

This document contains the following classes: barbarian, bard, cleric, druid, fighter, mage, monk, paladin, ranger, and rogue.

# Barbarian

A barbarian relies on fury and unmatched durability to overwhelm foes. Many barbarians are chaotic, but the feral rage that this class channels can burn in almost any heart.

## Creating a Barbarian

You can make a barbarian quickly by following these suggestions.

**Background:** Guide

**Equipment:** Maul, two hand axes, 4 javelins, and 140 gp

## The Barbarian

Proficiency				
Level	Bonus	Class Features	Rages	Rage Damage
1	+1	Rage, Thick Hide	2	+2
2	+1	Feral Instinct, Reckless Attack	2	+2
3	+2	Barbarian Path	3	+2
4	+2	Ability Score Improvement	3	+2
5	+2	Extra Attack, Fast Movement	3	+2
6	+2	Path feature	4	+2
7	+3	Feral Reflexes	4	+2
8	+3	Brutal Critical	4	+2
9	+3	Ability Score Improvement	4	+3
10	+3	Path feature	4	+3

## Class Features

As a barbarian, you gain the following class features.

### Hit Points

**Hit Dice:** 1d12 per barbarian level

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

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

### Proficiencies

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

**Weapons:** Simple weapons, martial weapons

**Tools:** Mounts (land)

**Saving Throws:** Strength, Constitution

**Skills:** Choose one from Athletics, Intimidation, and Survival

## Rage

In battle, you can fight with unmatched ferocity. On your turn, you can enter a rage as part of your action or move.

While raging, you gain the following benefits:

- You have advantage on Strength checks and saving throws.
- You gain a bonus to melee damage rolls, according to your barbarian level, as noted in the Rage Damage column in the Barbarian table.
- You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks. And if you are able to cast spells, you can't cast them while raging.

Your rage lasts for 1 minute. It ends early at the end of your turn if you have taken no damage since your last turn or if you haven't attacked a creature since then.

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

## Thick Hide

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When you are defenseless, a glimmer of your primal fury gives you an extraordinary knack for avoiding harm.

While you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Some barbarians glory in this toughness and hurl themselves into battle unclad.

## Feral Instinct

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By 2nd level, you have advantage when you roll initiative.

## Reckless Attack

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Starting at 2nd level, you can grant yourself advantage on melee attack rolls during your turn. If you do so and you aren't raging, attack rolls against you have advantage until your next turn.

## Barbarian Path

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At 3rd level, you gain one barbarian path of your choice: the path of the Berserker or the Totem Warrior.

Each path is detailed at the end of the barbarian section. Your choice grants you features at certain barbarian levels.

## Ability Score Improvement

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When you reach certain levels noted in the Barbarian table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Extra Attack

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Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

## Fast Movement

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Starting at 5th level, your speed increases by 10 feet while you are wearing light armor, medium armor, or no armor.

## Feral Reflexes

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By 7th level, your instincts are so honed that if you are surprised while you are conscious, you can take a turn during the surprise round if you enter your rage at the start of that turn.

## Brutal Critical

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Beginning at 8th level, whenever you score a critical hit with a melee attack, roll one additional weapon damage die when determining the critical hit's extra damage.

# Barbarian Paths

## Path of the Berserker

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You follow the berserker's way, and thrill in the chaos of battle, your wrath uncontrollable. Concern for your own safety is lost in a red frenzy. You can work yourself into a rage so intense that it becomes a state in which you are without fear.

### Berserker Features

Level	Feature
3	Fearless Rage
6	Mindless Rage
10	Unchecked Fury

### Fearless Rage

While raging, you cannot be frightened.

### Mindless Rage

Beginning at 6th level, you cannot be charmed while raging.

### Unchecked Fury

Beginning at 10th level, if you miss with a melee attack on your turn, you can make one, and only one, additional melee attack on that turn.

## Path of the Totem Warrior

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You revere a spirit animal, or a group of such spirits, as a symbol of your prowess. Through ancient rites, you have bound that symbol to your heart with more than just words and belief, but actual magic. In battle, the totem fills you with supernatural might.

Your totem can also influence you outside combat. You might catch fish with your bare hands if your totem spirit is a bear or howl if your totem is a wolf. As you achieve greater harmony with your totem, your appearance might change in subtle ways to match, especially when you rage.

## Totem Warrior Features

Level	Feature
3	Totem Spirit
6	Spirit Rage
10	Spirit Vitality

### Totem Spirit

Your totem spirit is an animal that resonates with your ancestry and mythic past. Pick a totem spirit and gain its feature. At your option, you also gain minor physical attributes that identify your totem animal to an observer.

**Bear.** Whenever you expend a Hit Die to regain hit points, you add your Constitution modifier to the roll twice, rather than once.

**Cougar.** Your speed increases by 5 feet. You gain proficiency in the Acrobatics skill.

**Hawk.** You can jump double your normal jump distance. While raging, you also gain advantage on all Dexterity-based attack rolls.

**Wolf.** You gain proficiency in the Perception skill.

### Spirit Rage

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

**Bear.** When you enter your rage, you can expend up to two Hit Dice to regain hit points.

**Cougar.** While you rage, opportunity attacks have disadvantage against you.

**Hawk.** While you rage, you have resistance against falling damage, and you can jump up to triple your base jump distance.

**Wolf.** While you rage, you sense the location of any creature within 15 feet of you, even if it is invisible.

### Spirit Vitality

Beginning at 10th level, your totem spirit heals you when you are enraged and injured. While raging, you regain 5 hit points whenever you start your turn and your number of hit points equals half your hit point maximum or less.

# Bard

Bards master a form of magic that uses music and oration to alter the listener's emotions and mood. Their performances can inspire fear and dismay or uplift, awakening courage, valor, and bold action in those who hear. Many bards wander the world, gathering a vast wealth of information from their travels.

## Creating a Bard

You can make a bard quickly by following these suggestions.

**Background:** Minstrel

**Equipment:** Leather armor, rapier, dagger, musical instrument (lute), adventurer's kit, and 99 gp

## The Bard

Lvl.	Proficiency Bonus	Spells Known	Features	—Spells per Day—				
				1	2	3	4	5
1	+1	—	Bardic Knowledge, Bardic Performance	—	—	—	—	—
2	+1	2	Spellcasting	2	—	—	—	—
3	+2	3	Bard College, Expertise	3	—	—	—	—
4	+2	3	Ability Score Improvement	3	—	—	—	—
5	+2	4	Jack of All Trades	4	2	—	—	—
6	+2	4	Bard College Benefit	4	2	—	—	—
7	+3	5	Countercharm	4	3	—	—	—
8	+3	5	Extra Attack	4	3	—	—	—
9	+3	6	—	4	3	2	—	—
10	+3	6	Ability Score Improvement	4	3	2	—	—

## Class Features

As a bard, you gain the following class features.

### Hit Points

**Hit Dice:** 1d6 per bard level

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

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

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, light crossbows, long swords, rapiers, short swords

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

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose any three

## Bardic Knowledge

You learn a little bit about everything. Your knowledge ranges from the obscure but useful to the likely false, but the bits and pieces of tales you have acquired serve you well.

When you make an Intelligence check, treat a d20 roll of 9 or lower as a 10 if the check involves any of the following skills: Arcana, History, Nature, or Religion.

## Bardic Performance

You are a master at magically manipulating others through oration, music, and other special performances. You start out knowing two such performances: Call to Battle and Inspire Competence.

To use one of these magical performances, you must speak or play an instrument as an action. Maintaining the performance requires concentration, as some spells do (see the rules for magic). You can switch to a different performance by taking another action. The whole effect, whether it is composed of one performance or several, can last no longer than 10 minutes, and it ends early if you are silenced. You can't use this feature again until you rest for at least 10 minutes.

A creature can be affected by only one of these performances at a time. If two or more bards try

to affect the same creature with such performances, the creature is affected by neither.

## Call to Battle

While you perform Call to Battle, friendly creatures, including you, are inspired to fight with greater zeal while within 25 feet of you. An affected creature can roll an extra d4 when rolling damage for melee and ranged attacks.

This extra damage die increases in size when your bard level reaches 6 (1d6), 9 (1d8), 13 (1d10), and 17 (1d12).

## Inspire Competence

Your performance of Inspire Competence fills friendly creatures with confidence while they are within 25 feet of you. When you start this performance, choose one of the six abilities. An affected creature can add your proficiency bonus to any check it makes with the chosen ability.

You can use your action to change the chosen ability.

## Spellcasting

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As a gatherer of esoteric knowledge, you learn a few tricks and surprises from your research and travels. Bards dabble in a variety of different kinds of magic, picking up a few things here and there. You learn spells that you can cast a certain number of times per day, and know cantrips, which you can cast at will.

### Cantrips

You know two cantrips, chosen from the bard spell list.

### Spells Known

You know two 1st-level spells, which you choose from the bard spell list. You learn more spells as you gain levels, as detailed on the Bard table. The spells you learn must be of a level that you can cast or a cantrip.

### Spells per Day

Your bard level determines the number of bard spells that you can cast of 1st level or higher, as noted in the Bard table. You must complete a long

rest to regain any castings—also called spell slots—that you use.

**Casting a Known Spell.** When you cast one of the bard spells that you know, you expend a casting of the spell's level or higher. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* at either level.

## Magic Ability

Charisma is your magic ability for your mage spells.

**Saving Throw DC.** The DC to resist one of your spells equals 8 + your Charisma modifier.

**Spellcasting Bonus.** If you are holding a musical instrument when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC.

## Ritual Casting

You can cast any bard spell you know as a ritual if that spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a ceremony that includes your musical instrument.

## Bard College

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The way of a bard is inherently gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. In fact, bards tend to form loose associations, which they call colleges, to facilitate their gatherings and preserve their particular traditions. At 3rd level, you begin to learn the advanced techniques of a particular college: the College of Valor or the College of Wit.

## Expertise

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At 3rd level, choose any mix of four of your skill and tool proficiencies. You gain a +5 bonus to any ability check you make that involves the chosen proficiencies.

## Ability Score Improvement

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When you reach certain levels noted in the Bard table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Jack of All Trades

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Starting at 5th level, when you make an ability check using a skill you don't have proficiency in, you can add half your proficiency bonus (rounded down) to the check.

