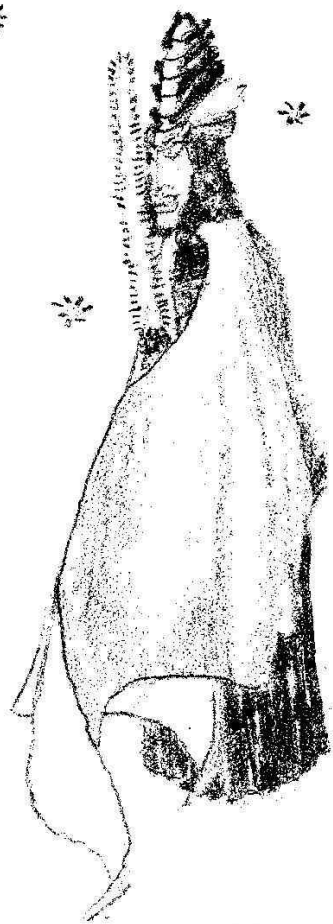


ADVANCED
KNIGHTS OF THE
All Mind

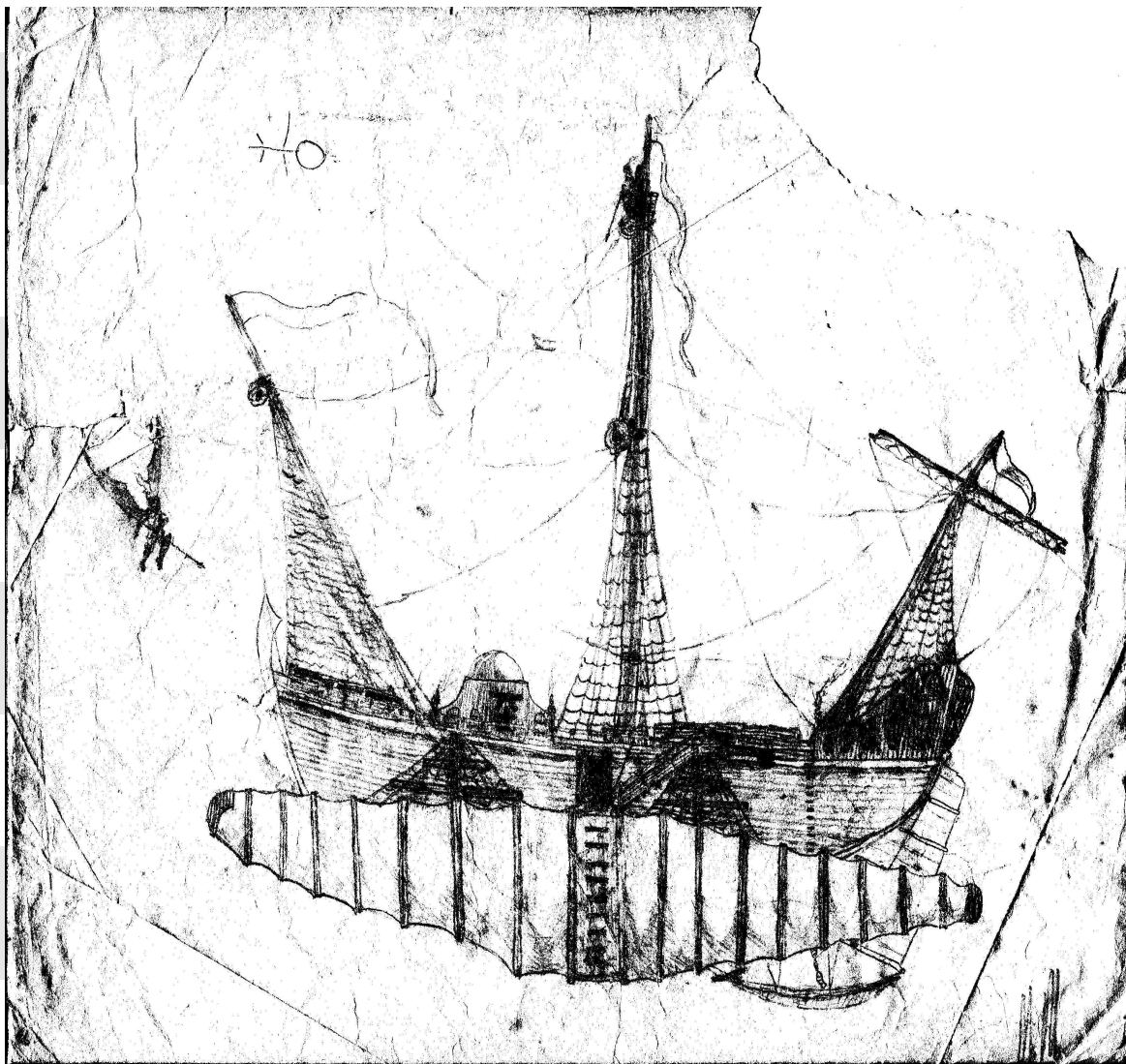


PLAYERS BOOK
9TH EDITION

Ability Bonus/Penalty Modifiers

Each ability score except 10-11 has a bonus (+) or penalty (-) modifier. The bonus/penalty is applied to a die roll when a character or monster tries to do something related to that ability. Adventurers can have scores high as 20, and monsters and divine beings can have scores of 30 or higher.

