting time of an action have a casting time of a Bonus Action.
- 1d100 Effect**
- 25–28 You are transported to the Astral Plane until the end of your next turn. You then return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
- 29–32 The next time you cast a spell that deals damage within the next minute, don't roll the spell's damage dice for the damage. Instead use the highest number possible for each damage die.
- 33–36 You have Resistance to all damage for the next minute.
- 37–40 You turn into a potted plant until the start of your next turn. While you're a plant, you have the Incapacitated condition and have Vulnerability to all damage. If you drop to 0 Hit Points, your pot breaks, and your form reverts.
- 41–44 For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
- 45–48 You and up to three creatures you choose within 30 feet of you have the Invisible condition for 1 minute. This invisibility ends on a creature immediately after it makes an attack roll, deals damage, or casts a spell.
- 49–52 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to *Magic Missile*.
- 53–56 You can take one extra action on this turn.
- 57–60 You cast a random spell. If the spell normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration. Roll 1d10 to determine the spell: on a **1**, *Confusion*; on a **2**, *Fireball*; on a **3**, *Fog Cloud*; on a **4**, *Fly* (cast on a random creature within 60 feet of you), on a **5**, *Grease*; on a **6**, *Levitate* (cast on yourself); on a **7**, *Magic Missile* (cast as a level 5 spell); on an **8**, *Mirror Image*; on a **9**, *Polymorph* (cast on yourself), and if you fail the saving throw, you turn into a **Goat** (see appendix B); on a **10**, *See Invisibility*.
- 61–64 For the next minute, any flammable, non-magical object you touch that isn't being worn or carried by another creature bursts into flame, takes 1d4 Fire damage, and is burning.

1d100 Effect

- 65–68 If you die within the next hour, you immediately revive as if by the *Reincarnate* spell.
- 69–72 You have the Frightened condition until the end of your next turn. The DM determines the source of your fear.
- 73–76 You teleport up to 60 feet to an unoccupied space you can see.
- 77–80 A random creature within 60 feet of you has the Poisoned condition for 1d4 hours.
- 81–84 You radiate Bright Light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you has the Blinded condition until the end of its next turn.
- 85–88 Up to three creatures of your choice that you can see within 30 feet of you take 1d10 Necrotic damage. You regain Hit Points equal to the sum of the Necrotic damage dealt.

1d100 Effect

- 89–92 Up to three creatures of your choice that you can see within 30 feet of you take 4d10 Lightning damage.
- 93–96 You and all creatures within 30 feet of you have Vulnerability to Piercing damage for the next minute.
- 97–00 Roll 1d6: On a **1**, you regain 2d10 Hit Points; on a **2**, one ally of your choice within 300 feet of you regains 2d10 Hit Points; on a **3**, you regain your lowest-level expended spell slot; on a **4**, one ally of your choice within 300 feet of you regains their lowest-level expended spell slot; on a **5**, you regain all your expended Sorcery Points; on a **6**, all the effects of row 17–20 affect you simultaneously.



THE SORCERER DELINA
MANIPULATES WILD MAGIC
TO CREATE UNPREDICTABLE
WONDERS.