## Countercharm

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At 7th level, you learn Countercharm, a new use for your Bardic Performance. While you perform it, you and friendly creatures within 25 feet of you are protected from being maliciously influenced. An affected creature has advantage on saving throws against being charmed or frightened.

## Extra Attack

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Beginning at 8th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

## Bard Colleges

### College of Valor

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Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that memory of those events does not pass from the world. And with their songs, they inspire

others to reach the same heights of accomplishment as the heroes of old.

### College of Valor Features

Level	Feature
3	Bonus Proficiencies, War College Training
6	Song of Rest

### Bonus Proficiencies

You gain proficiency with medium armor and martial weapons.

### War College Training

Once on each of your turns, you can use the help action as part of the attack action, aiding in an attack against the target of yours.

### Song of Rest

Once you reach 6th level, you can use a musical instrument or bolstering words to revitalize your wounded allies during a short rest. If you or any friendly creature who can hear your performance regains any hit points during the short rest, that creature regains 1d6 extra hit points at the end of the rest.

The extra hit points increase when you reach level 9 (1d8), 13 (1d10), and 17 (1d12) in this class.

### College of Wit

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Bards of the College of Wit are satirical tricksters with sharp tongues and nimble fingers, but they are not mere jesters. Their mission is to discover and reveal the truth, regardless of consequences, and so their humor has a biting edge. Performing in tavern rooms, on street corners, or in royal courts, they use their gifts to send audiences into gales of laughter and raucous applause, but the audience members might later find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

These bards' own loyalty lies in the pursuit of truth, knowledge, and beauty, not in fealty to a monarch or following the tenets of a single deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. Bards of the College of Wit

tend to gather at local festivals or affairs of state where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

### College of Wit Features

Level	Feature
3	Fascinating Performance
6	Eviscerating Wit

### Fascinating Performance

You learn Fascinating Performance, a new use for your Bardic Performance. While you perform it, each creature within 50 feet of you that isn't hostile to you must make a Wisdom saving throw against your bard spell save DC at the start of its turn. On a failed save, the target is charmed by you until the performance ends or the target leaves its radius. A charmed target cannot move or take actions and makes Wisdom (Perception) checks with disadvantage.

If you or another creature draws or brandishes a weapon or casts a spell, each charmed creature can make a new Wisdom saving throw to end the effect. If any of the targets take damage or is otherwise harmed, this effect ends for all of them.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. You cannot use this Bardic Performance if you or any creature that would be affected by it is currently engaged in combat.

### Eviscerating Wit

At 6th level, you learn Eviscerating Wit, a new use for your Bardic Performance. You can perform it to plant the seeds of doubt in your foes' minds, using barbed insults and scathing satire to undermine their confidence.

While you perform it, each hostile creature within 50 feet of you that can understand you must make a Charisma saving throw against your bard spell save DC at the start of its turn. On a failed save, the creature has disadvantage on all ability checks while it remains in the performance's radius.

On a successful save, the creature becomes immune to this performance for 10 minutes.



# Cleric

A cleric is the devoted servant of a deity, a pantheon, a philosophy, or a universal principle. No ordinary priest or temple servant, a cleric is imbued with the power to wield divine magic to defend and heal companions and to smite foes. Armed with a weapon and a holy symbol, a cleric combines martial prowess in melee with divine spellcasting.

Divine magic, as the name suggests, is the power of the gods themselves, flowing from them into the world. As a cleric, you are a conduit for that power. You combine your will with your deity's and manifest it as miraculous effects. The gods do not grant this power lightly or to everyone who seeks it, but only to those they choose to fulfill a high calling of service to their aims.

Harnessing and channeling divine magic doesn't rely on study or training. You might learn formulaic prayers and ancient rites, but ultimately your ability to cast cleric spells relies

on your intuitive understanding of your deity's wishes, your ability to attune yourself to the god's presence, and your zeal to impose your combined wills on the world.

## Your Cleric's Deity

As a cleric, your dedicated service to your deity is what makes you a cleric. This service influences not just your capabilities, but the core of your being. The deity you serve grants you access to divine magic and is the source of the magical energy you need to cast spells. Because of these facts, your choice of deity influences your entire adventuring career.

Alternatively, you can choose a philosophical system or a pantheon of gods to serve. Your meditations are then focused on it, and it is the source of your magic.

Typically, a cleric is the same alignment as his or her deity, though some clerics are one step away from their respective deities in alignment.

## The Cleric

Proficiency			—Spells per Day—				
Lvl.	Bonus	Features	1	2	3	4	5
1	+1	Divine Domain, Spellcasting	2	—	—	—	—
2	+1	Channel Divinity (1/rest)	3	—	—	—	—
3	+2	—	4	2	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—
5	+2	—	4	3	2	—	—
6	+2	Channel Divinity (2/rest)	4	3	3	—	—
7	+3	—	4	3	3	1	—
8	+3	Ability Score Improvement, Divine Strike (1d8)	4	3	3	2	—
9	+3	—	4	3	3	3	1
10	+3	Divine Intervention	4	3	3	3	2

## Class Features

As a cleric, you gain the following class features.

### Hit Points

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

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

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

Constitution modifier per cleric level after 1st

### Proficiencies

**Armor:** Light armor, medium armor

**Weapons:** All simple weapons

**Tools:** Healer's kit

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose one from Insight, Medicine, Persuasion, and Religion

## Creating a Cleric

You can make a cleric quickly by following these suggestions.

**Background:** Priest

**Equipment – Life Domain:** Chain mail, shield, mace, 4 javelins, adventurer's kit, flask of holy water, holy symbol, and 19 gp

**Equipment – Light Domain:** Scale mail, mace, light crossbow, 20 bolts, adventurer's kit, flask of holy water, holy symbol, and 30 gp

**Equipment – War Domain:** Chain mail, shield, warhammer, 4 javelins, adventurer's kit, flask of holy water, holy symbol, and 9 gp

## Spellcasting

As a conduit of divine magic, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day. See the "Magic" section in the "How to Play" document for the general rules of spellcasting.

### Cantrips

You gain three cantrips, chosen from the cleric spell list.

### Spells per Day

Your cleric level determines the number of cleric spells that you can cast of 1st level or higher, as noted in the Cleric table. You must complete a long rest to regain any castings—also called spell slots—that you use.

**Spell Preparation.** You decide which cleric spells are available to you to cast. Whenever you complete a long rest, you prepare the list of cleric spells that you can cast of 1st level or higher, choosing from the list of spells available to all clerics (see the "Spells" document).

Your list includes a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you, as shown in the Cleric table.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast a prepared spell, you expend a casting of the

spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

## Magic Ability

Wisdom is your magic ability for your cleric spells.

**Saving Throw DC.** The DC to resist one of your spells equals 8 + your Wisdom modifier.

**Spellcasting Bonus.** If you present your holy symbol when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell.

To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

## Ritual Casting

You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

## Divine Domain

Each deity has certain concepts and metaphysical aspects of existence, known as domains, that they control. You are granted powers from your god related to one of that deity's domains.

### Choose a Domain

Choose one domain: Knowledge, Life, Light, Nature, or War.

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

Your choice grants you features at certain cleric levels, as well as domain spells.

## Domain Spells

Each domain has a list of spells that are known as its domain spells. You gain the spells at certain cleric levels.

Once you gain a domain spell, you always have it prepared, and it does not count against the number of spells you can prepare each day.

If you have a domain spell that does not appear on the cleric spell list, the spell is, nonetheless, a cleric spell for you.

## One God, Many Domains

A typical deity has influence over many different aspects of existence, so any given deity might encompass multiple domains.

Your domain choice might reflect a focus on only one aspect of a deity. Thus, two clerics serving the same sun god might make different choices for the purpose of this class feature. One character might choose the Light domain and another could choose the Life domain, assuming both options relate to the same god.

## Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain.

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

Beginning at 6th level, you can use your Channel Divinity twice between rests. When you take a short rest or a long rest, you regain your expended uses.

### Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Wisdom modifier + your spellcasting bonus), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your cleric level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its

actions only to hustle or to try to escape from an effect that prevents it from moving.

## Ability Score Improvement

When you reach certain levels noted in the Cleric table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Divine Strike

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

If your deity is good, the damage is radiant. If your deity is evil, the damage is necrotic. If your deity is neither good nor evil, choose one of those damage types when you gain this feature.

## Divine Intervention

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

When you take this action, describe the assistance you want your deity to provide, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

After you take this action, you cannot do so again for 1 week.

## Divine Domains

[Playtest note: This document includes three domains. More are forthcoming.]

## Life

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The gods of this domain are those that promote life, health, and abundance as one of their primary goals. They represent the overflowing vitality of positive energy, one of the fundamental forces of the universe, expressed through healing the sick and wounded and driving away the forces of death, including the undead. Some are agricultural deities of grain and harvest, while sun gods, gods of healing or endurance, or gods of home and community also often include life within their sphere of influence.

The gods of this domain are neutral or one of the good alignments.

### Gods and Tenets

Examples of the gods of this domain include Apollo, Demeter, and Hestia of the Olympian pantheon; Isis and Osiris of the Pharaonic pantheon; Frey, Freya, and Frigga of the Asgardian pantheon; Chauntea, Ilmater, and Lathander of the FORGOTTEN REALMS; and Ehlonna, Pelor, and Zodal of GREYHAWK.

The gods of life have charged you with spreading health and vitality throughout the world. You have heard and answered the divine command to oppose evil and death, and to mend the wounds of those harmed by the forces of darkness. Your god answers your prayers by bestowing upon you the gift of holy blessings, healing, and the ability to act as a front-line combatant on the war against evil.

Those of your faith who achieve the true blessings of your god do so by putting themselves directly in the path of anyone who would hurt the cause of good. The most powerful clerics of this domain are truly blessed, and their subtle air of devotion and willingness to help those who suffer inspires those around them to piety. Their touch heals the injured, and where they walk miracles surely follow.

### Domain Spells

#### Cleric

Level	Spells
1	bless, cure wounds
3	lesser restoration, spiritual weapon
5	beacon of hope, prayer
7	death ward, guardian of faith
9	mass cure wounds, raise dead

## Bonus Proficiencies

You gain proficiency with heavy armor and shields.