Score	Mod
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17



Initiative Priority for Standard Actions

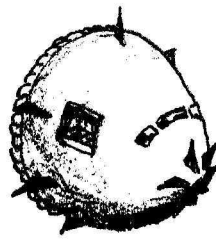
(highest total may act first)

- 1 - Read Scroll
- 2 - Short Weapon (e.g. dagger, mace)
- 3 - Medium Weapon (sword, battle axe) or Touch
- 4 - Long Weapon (flail, morning star, spear, 2 handed sword)
- 5 - Very Long Weapon (lance)
- 6 - Extreme Weapon (pike)
- 7 - Missile Fire
- 8 - Spell
- 9 - Breath Weapon
- 10 - Glance

Add up with each side's d6 (or d8) initiative score and add or subtract dexterity modifier (factoring in any max Dex modifier from armor), then compare adjusted totals. If initiative priorities tie, compare actual dexterity.



ADVANCED KNIGHTS OF THE All Mind



PLAYERS BOOK 9TH EDITION

edited by Matrox Lusch

Advanced Knights of the All Mind Players Book 9th Edition is inspired by similar principles from Ashton McAllan at acegiak.net, Cap'n Charlie's *5th Age* science fiction conversion for 5e, Mark Graybill at saundby.com, *5th Edition Feats* by Total Party Kill Games, portions of *Developing a Character's Appearance* by John T. Sapienza, Jr., *Special Abilities* by David Hargrave, *Weapon Focus* by Daniel Burnet, and *The New Psionic System for 2nd ED* by Steven James "Silverblade the Enchanter".

Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon
THE WORLD'S MOST POPULAR ROLE PLAYING GAME of any edition.

Special thanks in memoriam to David Hargrave, Bob Bledsoe, Dave Arneson, Gary Gygax, and Postman Bob.

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FORWARD

"While we certainly had our long-running *Greyhawk* crusades through the *Pomarj*, later scenarios were more at home in the Judges Guild swords & sorcery setting, *Wilderlands of High Fantasy*, and, as we aged into older adults, our completely bizarre, unhinged multi-versal campaign flavored with *Kaijū*, *Dark Sun*, *Cyberpunk*, Lovecraftian mythos, and probably most of all, Dave Hargrave's *Arduin*..."

D&D to me is like being in a *Garage Band*. The sense being not something to read or show or break apart, but the *sensation* of playing - the maximization of a particular participatory experience that recaptures a sense of what the game was like growing out from the late 1970s West Coast, San Francisco Bay Area hot bed of 3rd party supplements and gonzoed house rules.

Our first game system was from the *Dungeons and Dragons Basic Set* by J. Eric Holmes. Holmes uses a very simple weapon speed system - Daggers get 2 blows per round, longswords 1, and 2-handed swords 1 every 2 rounds. When the *Players Handbook* came out the summer of '78, we naturally assumed the 'speed factor' of weapons indicated the number of segments within a round it took to wield any particular weapon.

Thus, our D&D combat was *FAST*, segment by segment actions with multitudes of attacks per 1-minute rounds.

We always picked and chose what worked back during our original game, running a particular set of home-brewed rules that we didn't exactly think of as home-brew because they all came from published sources:

Weapon 'Speed Factor' as melee round segments per attack (residual Holmes); Hit Allocation Table (when needed, *Supplement II - Blackmoor*); Bind wounds 1d4 HP after combat (*Ready Ref Sheets*); Social Levels (*Ready Ref Sheets*); Urban Encounters (*Ready Ref Sheets*); Level 4 and above Attack and Saving Throw Tables (*Ready Ref Sheets*, we had to extrapolate out for AC 10 = no armor as the tables only went to AC 9); Phraints, Deodanths, Barbarians, Technos (*Arduin*); Height, Weight, Hair, and Eye Color charts (*Arduin*); Special Abilities charts for Warriors, Mages, Clerics, Thieves, and Technos (*Arduin*); and Critical Hit and Fumble tables (*Arduin*).

This new *Advanced Knights of the All Mind Players Book 9th Edition* combines various home brew rules adopted from the variety of influences above with the Open Gaming License System Reference Documents from both v.3.5 and v.5.1. The tome presents a unified rulebook for players with added new rules directly descended from our old game such as critical hits tables, fumbles tables, divine interventions, technological weapons, insect, amphibian, and reptilian races, and new character classes.