## Disciple of Life

Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 + the spell's level. The spell must be at least 1st level.

## Channel Divinity: Restore Health

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

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 times your cleric level. Choose any creatures within 25 feet of you, and divide those hit points among them. To be affected, a creature must be at half its full hit points or lower, and it can't be an undead creature or a construct.

## Light

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The god of light is often a sun deity, whose followers are infused with radiant light and the power of the sun's searing heat. This deity is sometimes the ruler of a pantheon and is often portrayed as the sun itself or as a charioteer who guides the sun across the sky. The sun's daily course means that the gods of the sun can embody principles of growth, rebirth or renewal, but some sun deities are the sun at high noon, looking down upon the mortal world to pronounce judgment and burn away evil.

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

### Gods and Tenets

Examples of the gods of this domain include Apollo of the Olympian pantheon; Re-Horakhty of the Pharaonic pantheon; Balder, Frey, and Odur of the Asgardian pantheon; Helm and Lathander of the FORGOTTEN REALMS; and Atroa, Pelor, and Pholtus of GREYHAWK.

The gods of light entrust you with the sun's power so you can become a beacon of light in a darkened world. You bring light wherever you go, chasing away shadows and burning away darkness. Your prayers can bring forth

sunlight, which you might focus into burning rays or let loose to shine its wholesome light.

The most devoted and enlightened followers of the gods of light shine with their own inner light. Creatures of darkness and death cower in the presence of the mightiest of your faith, unable to bear the brightness of their countenance.

### Domain Spells

#### Cleric

Level	Spells
1	burning hands, faerie fire
3	flaming sphere, scorching ray
5	daylight, fireball
7	guardian of faith, wall of fire
9	flame strike, true seeing

### Bonus Spells

You gain the *light* and *sacred flame* cantrips if you don't already have them. You also gain extra domain spells at levels 11 and 15, as shown in your Domain Spells table.

### Flare

When a creature that you can see attacks you, you can use your reaction to cause light to flare before the attacker. This light imposes disadvantage on the attack roll.

An attacker that cannot be blinded is immune to this feature.

### Channel Divinity:

#### Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight.

As an action, you present your holy symbol, and any magical darkness within 25 feet of you is dispelled. Additionally, each enemy creature within 25 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw and half as much damage on a successful one.

### Channel Divinity:

#### Revelation of Truth

At 6th level, you gain the ability to dispel illusions with your Channel Divinity.

As an action, you present your holy symbol, and any illusion spell within 25 feet of you is dispelled if its level is equal to or lower than half your cleric level.

## War

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances of excellence and courage. In either case, the god of war watches over warriors and rewards them for their great deeds.

### Gods and Tenets

Examples of the gods of this domain include Ares, Athena, and Nike of the Olympian pantheon; Odin, Sif, Surtr, Thor, Thrym, and Tyr of the Asgardian pantheon; Bane, Tempus, and Torm of the FORGOTTEN REALMS; and Heironeous and Hextor of GREYHAWK.

The gods of the War domain attract a wide range of individuals. You might be a courageous hero, a bold champion who inspires others to fight the good fight. Or you might see the battlefield as your temple and offer violence as prayers to your deity. Whatever your connection to warfare, you excel in battle and improve those who fight at your side.

Paragons of your faith grow more and more like the deity they serve or the ideal of warfare they uphold. Most tales of the legendary followers of the gods of war portray them as powerful generals or war chiefs, leading hordes in conquest or mustering armies to drive off invaders. They are often said to inspire courage or berserk fury in those who fight beside them. The shout of such a cleric can strike terror in enemies, and tales are told of battles won without a single blow struck, as armies quailed and fled before the wrath of a mighty champion of the god of war.

### Domain Spells

#### Cleric

Level	Spells
1	divine favor, shield of faith
3	magic weapon, spiritual weapon
5	holy vigor, prayer
7	divine power, freedom of movement
9	flame strike, hold monster

## Bonus Proficiencies

You gain proficiency with martial weapons and with heavy armor and shields.

## War Priest

Your god delivers bolts of inspiration to you while you are engaged in battle. Once on your turn, you can attack one extra time when you take the attack action. If you haven't used your whole move for the turn, you can move between your attacks.

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

## Channel Divinity: Guided Strike

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

# Druid

Members of an ancient priesthood, druids commune with the spirits of nature and protect the common folk who live in harmony with the land. After being initiated in mysterious rites, a druid calls on the gods to wield the magic of the moon, the sun, the storm, the forest, and the beast.

## Creating a Druid

You can make a druid quickly by following these suggestions.

**Background:** Priest

**Equipment:** Leather armor, shield, spear, rod, adventurer's kit, sprig of mistletoe, and 55 gp

## The Druid

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Druidic, Spellcasting	2	—	—	—	—
2	+1	Druid Circle, Wild Shape	3	—	—	—	—
3	+2	—	4	2	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—
5	+2	—	4	3	2	—	—
6	+2	Circle feature	4	3	3	—	—
7	+3	Beast Speech	4	3	3	1	—
8	+3	Wild Shape improvement	4	3	3	2	—
9	+3	—	4	3	3	3	1
10	+3	Circle feature	4	3	3	3	2

## Class Features

As a druid, you gain the following class features.

### Hit Points

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

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

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

### Proficiencies

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

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

**Tools:** Herbalism kit

**Saving Throws:** Wisdom

**Skills:** Choose one from Animal Handling, Nature, Religion, and Survival.

## Druidic

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

## Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day. See the "Magic" section in the "How to Play" document for the general rules of spellcasting.

### Cantrips

You gain two cantrips, chosen from the druid spell list.

### Spells per Day

Your druid level determines the number of druid spells that you can cast of 1st level or higher, as noted in the Druid table. You must complete a long rest to regain any castings—also called spell slots—that you use.

**Spell Preparation.** You decide which druid spells are available to you to cast each day. After completing a long rest, you prepare the list of druid spells that you can cast of 1st level or higher, choosing from the list of spells available to all druids (see the "Spells" document). Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list for the day includes a number of druid spells equal to 1 + your druid level, and the spells can be of any spell level that is available to you, as shown in the Druid table.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

## Magic Ability

Wisdom is your magic ability for your druid spells.

**Saving Throw DC.** The DC to resist one of your spells equals 8 + your Wisdom modifier.

**Spellcasting Bonus.** If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC.

## Ritual Casting

You can cast any druid spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your magic focus, a rod, staff, or wand made of wood.

## Sacred Plants and Wood

Druids hold certain plants to be sacred, particularly alder, ash, birch, elder, hazel, juniper, mistletoe, oak, rowan, willow, and yew. A druid uses a wooden implement to focus magic, such as a rod of yew, a staff of oak, or (especially) a wand of mistletoe. Some druids use *druidcraft* keep the wood of such implements alive, along with leaves or needles and berries or nuts.



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

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

## Wild Shape

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Starting at 2nd level, you can use your action to magically assume the shape of a beast. Once you use this feature, you cannot use it again until you have completed a short rest or a long rest. At 8th level, you can use Wild Shape twice between rests.

When you transform, choose one of the shapes available to you. You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, a toad, or a weasel.

You can stay in a particular shape for a number of hours equal to half your druid level, after which time you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious, are reduced to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.
- When you transform, you assume the creature's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form

and have only 1 hit point left, you revert to your normal form and take 9 damage.

- You cannot speak, cast spells, or take any other action that requires hands or speech. Transforming does not break your concentration on a spell you have already cast, however.
- Your gear is subsumed in the new shape, so you cannot access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.)

## Druid Circle

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At 2nd level, you choose one druid circle: Circle of the Land or Circle of the Moon.

Your circle grants you features at certain druid levels, as shown in the Druid table. Each circle is detailed at the end of the druid section.

## Ability Score Improvement

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When you reach certain levels noted in the Druid table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Beast Speech

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Starting at 7th level, you can speak in beast form, and you can take actions that require speech, other than spellcasting.

## Druid Circles

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Though their organization is invisible to most outsiders, who consider druids to be loners, druids are actually part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. All druids recognize each other as brothers and sisters. Like true creatures of the wilderness,

however, druids sometimes compete with or even prey on each other.

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

## Circle of the Land

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The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or stone to whisper primal secrets in Druidic, and the circle's wisest members serve as the chief priests of communities that follow the old ways and as advisors to the rulers of those folk.

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

### Circle of the Land Features

Level	Feature
2	Circle Spells
6	Land's Stride
10	Nature's Ward

## Circle Spells

Your mystical connection to the land infuses you with additional spells that you can cast and prepare.

**Bonus Cantrip.** You learn one additional druid cantrip of your choice.

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

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

**Spells of the Land.** Choose the land where you became a druid: coast, desert, forest, grassland, mountain, swamp or tundra. Your native land forever influences your connection to primal magic, determining spells that you always have prepared once you reach certain druid levels.

These spells don't count against the number of spells you can prepare each day. If a spell your land grants you doesn't appear on the druid spell list, the spell is, nonetheless, a druid spell for you.

### Coast

Level	Spells
3	augury, mirror image
5	water breathing, water walk
7	freedom of movement, solid fog
9	scrying, true seeing

### Desert

Level	Spells
3	blur, silence
5	create food and water, protection from energy
7	blight, hallucinatory terrain
9	control winds, wall of stone

### Forest

Level	Spells
3	augury, barkskin
5	call lightning, plant growth
7	divination, freedom of movement
9	commune with nature, plant door

### Grassland

Level	Spells
3	augury, pass without trace
5	daylight, haste
7	air walk, divination
9	dream, insect plague

### Mountain

Level	Spells
3	spider climb, spike growth
5	elemental mantle, meld into stone
7	confusion, stoneskin
9	passwall, wall of stone

### Swamp

Level	Spells
3	augury, locate object
5	water walk, stinking cloud
7	freedom of movement, locate creature
9	insect plague, scrying

### Tundra

Level	Spells
3	augury, spike growth
5	sleet storm, slow
7	freedom of movement, ice storm
9	commune with nature, cone of cold

## Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

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

## Nature's Ward

By 10th level, you cannot be charmed or frightened by elemental or fey creatures, and you are immune to poison and disease.

## Circle of the Moon

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

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

### Circle of the Moon Features

Level	Feature
2	Battle Wild Shape
6	Mauler Shapes
10	Monstrous Shapes

## Battle Wild Shape

You can use Wild Shape as part of any action that doesn't involve casting a spell or activating a magic item.

When you use your Wild Shape, you can choose to transform into an animal form that is dangerous in battle. The first battle forms you can assume are a dire wolf or a panther.

## Mauler Shapes

Starting at 6th level, you can assume two new battle forms: a brown bear or a tiger.

## Monstrous Shapes

At 10th level, you can assume two new battle forms: a cave bear or a triceratops.

# Animals

## Bat

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 3)

**Speed** 5 ft., fly 40 ft.

**Str** 1 (–5)      **Dex** 14 (+2)      **Con** 5 (–3)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 4 (–3)

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**Skills** Perception +2

**Special Senses** blindsight 20 ft.

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**Languages** —

**Echolocation.** If deafened, the bat loses its blindsight.

**Keen Hearing.** When using its sense of hearing, the bat has advantage on Intelligence (Search) and Wisdom (Perception) checks.

## Bear, Brown

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 52 (5d10 + 20)

**Speed** 40 ft.

<b>Str</b> 17 (+3)	<b>Dex</b> 13 (+1)	<b>Con</b> 18 (+4)
<b>Int</b> 2 (–3)	<b>Wis</b> 12 (+1)	<b>Cha</b> 6 (–2)

**Skills** Perception +2

**Special Senses** low-light vision

**Languages** —

**Keen Smell.** When using its sense of smell, the bear has advantage on Intelligence (Search) and Wisdom (Perception) checks.

### Actions

**Multiattack.** The bear makes one bite and one claw attack, or two claw attacks.

**Bite—Melee Attack.** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 8 (2d4 + 3) piercing damage.

**Claw—Melee Attack.** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 7 (1d8 + 3) slashing damage.

## Bear, Cave

*Large beast, unaligned*

**Armor Class** 13

**Hit Points** 88 (8d10 + 40)

**Speed** 40 ft.

<b>Str</b> 19 (+4)	<b>Dex</b> 13 (+1)	<b>Con</b> 20 (+5)
<b>Int</b> 2 (–3)	<b>Wis</b> 14 (+2)	<b>Cha</b> 6 (–2)

**Skills** Perception +4

**Special Senses** low-light vision

**Languages** —

**Keen Smell.** When using its sense of smell, the bear has advantage on Intelligence (Search) and Wisdom (Perception) checks.

### Actions

**Multiattack.** The bear makes one bite and one claw attack, or two claw attacks.

**Bite—Melee Attack.** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 11 (2d6 + 4) piercing damage.

**Claw—Melee Attack.** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 9 (1d10 + 4) slashing damage.

## Cat

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 3 (1d4 – 1)

**Speed** 40 ft.

<b>Str</b> 3 (–4)	<b>Dex</b> 14 (+2)	<b>Con</b> 8 (–1)
<b>Int</b> 2 (–4)	<b>Wis</b> 14 (+2)	<b>Cha</b> 7 (–2)

**Skills** Acrobatics +3, Stealth +8, Perception +3

**Special Senses** low-light vision

**Languages** —

**Dexterous Climber.** The cat uses Dexterity (Acrobatics) for ability checks to climb.

**Feline Grace.** When the cat falls, it takes damage as if it fell 20 feet fewer than it did.

### Actions

**Claws—Melee Attack.** –3 to hit, reach 5 ft., one creature.  
*Hit:* 1 slashing damage.

## Deer

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 7 (1d8 – 1)

**Speed** 50 ft.

<b>Str</b> 11 (+0)	<b>Dex</b> 13 (+1)	<b>Con</b> 9 (–1)
<b>Int</b> 2 (–4)	<b>Wis</b> 14 (+2)	<b>Cha</b> 4 (–3)

**Skills** Perception +3

**Special Senses** low-light vision

**Languages** —

**Running Jump.** When it moves at least 10 feet before a jump, the deer can long jump up to 25 feet.

### Actions

**Antlers—Melee Attack.** +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage.

## Dog

*Small beast, unaligned*

**Armor Class** 10

**Hit Points** 5 (1d6 – 1)

**Speed** 50 ft.

**Str** 6 (–2)      **Dex** 10 (+0)      **Con** 9 (–1)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 7 (–2)

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**Skills** Perception +2

**Special Senses** low-light vision

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**Languages** —

**Keen Hearing and Smell.** When using its sense of hearing or smell, the dog has advantage on Intelligence (Search) and Wisdom (Perception) checks.

### Actions

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**Bite—Melee Attack.** –1 to hit (reach 5 ft.; one creature).

*Hit:* 1 (1d4 – 2) piercing damage.

## Fish

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 3)

**Speed** swim 50 ft.

**Str** 1 (–5)      **Dex** 15 (+2)      **Con** 4 (–3)

**Int** 1 (–5)      **Wis** 12 (+1)      **Cha** 2 (–4)

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**Special Senses** low-light vision

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**Languages** —

**Aquatic.** Being in water imposes no penalties on the fish's ability checks, attack rolls, and saving throws.

**Water Bound.** While out of water, the fish has disadvantage on ability checks and saving throws.

**Water Breathing.** The fish can breathe underwater, but it must hold its breath while out of water.

## Hawk

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 3 (1d4 – 1)

**Speed** 5 ft., fly 60 ft.

**Str** 5 (–3)      **Dex** 16 (+3)      **Con** 8 (–1)

**Int** 2 (–4)      **Wis** 14 (+2)      **Cha** 6 (–2)

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**Skills** Perception +3

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**Languages** —

**Keen Sight.** When using its sense of sight, the hawk has advantage on Intelligence (Search) and Wisdom (Perception) checks.

### Actions

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**Talons—Melee Attack.** –2 to hit, reach 5 ft., one creature.

*Hit:* 1 slashing damage.

## Horse

*Large beast, unaligned*

**Armor Class** 10

**Hit Points** 10 (1d10)

**Speed** 60 ft.

**Str** 15 (+2)      **Dex** 10 (+0)      **Con** 10 (+0)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 6 (–2)

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**Languages** —

### Actions

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**Hooves—Melee Attack.** +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

## Owl

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 3 (1d4 – 1)

**Speed** 5 ft., fly 40 ft.

**Str** 4 (–3)      **Dex** 16 (+3)      **Con** 8 (–1)

**Int** 2 (–4)      **Wis** 14 (+2)      **Cha** 6 (–2)

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**Skills** Stealth +4, Perception +3

**Special Senses** low-light vision

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**Languages** —

**Keen Sight.** When using its sense of sight, the owl has advantage on Intelligence (Search) and Wisdom (Perception) checks.

### Actions

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**Talons—Melee Attack.** –2 to hit (reach 5 ft.; one creature).

*Hit:* 1 slashing damage.

## Panther

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 25 (4d8 + 4)

**Speed** 50 ft.

**Str** 14 (+2)      **Dex** 16 (+3)      **Con** 13 (+1)

**Int** 2 (–4)      **Wis** 14 (+2)      **Cha** 6 (–2)

**Skills** Acrobatics +4, Stealth +9, Perception +3

**Special Senses** low-light vision

**Languages** —

**Dexterous Climber.** The panther uses Dexterity (Acrobatics) for ability checks to climb.

**Stalker.** The panther deals an additional 1d6 damage when it hits with a bite or claw attack made against a surprised creature.

### Actions

**Bite—Melee Attack.** +4 to hit (reach 5 ft.; one creature).  
*Hit:* 5 (1d6 + 2) piercing damage.

**Claw—Melee Attack.** +4 to hit (reach 5 ft.; one creature).  
*Hit:* 4 (1d4 + 2) slashing damage. If the panther made this attack as a part of a charge, it also knocks a Medium or smaller target prone and can make a bite attack against the same creature.

## Raven

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 3 (1d4 – 1)

**Speed** 5 ft., fly 50 ft.

**Str** 4 (–3)      **Dex** 15 (+2)      **Con** 8 (–1)

**Int** 2 (–4)      **Wis** 14 (+2)      **Cha** 6 (–2)

**Skills** Perception +3

**Languages** —

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or a small animal chittering.

### Actions

**Beak—Melee Attack.** –2 to hit (reach 5 ft.; one creature).  
*Hit:* 1 piercing damage.

## Snake

Tiny beast, unaligned

**Armor Class** 11

**Hit Points** 2 (1d4 – 2)

**Speed** 20 ft., swim 20 ft.

**Str** 4 (–3)      **Dex** 13 (+1)      **Con** 6 (–2)

**Int** 1 (–5)      **Wis** 12 (+1)      **Cha** 2 (–4)

**Skills** Stealth +7, Perception +2

**Special Senses** blindsight 5 ft.

**Languages** —

**Keen Smell.** When using its sense of smell, the snake has advantage on Intelligence (Search) and Wisdom (Perception) checks.

**Quick Strike.** The snake has a +5 bonus to initiative rolls.

### Actions

**Bite—Melee Attack.** –2 to hit (reach 5 ft.; one creature).  
*Hit:* 1 piercing damage, and the target must succeed on a DC 8 Constitution saving throw or take 4 (1d8) poison damage.

## Tiger

Large beast, unaligned

**Armor Class** 13

**Hit Points** 42 (5d10 + 10)

**Speed** 40 ft.

**Str** 17 (+3)      **Dex** 15 (+2)      **Con** 15 (+2)

**Int** 2 (–3)      **Wis** 14 (+2)      **Cha** 6 (–2)

**Skills** Stealth +8, Perception +3

**Special Senses** low-light vision

**Languages** —

### Actions

**Multiattack.** The tiger makes one bite and one claw attack, or two claw attacks.

**Bite—Melee Attack.** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 8 (2d4 + 3) piercing damage.

**Claw—Melee Attack.** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 6 (1d6 + 3) slashing damage. If the tiger made this attack as a part of a charge, it also knocks a Large or smaller target prone and can make a bite attack against the same creature.