All to accommodate the sword & sorcery style we have ran with fun and thrills over four decades of gaming.

But wait, THERE IS STILL MORE! New rules on character appearance, special character aspects, and even dex adjustments to speed that break conformity just enough so that characters seem more grittier realistic heroes than homogenized stats. Plus a stripped-down bare bones psionic system to get your brain melted!

You are invited (and I do mean YOU, personally) to read on and enjoy a "multiverse" where fantastic is fact and magic really works!

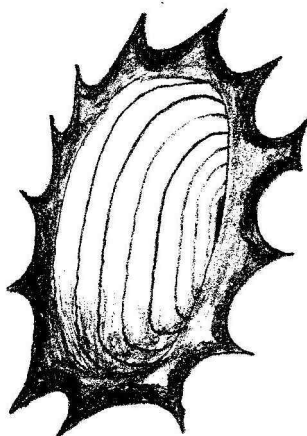
How do you play? Heh, just say what you do.

Matrox Lusch

Direbane Publishing Games Editor

Pleasanton, California

8 April 2018



ABBREVIATIONS: AC = armor class; CHA = charisma; CON = constitution; DAM = damage; DC = difficulty class; DEX = dexterity; GP = gold pieces; HP = hit point(s); INT = intelligence; MIN = minute; NPC = non-player character; PB = proficiency bonus; PC = player character; STR = strength; WIS = wisdom.

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ABILITY SCORES, ABILITY CHECKS, SKILLS, USING ABILITIES, AND SAVING THROWS

Roll 4d6, throwing out the lowest die, six times to obtain 6 ability scores. Use the scores in any order.

Each ability partially describes a character or monster and affects some of his or her actions. When an ability score changes, all attributes associated with that score change accordingly.

ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores.

Ability Scores and Modifiers: Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability. A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores of 30 or higher. Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30).

The **Ability Bonus/Penalty Modifiers and Bonus Spells** table (inside the front cover of this book) notes the ability modifiers for the range of ability scores, from 1 to 45. Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

Advantage and Disadvantage: Sometimes a special ability or spell grants you advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

If multiple situations affect a roll and each one

grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20. If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration can also give a character advantage. The Game Judge can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Variant: Advantage and Disadvantage: You roll a d10 and add or subtract result from a single d20 roll.

Proficiency Bonus: Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls. Your proficiency bonus can't be added to a single die roll or other number more than once. If two different rules say you can add your proficiency bonus, you nevertheless add the bonus only once.

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

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The Game Judge calls for an ability check when a character or monster attempts an action (other than an

attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results. For every ability check, the Game Judge decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class (DC). The more difficult a task, the higher its DC. The **Typical Difficulty Classes** table shows the most common DCs.

Typical Difficulty Classes	
Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it’s a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the Game Judge.

Contests: Sometimes one character’s or monster’s efforts are directly opposed to another’s. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed.

In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks.

The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor,

neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

SKILLS

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

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

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

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

Sometimes, the Game Judge might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player

might ask the Game Judge if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill.

Without proficiency in the skill, the individual makes a normal ability check. For example, if a character attempts to climb up a dangerous cliff, the Game Judge might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

Skills with Different Abilities: Normally, your proficiency in a skill applies only to a specific kind of ability check. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the Game Judge might ask for a check using an unusual combination of ability and skill, or you might ask your Game Judge if you can apply a proficiency to a different check.

For example, if you have to swim from an offshore island to the mainland, your Game Judge might call for a Constitution check to see if you have the stamina to make it that far. In this case, your Game Judge might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check.

Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your Game Judge might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

Passive Checks: A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the Game Judge wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to check.

If the character has advantage on check, add 5.

For disadvantage, subtract 5.

The game refers to a passive check total as a **score**.

For example, if a 1st level character has a Wis-

dom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

Rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

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

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task.

Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks: When a number of individuals are trying to accomplish something as a group, the Game Judge might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the Game Judge might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING ABILITIES

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH: Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks. A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply

brute force to a situation.

The Athletics skill reflects aptitude in certain kinds of Strength checks.

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

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The Game Judge might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage. You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack. A Strength modifier bonus applies to attack rolls and damage rolls made with a composite bow, but only the penalty, not a bonus, applies to attacks made with a bow that is not a composite bow.

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

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

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

Size and Strength. Larger creatures can bear

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

Variant: Encumbrance. The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table. If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

DEXTERITY: Dexterity measures agility, reflexes, and balance.

Dexterity Checks. A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing.