## Toad

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 – 3)

**Speed** 10 ft., swim 20 ft.

**Str** 1 (–5)      **Dex** 10 (+0)      **Con** 4 (–3)

**Int** 1 (–5)      **Wis** 10 (+0)      **Cha** 4 (–3)

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**Special Senses** low-light vision

**Languages** —

**Amphibious.** The toad can breathe air and water.

**Aquatic.** Being in water imposes no penalties on the toad's ability checks, attack rolls, and saving throws.

**Jump.** The toad can high jump 2 feet and long jump 5 feet.

## Triceratops

*Huge beast, unaligned*

**Armor Class** 11

**Hit Points** 97 (8d12 + 40)

**Speed** 30 ft.

**Str** 22 (+6)      **Dex** 8 (–1)      **Con** 20 (+5)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 6 (–2)

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**Skills** Perception +4

**Special Senses** low-light vision

**Languages** —

### Actions

**Horns—Melee Attack.** +8 to hit (reach 5 ft.; one creature).

*Hit:* 19 (2d12 + 6) piercing damage. If the triceratops made this attack as a part of a charge, it deals an additional 1d12 + 3 damage to the target.

## Weasel

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 2 (1d4 – 2)

**Speed** 20 ft.

**Str** 3 (–4)      **Dex** 14 (+2)      **Con** 6 (–2)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 5 (–3)

---

**Skills** Stealth +3, Perception +2

**Special Senses** low-light vision

**Languages** —

**Keen Smell.** When using its sense of smell, the weasel has advantage on Intelligence (Search) and Wisdom (Perception) checks.

## Wolf, Dire

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 29 (4d8 + 8)

**Speed** 50 ft.

**Str** 16 (+3)      **Dex** 15 (+2)      **Con** 15 (+2)

**Int** 2 (–4)      **Wis** 12 (+1)      **Cha** 6 (–2)

---

**Skills** Perception +2

**Special Senses** low-light vision

**Languages** —

**Keen Hearing and Smell.** When using its sense of hearing or smell, the wolf has advantage on Intelligence (Search) and Wisdom (Perception) checks.

**Pack Tactics.** The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target and able to take actions.

### Actions

**Bite—Melee Attack.** +3 to hit (reach 5 ft.; one creature).

*Hit:* 1d6 + 3 piercing damage, and if the attack deals 6 damage, the wolf knocks the target prone.

# Fighter

With durability and unequaled weapon mastery, the fighter dominates a battlefield.

## The Fighter

### Proficiency

Level	Bonus	Features
1	+1	Fighting Style, Second Wind
2	+1	Action Surge
3	+2	Martial Path
4	+2	Ability Score Improvement
5	+2	Extra Attack
6	+2	Ability Score Improvement
7	+3	Martial Path benefit
8	+3	Ability Score Improvement
9	+3	Defy Death
10	+3	Martial Path benefit

## Class Features

As a fighter, you gain the following class features.

### Hit Points

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

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

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

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** Mounts (land)

**Saving Throws:** Strength, Constitution

**Skills:** Choose one skill from Acrobatics, Athletics, or Intimidation.

## Creating a Fighter

You can make a fighter quickly by taking the suggested background and picking one of the three equipment packages.

**Background:** Soldier

**Equipment – Defense:** Chain mail, shield, long sword, 4 javelins, adventurer's kit, and 39 gp

**Equipment – Offense:** Chain mail, great sword, 3 handaxes, adventurer's kit, and 1 gp

**Equipment – Archery:** Scale mail, longbow, long sword, quiver with 20 arrows, adventurer's kit, and 25 gp

## Fighting Style

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

### Archery

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

### Defense

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

### Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

### Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

### Two-Weapon Fighting

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

## Second Wind

You have a limited well of stamina that you can draw upon to protect yourself from harm.

As an action, you can gain temporary hit points equal to 1d6 + your fighter level. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit



points are lost first, and they go away after 5 minutes.

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

## Action Surge

---

Starting at 2nd level, you can push yourself beyond your normal physical limits for a moment.

On your turn, you can take an additional action. If you do so, you must complete a short rest or a long rest before you can use this feature again.

## Martial Path

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At 3rd level, choose the path that you follow in your martial training: the path of the Weapon Master or the Warrior.

Each path is detailed at the end of the fighter section. Your choice grants you features at certain fighter levels.

## Ability Score Improvement

---

When you reach certain levels noted in the Fighter table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Extra Attack

---

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

## Defy Death

---

Once you reach 9th level, you can rally yourself despite grievous injuries.

When you are reduced to 0 hit points but are not killed outright, you can make a DC 15

Constitution saving throw. If you succeed, you are instead reduced to 1 hit point.

## Martial Paths

### Path of the Weaponmaster

---

You are a master of maneuvers in battle. You rely on cunning and prowess to defeat your enemies. Intense training combined with a relentless focus on victory propels you in combat. Victory is one more sign of martial supremacy.

#### Weaponmaster Features

Level	Feature
3	Combat Superiority
7	Combat Superiority, Advanced Maneuvers
10	Combat Superiority
15	Improved Combat Superiority

### Combat Superiority

As a master of combat, you are able to pull off exceptional maneuvers in battle that are fueled by dice called superiority dice. A superiority die is a d6.

You know three maneuvers: Dirty Trick, Spring Away, and Trip. When you hit a creature with a melee attack, you can use a maneuver you know if you have at least one superiority die. The die you use with the maneuver is then expended.

The number of superiority dice that you have is determined by your fighter level.

Fighter Level	Dice
3	2
7	3
10	4

You can use your action to regain one superiority die. When you complete a short rest or a long rest, you regain all of them.

**Dirty Trick.** You try to throw your target off guard. Roll one superiority die. If the number rolled is equal to or greater than the target's Wisdom modifier, the next attack roll against the target has advantage. Otherwise, add the number rolled to the attack's damage against the target.

**Spring Away.** After striking your target, you try to leap away. Roll one superiority die. If the number rolled is equal to or greater than the target's Dexterity modifier, you can move up to half your speed. This movement does not provoke opportunity attacks, and you can move through the target's space during it. Otherwise, add the number rolled to the attack's damage against the target.

**Trip.** Roll one superiority die. If the number rolled is equal to or greater than the target's Strength modifier, you knock the target prone. Otherwise, add the number rolled to the attack's damage against the target.

## Advanced Maneuvers

When you reach 7th level, you learn more maneuvers.

**Bell Ringer.** You try to addle your target. Roll one superiority die. If the number rolled is equal to or greater than the target's Constitution modifier, the target cannot use reactions until the end of your next turn, and the target has disadvantage on the first attack it makes before your next turn. Otherwise, add the number rolled to the attack's damage against the target.

**Drive Back.** Roll one superiority die. If the number rolled is equal to or greater than the target's Strength modifier, you push the target 15 feet away from you in a straight line. Otherwise, add the number rolled to the attack's damage against the target.

**Hamstring.** Roll one superiority die. If the number rolled is equal to or greater than the target's Dexterity modifier, the target's speed is reduced by 15 feet, and opportunity attacks against it have advantage. Both effects last until the end of your next turn. Otherwise, add the number rolled to the attack's damage against the target.

## Path of the Warrior

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The path of the warrior is walked by more fighters than any other. A typical warrior fights out of necessity, either as a lone wolf or as part of an army, a town's watch, or a mercenary band.

### Warrior Features

Level	Feature
3	Improved Critical
7	Superior Critical
10	Additional Fighting Style

### Improved Critical

Your weapon attacks can score a critical hit on a roll of 19 or 20.

### Superior Critical

Starting at 7th level, your weapon attacks can score a critical hit on a roll of 18–20.

# Mage

Mages are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, brute-force mind control, and more. Their mightiest spells can change one substance into another or alter a creature's form, open pathways to other planes of existence, or even kill with a single word.

Wild and enigmatic, varied in form and function, the power of magic draws many students who seek to master its mysteries, and some who aspire to become like the gods, shaping reality itself. You have chosen the mage's path to magical mastery, which requires keen intellect and mental discipline to master the complex formulas you use to bend this power to your will.

## The Mage

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Wizardry	2	—	—	—	—
2	+1	Arcane Tradition	3	—	—	—	—
3	+2	—	4	2	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—
5	+2	—	4	3	2	—	—
6	+2	Tradition Benefit	4	3	3	—	—
7	+3	—	4	3	3	1	—
8	+3	Ability Score Improvement	4	3	3	2	—
9	+3	—	4	3	3	3	1
10	+3	Ability Score Improvement	4	3	3	3	2

## Class Features

As a mage, you gain the following class features.

### Hit Points

**Hit Dice:** 1d6 per mage level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per mage level after 1st

### Proficiencies

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaves, and light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose one from Arcana, History, and Religion

## Creating a Mage

You can make a mage quickly by following these suggestions.

**Background:** Sage

**Equipment:** Robes, quarterstaff, spellbook, adventurer's kit, 64 gp, and 8 sp

## Wizardry

As a student of arcane magic, you have collected a spellbook containing a combination of minor spells called cantrips and the more powerful spells that show the first glimmerings of your true power. See the "Magic" section in the "How to Play" document for the general rules of spellcasting.

## Spellbook

You have a spellbook that contains the mage spells you know. It starts with three cantrips and four 1st-level spells of your choice.

Each time you gain a mage level, you can add two spells to your spellbook. You choose the spells from the mage's spell list, and they must be of a level that you can cast, as noted on the Mage table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

## Spells per Day

Your mage level determines the number of mage spells that you can cast of 1st level or higher, as noted in the Mage table. You must complete a long rest to regain any castings—also called spell slots—that you use.

**Spell Preparation.** You decide which mage spells are available to you to cast each day. After completing a long rest, you can prepare the list of mage spells that you will be able to cast in the coming day, choosing from the spells of 1st level or higher in your spellbook. (You do not need to prepare cantrips.) Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you, as shown in the Mage table.

Preparing a spell requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *magic missile* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *magic missile* once or twice and at either level.

## Magic Ability

Intelligence is your magic ability for your mage spells.

**Saving Throw DC.** The DC to resist one of your spells equals 8 + your Intelligence modifier.

**Spellcasting Bonus.** If you are holding a magic focus—a component pouch, orb, rod, staff, wand,

or your spellbook—when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC.

## Ritual Casting

You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your spellbook.

## Arcane Recovery

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

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

## Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the cosmos. You might find other spells during your adventures. You might find a spell recorded on a scroll in an evil wizard's chest or in a dusty tome in an ancient library, for example.

**Copying a Spell into the Book.** When you find a spell, you can add it to your spellbook if it is of a level you can normally cast, if it appears on the mage's spell list, and if you can read it (some spellcasters use secret alphabets and ciphers to record spells).

Copying a spell into your spellbook confers knowledge of the spell to you. For each level of the spell, the process takes 1 hour and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it.

**Replacing the Book.** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook. In addition, if you lose your spellbook, you can use the same procedure to transcribe spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you find new spells to do so, as normal. For this

reason, many mages keep backup spellbooks in a safe place.

**The Book's Appearance.** Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. Your school of magic, how you prefer to organize your knowledge, how much coin you've devoted to the materials, and the outcome of your latest adventure are all factors bearing on your spellbook's appearance.

Your spellbook might be a plain but functional leather tome you received as a gift from your master when you struck out on your own, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous tome in a mishap.

## Arcane Tradition

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When you reach 2nd level, you choose an arcane tradition to focus your magical studies. Three arcane traditions are detailed at the end of the class description.

## Ability Score Improvement

---

When you reach certain levels noted in the Mage table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Arcane Traditions

The arcane tradition of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with academic institutions dedicated to its study. Although other traditions exist—including sorcery and witchcraft—most mages study wizardry.

The study of magic in wizardry is complex and varied. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, the schools of magic are literally schools; a mage might study at the school of Illusion while another studies across town at the school of enchantment. In other

institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even solitary wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, for the spells of different schools require different approaches and the mastery of different techniques.

The eight schools of magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. The mastery of any school of magic is effectively its own arcane tradition.

Enchantment, evocation, and illusion are presented in this document.

## Wizardry: School of Enchantment

---

You know how to magically entrance and beguile other people and monsters. Some enchanters are peacemakers, who bewitch the violent to lay down their arms and the cruel to show mercy. Other enchanters are tyrants, who spellbind the unwilling into their service. And many other enchanters fall somewhere in between.

Enchanters rarely get on well with one another, for possessing the power to control others' minds doesn't ensure immunity to the same treatment.

### Enchantment Features

Level	Feature
2	Aura of Antipathy
5	Instinctive Charm

### Aura of Antipathy

Starting at 2nd level, you radiate a magical aura that causes nearby attackers to doubt their resolve to strike you. Any creature within 10 feet of you has disadvantage on melee attacks against you while you can take actions. Creatures that cannot be charmed are immune to this effect.

### Instinctive Charm

Beginning at 5th level, when a creature that you can see attacks you from within 50 feet of you, you can use your reaction to magically compel the attacker to direct its attack elsewhere. You must

choose to use this feature before knowing whether the attack hits or misses.

If you use it, the attacker must make a Wisdom saving throw against your spell save DC. A creature that cannot be charmed automatically succeeds. On a failed save, the attacker must target the creature—other than you—that is closest to it. If multiple creatures are closest, the attacker chooses which one to target. The attack is wasted if no eligible targets are within range.

## Wizardry: School of Evocation

You focus your study on magic that creates powerful elemental effects. Spells like *burning hands*, *lightning bolt*, and *cone of cold* live within your domain. You evoke the elemental powers of the Inner Planes of existence to harness spells that deal with bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

Evocation specialists are usually called evokers and are among the most common mages employed by military forces.

### Evocation Features

Level	Benefit
2	Sculpt Spells
5	Potent Cantrip

### Sculpt Spells

Beginning at 2nd level, when you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

### Potent Cantrip

Starting at 5th level, when a creature is missed by or succeeds on a saving throw against your evocation cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

### Overchannel

Starting at 8th level, when you cast a mage spell of 3rd level or lower that deals damage, you can use

this feature to deal maximum damage with that spell.

The first time you do so between completing long rests, you suffer no adverse effects. If you do so a second time before a long rest, you must succeed on a DC 15 Constitution saving throw or drop to 0 hit points after casting the spell. Each additional use before a long rest increases the saving throw DC by 5.

## Wizardry: School of Illusion

You study magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but when combined with a keen mind, illusions can bring an entire kingdom to its knees. You might have studied under a private tutor, perhaps a disgraced wizard or witch, or in a small group of likeminded mages. Among gnomes, the study of illusion is greatly admired.

Illusion specialists are usually called illusionists and often have something of a sinister reputation, owing to their penchant for trickery. Some illusionists revel in others' suspicion, casting themselves as mysterious figures. Other illusionists prefer to keep a low profile and might never reveal their study of this tradition.

### Illusion Features

Level	Benefit
2	Improved Minor Illusion
5	Disappearing Trick
12	Illusory Self
16	Illusionary Reality
20	Illusion Master

### Improved Minor Illusion

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different mage cantrip of your choice.

When you cast *minor illusion*, you can use both the Ghost Sound and the Silent Image effects with a single casting of the spell.

### Disappearing Trick

Starting at 5th level, you always have the *invisibility* spell prepared, and it doesn't count against the number of spells you can prepare.

Right after you take damage, you can use your reaction to cast *invisibility*.

If you don't already know this spell, you can now add it to your spellbook.

Monks are masters of unarmed combat. They train in monasteries where they pursue personal perfection through action and contemplation. Monks have no need for weapons and armor, for their relentless practice has allowed them to unlock their physical and spiritual abilities.

While most monks are lawful—the focus and discipline needed to master their arts demands rigid dedication—they vary among good, neutral, and evil alignments. Lawful evil monks are schemers and conquerors. The insidious Scarlet Brotherhood of GREYHAWK is the most notable

# Monk

example of an evil monk tradition in D&D. Lawful neutral monks focus on inner mastery and care little for the world at large. Lawful good monks are champions of the common folk.

## Creating a Monk

You can make a monk quickly by following these suggestions.

**Background:** Commoner

**Equipment:** Quarterstaff, 10 darts, adventurer's kit, and 70 gp

## The Monk

	Proficiency	Ki	Unarmed	
Level	Bonus	Points	Strike	Features
1	+1	2	1d6	Flurry of Blows, Ki, Unarmed Strike, Unarmored Defense
2	+1	2	1d6	Supreme Flurry, Slow Fall
3	+2	3	1d6	Monastic Tradition, Step of the Wind
4	+2	3	1d6	Ability Score Improvement
5	+2	3	1d8	Stunning Strike
6	+2	4	1d8	Tradition Feature
7	+3	4	1d8	Uncanny Dodge
8	+3	4	1d8	Improved Flurry of Blows, Step of the Wind
9	+3	5	1d8	Ability Score Improvement
10	+3	5	1d8	Purity of Body

## Class Features

As a monk, you gain the following class features.

### Hit Points

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

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

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

### Proficiencies

**Armor:** None

**Weapons:** Club, dagger, handaxe, light crossbow, longspear, quarterstaff, short sword, sling, spear, and unarmed strike

**Tools:** None

**Saving Throws:** Dexterity, Wisdom

**Skills:** Choose one from Acrobatics, Athletics, or Religion

## Unarmed Strike

As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit.

Your unarmed strike damage increases as you gain levels, as noted in the Unarmed Strike column in the Monk table.

Your unarmed strikes count as being magical for the purpose of overcoming resistance and immunities.

## Unarmored Defense

While you are wearing no armor and using no shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

## Ki

---

Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column in the Monk table.

When you spend a ki point, it is unavailable until you complete a short rest or a long rest. The rest allows you to meditate and draw ki back into yourself.

You start with one way to use your ki points: Flurry of Blows, which is detailed below. You gain additional ki options at higher levels.

Whenever one of your ki abilities forces a creature to make a saving throw, the DC equals 8 + your Wisdom modifier + your proficiency bonus.

## Flurry of Blows

---

You can make unarmed strikes with supernatural speed, using your fists, kicks, and head-butts. You can use your attack action to make two unarmed attacks. If you haven't used your whole move for the turn, you can move between the attacks.

You can spend 1 ki point to make an additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

## Supreme Flurry

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At 2nd level, on your turn, you can spend 1 ki points to give yourself advantage on all attacks you make during this turn.

## Slow Fall

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Beginning at 2nd level, when you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by 5 times your monk level.

## Monastic Tradition

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When you reach 3rd level, you choose the monastic tradition to which you dedicate yourself: the Way of the Four Elements or the Way of the Open Hand.

Your tradition grants you features at certain monk levels, as shown in the Monk table. Each tradition is detailed at the end of the class description.

## Step of the Wind

---

At 3rd level, your speed increases by 5 feet.

You can spend 1 ki point to increase your speed by an additional 15 feet until the end of the turn. When you spend this point at 8th level and higher, you can also move along vertical surfaces and across liquids until the end of the turn.

## Ability Score Improvement

---

When you reach certain levels noted in the Monk table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Stunning Strike

---

Starting at 5th level, when you score a critical hit on a creature, you can try to stun the creature. The target must succeed on a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus) or be stunned until the end of your next turn.

## Uncanny Dodge

---

At 7th level, your agility is instinctive. When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



## Improved Flurry of Blows

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When you reach 8th level, your Flurry of Blows gives you two extra unarmed attacks, instead of one.

## Purity of Body

---

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

## Monastic Traditions

### Way of the Four Elements

---

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

#### Way of the Four Elements Features

Level	Feature
3	Disciple of the Elements
6	Elemental Power

### Disciple of the Elements

You have learned the basics of harnessing the elements. You gain one of the following features of your choice.

**Fire Riposte (Fire).** When you take damage from a melee attack, you can use your reaction to spend 1 ki point to channel a tongue of flame at the attacker. The attacker must make a Dexterity saving throw. It takes fire damage equal to 1d10 + your monk level on a failed save and half as much damage on a successful one.

**Wind Riposte (Air).** When you are hit by a melee attack, you can use your reaction to spend 1 ki point to batter your attacker with wind. The attacker must make a Strength saving throw. The attacker is pushed 20 feet on a failed save, or 10 feet on a successful one.

**Iron Root Defense (Earth).** As part of an action, you can spend 1 ki point to root yourself in place.

Until the start of your next turn, the damage you take from any source is reduced by an amount equal to your monk level.

You cannot move while this benefit is in effect. If you are somehow moved against your will, the effect ends.

**Shelter of the Flowing River (Water).** When you make a Strength, Dexterity, or Constitution saving throw, you can spend 1 ki point to channel the flexibility and cleansing power of water, gaining advantage on that saving throw.

### Elemental Power

At 6th level, your mastery of the elements improves. You gain one of the following features of your choice, or a feature that you lack from Disciple of the Elements.

**Crashing Waves (Water).** When you hit a creature with a melee attack, you can spend 1 ki point. The creature must make a Strength saving throw. The creature is pushed 20 feet on a failed save, or 10 feet on a successful one.

**Flames of the Phoenix (Fire).** As an action, you can spend 1 ki point to emit a 15-foot cone of magical fire. Each creature in the cone must make a Dexterity saving throw. It takes fire damage equal to 1d10 + your monk level on a failed save, and half as much damage on a successful one.

**Grasp of Stone (Earth).** When you hit a creature with a melee attack, you can spend 1 ki point. Unless the target succeeds on a Strength saving throw, it is grappled by you. Until this grapple ends, your unarmed attacks automatically hit the creature.

**Vortex Punch (Air).** When you hit a creature with a melee attack, you can spend 1 ki point to emit a 50-foot line of air that includes the target. Each creature in the line must succeed on a Strength saving throw. It takes bludgeoning damage equal to 1d6 + your monk level and is knocked prone on a failed save. On a successful save, the creature takes only half damage.

## Way of the Open Hand

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Monks of the Way of the Open Hand are the ultimate masters of unarmed combat. They can turn aside arrows and bolts with their palms, heal damage to their body, and strike down even the most defensive foes with nothing but bare hands.

## Way of the Open Hand Features

Level	Feature
3	Deflect Missiles
6	Wholeness of Body

### Deflect Missiles

When you are hit by a ranged weapon attack, you can use your reaction to deflect or catch the missile with a free hand. Roll a d10, add your Dexterity modifier, and reduce the damage you take from that attack by the total. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand.

You can spend 1 ki point to reduce the damage by a further d10.

### Wholeness of Body

At 6th level, you gain the ability to heal your own wounds. As an action, you can regain hit points equal to twice your monk level. If you do so, you must complete a long rest before you can use this feature again.

# Paladin

An oath sworn in a temple, before a god's altar and the witness of a priest, is a powerful bond. When a warrior is bound by such an oath, sworn to uphold the highest ideals of the god's teachings and the highest standards of conduct, the oath itself is a source of power, turning the warrior into a blessed champion, a paladin. Even during the period of preparation before the oath is taken, the paladin is marked, set aside as holy. Those who swear and uphold their oaths wield divine power

in the service of their gods and their vows, healing and warding their allies and smiting their foes with divine wrath.

## Creating a Paladin

You can make a paladin quickly by following these suggestions.

**Background:** Noble

**Equipment:** Chain mail, heavy shield, long sword, 4 javelins, adventurer's kit, and 29 gp

## The Paladin

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Divine Sense, Lay on Hands	—	—	—	—	—
2	+1	Divine Smite, Fighting Style, Spellcasting	2	—	—	—	—
3	+2	Divine Health, Oath	3	—	—	—	—
4	+2	Ability Score Improvement	3	—	—	—	—
5	+2	Extra Attack	4	2	—	—	—
6	+2	Aura of Protection	4	2	—	—	—
7	+3	Ability Score Improvement	4	3	—	—	—
8	+3	Oath feature	4	3	—	—	—
9	+3	—	4	3	2	—	—
10	+3	Aura of Courage	4	3	2	—	—

## Class Features

A paladin gains the following class features.

### Hit Points

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

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

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

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** Mounts (land)

**Saving Throws:** Constitution, Charisma

**Skills:** Choose one from Athletics, Persuasion, and Religion

## Divine Sense

As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

## Lay on Hands

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

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

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on an undead creature or a construct.

## Divine Smite

Starting at 2nd level, when you hit a creature with a weapon attack, you can expend one paladin spell slot to smite, dealing extra damage. The extra damage is 2d8 for a 1st-level spell, plus 1d8 for each spell level higher than 1st. If the creature is undead or a fiend, the damage increases by 1d8.

The extra damage is radiant if your deity is good and necrotic if your deity is evil. If your deity is neither good nor evil, choose one of these types when you gain this feature.

## Spellcasting

By 2nd level, you have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

### Spells per Day

Your paladin level determines the number of paladin spells that you can cast of 1st level or higher, as noted in the Paladin table. You must complete a long rest to regain any castings—also called spell slots—that you use.

**Spell Preparation.** You decide which paladin spells are available to you to cast each day. After completing a long rest, you prepare the list of paladin spells that you can cast of 1st level or higher, choosing from the list of spells available to all paladins (see the “Spells” document). Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list for the day includes a number of paladin spells equal to 1 + half your paladin level, and the spells can be of any spell level that is available to you, as shown in the Paladin table.

Preparing your spells requires time spent in meditation and prayer: at least one minute per spell level for each paladin spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not

expended. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-level castings available, you can cast each spell once or cast one of those spells twice.

## Magic Ability

Charisma is your magic ability for your paladin spells.

**Saving Throw DC.** The DC to resist one of your spells equals 8 + your Charisma modifier.

**Spellcasting Bonus.** If you present your holy symbol when you cast a spell, you can add your proficiency bonus to the spell's saving throw DC. To present your holy symbol, you need to hold it, wear it visibly, or bear it emblazoned on your shield.

## Fighting Style

---

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

### Archery

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

### Defense

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

### Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

### Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

## Two-Weapon Fighting

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

## Divine Health

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

## Oath

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At 3rd level, you take an oath to a knighthood, to a code, and to the gods. You gain one oath of your choice, the Oath of Devotion or the Oath of Vengeance. Each oath is detailed at the end of the paladin section.

Your choice grants you features at certain paladin levels, as noted in the Paladin table, as well as oath spells.

### Oath Spells

Each oath has a list of associated spells. You gain access to these spells at certain paladin levels. Once you gain access to an oath spell, you always have it prepared. It does not count against the number of spells you can prepare each day.

If you gain an oath spell that does not appear on the paladin spell list, the spell is, nonetheless, a paladin spell for you.

### Channel Divinity

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

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spellcasting DC, including your proficiency bonus if you present your holy symbol.

## Ability Score Improvement

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When you reach certain levels noted in the Paladin table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Extra Attack

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Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

## Aura of Protection

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Starting at 6th level, whenever you or a creature within 10 feet of you must make a saving throw while you are conscious, you can grant that creature a bonus to the saving throw equal to your Charisma modifier (a minimum bonus of +1).

## Aura of Courage

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

## Paladin Oaths

### Oath of Devotion

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Paladins who swear the oath of devotion do so after spending several nights in vigil at a shrine or temple dedicated to gods of good and law. Paladins of this oath are paragons of justice, virtue, and order, sometimes called cavaliers, white knights, or holy warriors.

### Oath Spells

You gain oath spells at the paladin levels listed.

### Paladin

Level	Spells
3	protection from evil, sanctuary
5	lesser restoration, zone of truth
9	beacon of hope, dispel magic

## Channel Divinity

You gain two Channel Divinity options.

**Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum bonus of +1), and the weapon emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Turn Undead.** As an action, you present your holy symbol and speak a prayer censuring undead, using your Channel Divinity. Each undead creature within 25 feet of you must make a Wisdom saving throw, unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your paladin level multiplied by 3, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

## Turn Fiends

Starting at 8th level, your Turn Undead also affects fiends.

## Oath of Vengeance

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The oath of vengeance is a solemn commitment to punish those who have committed grave wickedness. When an army slaughters helpless villagers, when a people turns to diabolism, when criminals prey on the poor, when a dragon

rampages through the countryside—at times like these, paladins rise and swear an oath of vengeance to set right what has gone wrong. Every oath of vengeance is different, but they all revolve around punishing wrongdoers at any cost and by any means necessary.

Though their oaths are almost always directed toward punishing evildoers, paladins who swear an oath of vengeance are themselves typically neutral or lawful neutral in alignment, willing to sacrifice even their own purity to enact justice. These paladins are sometimes called avengers or dark knights.

## Oath Spells

You gain oath spells at the paladin levels listed.

### Paladin

Level	Spells
3	cause fear, hunter's mark
5	hold person, misty step
9	haste, protection from energy

## New Spell: Misty Step

*2nd-level conjuration*

**Casting Time:** Swift

**Range:** Self

**Duration:** Instantaneous

You teleport up to 30 feet to a location that you can see.

## Channel Divinity

You gain two Channel Divinity options when you take the oath of vengeance.

**Abjure Enemy.** As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. A fiend or an undead creature has disadvantage on this saving throw.

If the creature fails its saving throw, it is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it cannot benefit from any bonus to its speed.

If the creature succeeds on its saving throw, its speed is halved for 1 minute or until it takes any damage.

**Vow of Enmity.** When you or a creature within 10 feet of you is hit by a creature that you can see, you can use your Channel Divinity to utter a vow of enmity against the attacker. You gain advantage on attack rolls against the attacker for 1 minute or until it drops to 0 hit points or falls unconscious.

## Relentless Avenger

By 8th level, your supernatural focus helps you close off a foe's retreat. Whenever you hit a creature with an opportunity attack, you can move up to half your speed after the attack is resolved. This movement doesn't provoke opportunity attacks.

# Ranger

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across the wide and empty plains, rangers keep their unending watch. Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend even the outskirts of civilization from the

ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many more rangers, though, are independent almost to a fault, knowing that when a dragon or a band of orcs attacks, the only sword you can truly trust is your own.

## The Ranger

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Tracking	—	—	—	—	—
2	+1	Favored Enemy, Fighting Style	—	—	—	—	—
3	+2	Spellcasting	3	—	—	—	—
4	+2	Ability Score Improvement	3	—	—	—	—
5	+2	Extra Attack	4	2	—	—	—
6	+2	Natural Explorer	4	2	—	—	—
7	+3	Favored Enemy Feature	4	3	—	—	—
8	+3	Ability Score Improvement, Land's Stride	4	3	—	—	—
9	+3	—	4	3	2	—	—
10	+3	Hide in Plain Sight	4	3	2	—	—

## Class Features

As a ranger, you gain the following class features.

### Hit Points

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

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

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

### Proficiencies

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

**Weapons:** Simple weapons, martial weapons

**Tools:** Mounts (land)

**Saving Throws:** Dexterity, Wisdom

**Skills:** Choose three from Animal Handling, Athletics, Nature, Perception, Stealth, and Survival

## Creating a Ranger

You can make a ranger quickly by following these suggestions.

**Background:** Guide

**Equipment:** Studded leather armor, two short swords, longbow, 20 arrows, adventurer's kit, and 45 gp

## Tracking

You can spend 1 minute to track other creatures. You succeed automatically, except in the following circumstances:

- More than 24 hours have passed since the creatures passed.
- The creatures intentionally obscured their trail.
- Weather, such as snow or heavy rain, has obscured the trail.
- The terrain, such as a river or hard rock, makes discerning a trail difficult.
- Many creatures have traveled through the area, such as along a road or inside a city.



In such circumstances, a successful Wisdom check against a DC set by the DM is required to track.

If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks, you can tell the difference between separate groups.

If you successfully navigate while exploring, you can also follow tracks.

## Favored Enemy

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At 2nd level, you choose the sort of enemy you are dedicated to hunting: colossal monsters like dragons or hordes of orcs, hobgoblins, and similar creatures. Your choice leads you on the path of the Colossus Slayer or the Horde Breaker.

Each option is detailed at the end of the ranger section. Your choice grants you features at certain ranger levels, as noted in the Ranger table.

## Fighting Style

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At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

### Archery

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

### Defense

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

### Great Weapon Fighting

When you miss a target with a melee weapon that you are wielding with two hands, the target still takes damage from the weapon. The damage equals your Strength modifier. The weapon must have the two-handed or versatile property to gain this benefit.

## Protection

When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

## Two-Weapon Fighting

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

## Spellcasting

---

By 3rd level, you have learned to use the magical essence of nature, much as a druid does, to cast spells a certain number of times per day. See the “Magic” section in the “How to Play” document for the general rules of spellcasting.

### Spells per Day

Your ranger level determines the number of ranger spells that you can cast of 1st level or higher, as noted in the Ranger table. You must complete a long rest to regain any castings—also called spell slots—that you use.

**Spell Preparation.** You decide which ranger spells are available to you to cast each day. After completing a long rest, you prepare the list of ranger spells that you can cast of 1st level or higher, choosing from the list of spells available to all rangers (see the “Spells” document).

Alternatively, you can forgo spell preparation to use the same list of spells you used the day before.

Your list can contain a number of ranger spells equal to 1 + half your ranger level, and the spells can be of any spell level that is available to you, as shown in the Ranger table.

Preparing your spells requires time spent in meditation: at least one minute per spell level for each ranger spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have *animal friendship* and *goodberry* prepared and have two

1st-level castings available, you can cast each spell once or cast one of those spells twice.

## Magic Ability

Wisdom is your magic ability for your ranger spells. The DC to resist one of your spells equals 8 + your Wisdom modifier.

## Ability Score Improvement

When you reach certain levels noted in the Ranger table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Natural Explorer

Starting at 5th level, while exploring wilderness environments, you and any creature you choose that follows your lead, does so at twice the normal rate.

When you navigate, you and those who travel with you cannot become lost. When you scout, you can scout twice as far as normal. When you forage, you automatically find one day's worth of food for yourself and up to ten other people, plus an equal number of mounts, unless the region is unusually desolate.

## Extra Attack

Beginning at 5th level, you can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

## Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

## Hide in Plain Sight

Starting at 10th level, you can spend 1 minute camouflaging yourself, allowing you to hide even without concealment. You must have access to mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You have a +10 bonus on all Dexterity (Stealth) checks as long as you remain there without moving or taking actions.

## Favored Enemy Options

### Path of the Colossus Slayer

You are one of the only things standing between civilization and the gigantic terrors of the wilds, everything from rampaging owlbears to terrifying dragons. You are at your best in combat when you can focus your attention on a single creature, relentlessly tearing down its defenses and standing firm against its frightful devastation.

### Colossus Slayer Features

Level	Feature
2	Slayer's Momentum
7	Steel Will

### Slayer's Momentum

You are able to concentrate your attacks so that you can take down a mighty foe. If you damage a creature with a weapon attack, you deal 1d6 extra damage to that creature the next time you deal damage to it before the end of your next turn.

### Steel Will

Starting at 7th level, you have advantage on saving throws against being frightened.

## Path of the Horde Breaker

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You hunt savage humanoids and their ilk. Such brutes rely on numbers to overrun their victims, so you have learned to fight well while outnumbered.

### Horde Breaker Features

Level	Feature
2	Hordeslayer
7	Hunter's Mobility

### Hordeslayer

When you damage a creature on your turn with a weapon attack, you deal 1d8 extra damage to each other creature you damage later in the same turn.

### Hunter's Mobility

Starting at 7th level, opportunity attacks against you have disadvantage.

# Rogue

Rogues use skill, stealth, and their foes' vulnerabilities to get the upper hand. With the knack for finding solutions to just about any problem, a rogue brings versatility to an adventuring party.

## Class Features

As a rogue, you have the following class features.

### Hit Point

**Hit Dice:** 1d6 per rogue level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per rogue level after 1st

### The Rogue

Proficiency		Sneak	Class Features
Level	Bonus	Attack	
1	+1	1d6	Expertise, Sneak Attack
2	+1	1d6	Cunning Action, Thieves' Cant
3	+2	1d6	Rogue Style
4	+2	1d6	Ability Score Improvement
5	+2	2d6	Evasion
6	+2	2d6	Rogue Style feature
7	+3	2d6	Ability Score Improvement
8	+3	3d6	Uncanny Dodge
9	+3	3d6	Rogue Style feature
10	+3	3d6	Ability Score Improvement

## Expertise

Choose up to four of your skill or tool proficiencies. You gain a +5 bonus to any ability check you make that involves those proficiencies.

## Sneak Attack

You know how to strike to take advantage of a foe's distraction. When you attack a creature and hit, you can deal extra damage to that target if you have advantage against it or if another

Proficiencies

**Armor:** Light and medium armor

**Weapons:** Simple weapons, hand crossbow, light crossbow, long sword, rapier, and short sword

**Tools:** Thieves' tools

**Saving Throws:** Dexterity

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

## Creating a Rogue

You can make a rogue quickly by following these suggestions.

**Background:** Charlatan

**Equipment:** Leather armor, rapier, 2 daggers, shortbow, quiver of 20 arrows, adventurer's kit, climber's kit, thieves' tools, and 26 gp.

enemy of the target is within 5 feet of it and that enemy is able to take actions.

The amount of this extra damage is determined by your rogue level, as noted in the Sneak Attack column in the Rogue table.

You can use this feature only once per turn.

## Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly, so you can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

## Thieves' Cant

By 2nd level, you have learned Thieves' Cant, a secret code language. The cant allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such hidden messages. It takes four times longer to convey such a hidden message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether good

loot is nearby, or whether the people in an area are trustworthy.

## Rogue Style

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By 3rd level, you have specialized in a style you might have learned from a guild, a teacher, or life on the streets. Choose Assassination or Thievery, each of which is detailed at the end of the class.

## Ability Score Improvement

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When you reach certain levels noted in the Rogue table, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Alternatively, when you reach one of the noted levels, you can forgo improving any of your ability scores to take a feat.

## Evasion

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

## Uncanny Dodge

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Beginning at 8th level, whenever you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Rogue Styles

### Assassination

---

You have studied the art of murder, for profit or to rid the world of the wicked. You use planning, stealth, and disguises to eliminate your foes with deadly efficiency.

#### Assassination Features

Level	Feature
3	Assassinate, Bonus Proficiencies
6	Poison Mastery
9	Infiltration Expertise

### Assassinate

You are at your deadliest when you get the drop on your enemies. After initiative is rolled for a combat, you have advantage on attacks against any creature that has not yet taken a turn in the combat.

In addition, if you attack and hit a creature that is surprised, you score a critical hit against that creature. If you use Sneak Attack on such a critical hit, instead of rolling for your Sneak Attack damage, use the maximum result for each Sneak Attack die.

### Bonus Proficiencies

You are proficient with the disguise kit and the poisoner's kit.

### Poison Mastery

By 6th level, you've learned to use a poisoner's kit to create three special poisons. You must spend 1 hour to create a single dose of poison, which is a tasteless, odorless, colorless liquid. If another creature ingests a full dose of the poison, it must succeed on a Constitution saving throw (DC 10 + your Intelligence modifier) or suffer one of the following effects, based on the kind of poison you created.

- The creature falls unconscious for 2d6 + 4 hours. The creature regains consciousness if it takes damage.
- The creature is intoxicated for 24 hours. While the creature is intoxicated, its hit point maximum is also halved.
- The creature is affected as if by a *confusion* spell for 1 hour, but the effect is not magical.

### Infiltration Expertise

Starting at 9th level, you can create false identities for yourself. You must spend one week and 25 gp to establish the history, profession, and affiliations for an identity. However, you cannot establish an identity that already belongs to an existing person. Thereafter, if you adopt a new identity as a disguise, other creatures believe you to be that person until given a good reason not to.

## Thievery

---

You are a criminal. You might be a burglar, bandit, cutpurse, or some other form of scoundrel. Wherever your talents lie, you often put your own interests first. You are most at home in society's seedy underworld, rubbing elbows with others who share your dubious regard for law and order.

### Thievery Features

Level	Feature
3	Burglary, Fast Hands
6	Decipher Script
9	Supreme Sneak

### Burglary

Climbing doesn't halve your speed. In addition, your long jump distance increases by 10 feet, and your high jump distance increases by 5 feet.

### Fast Hands

You can use the extra action granted by your Cunning Action to make Dexterity (Sleight of Hand) checks, use your thieves' tools to disarm a trap or open a lock, or use an object in the environment.

### Decipher Script

By 6th level, you have learned to decipher languages. When you spend at least 1 minute studying a page of text in a language you don't know, you can puzzle out the general meaning of that text. If you spend at least 1 hour studying the same text, you decipher the page's full meaning.

### Supreme Sneak

Starting at 9th level, you have advantage on any ability check you make to hide if you move no more than half your speed on the turn you make the check.