The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

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

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The Game Judge might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The Game Judge might call for a Dexterity check when you try to accomplish tasks like the following:

- Control heavily laden cart on a steep descent

- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

Attack Rolls and Damage. You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

Armor Class. Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

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

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

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

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

What Can You See? A main factor in determining whether you can find a hidden creature or object is how well you see in an area, which might be **lightly** or **heavily obscured**, as explained in "The Environment."

Speed. Dexterity modifies movement speed. 10% of a character or creature's base speed is added to any base speed for each dexterity modifier bonus point. 10% of base speed is subtracted for each point of dexterity modifier penalty. For example, a base speed of 30' with Dexterity 12 (Modifier +1), add +3' to base speed (new base speed is 33').

CONSTITUTION: Constitution measures health, stamina, and vital force.

Constitution Checks. Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however. The Game Judge might call for a Constitution check trying to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points. Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points. If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE: Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks. An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning.

The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

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

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

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

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

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

Other Intelligence Checks. The Game Judge might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Spellcasting Ability. Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

WISDOM: Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks. A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person.

The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the Game Judge might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

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

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

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

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

Other Wisdom Checks. The Game Judge might call for a Wisdom check when you try to accomplish tasks like the following:

- Gut feeling about a course of action to follow
- Discern whether a creature is undead

Spellcasting Ability. Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

CHARISMA: Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks. A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation.

The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading

others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the Game Judge might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the Game Judge might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The Game Judge might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Spellcasting Ability. Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

SAVING THROWS

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

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the Game Judge.

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

As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

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

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

ALIGNMENT

Moral and personal attitudes are represented by alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Alignment is a tool for developing identity, not a straitjacket. Alignment represents broad ranges of personality type or personal philosophies, so two characters of the same alignment can still be quite different from each other and few people are perfectly and consistently faithful to the precepts of their alignment.

Good Vs. Evil - Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people commit to others by personal relationships.

Being good or evil can be a conscious choice. For most, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for moral behavior.

Law Vs. Chaos - Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include being close-minded, judgmental, a lack of adaptability, and a reactionary adherence to tradition. To those who consciously promote lawfulness only lawful behavior creates a society in which people can depend on each other and make decisions in confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that unfettered personal freedom allows people to express themselves fully.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. Honest but can be tempted to deceive others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

Brief Alignment Summaries. These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment.

Lawful good (LG) creatures can be counted on

to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.

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

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

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

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

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

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

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

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

Alignment in the Multiverse. For many thinking creatures, alignment is a moral choice. Humans, dwarves, elves, and other humanoid races can choose whether to follow the paths of good or evil, law or chaos. According to myth, the good-aligned gods who created these races gave them free will to choose their moral paths, knowing that good without free will is slavery.

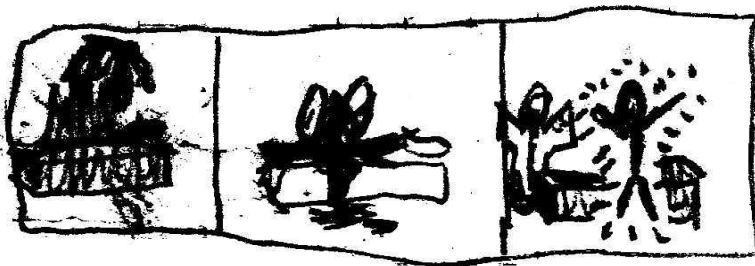
The evil deities who created other races, though, made those races to serve them. Those races have strong inborn tendencies that match the nature of their gods. Most orcs share the violent, savage nature of the orc gods, and are thus inclined toward evil. Even if an orc chooses a good alignment, it struggles against its innate tendencies for its entire life. (Even half-orcs feel the lingering pull of the orc god’s influence.)

Alignment is an essential part of the nature of celestials and fiends. A devil does not choose to be lawful evil, and it doesn’t tend toward lawful evil, but

rather it is lawful evil in its essence. If it somehow ceased to be lawful evil, it would cease to be a devil.

Most creatures that lack the capacity for rational thought do not have alignments—they are **unaligned**. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are savage predators, for example, but they are not evil; they have no alignment.

Amorality. Outside the standard alignment spectra of Good vs. Evil and Law vs. Chaos lies the "**Amoral**." Totally emotionless, completely unempathetic, and generally outside the scope of what is considered ordinary, sentient morality. Among demi-humans, and even humanoid races, amorality would exist only as a form of insanity. An amoral alignment could be the norm only for completely alien species or strains of intelligent insectoid creatures. The heinous junction of amorality and standard alignments is the "**Amoral Evil**." These amoral evil creatures have the emotionless and unempathetic characteristics of amoral alignment coupled with a proclivity for cruel torture. Amoral evil alignment can arise also in alien species or among the most foul demons of the aberrant realm.



RACES

Racial Traits. The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Ability Score Increase. Every race increases one or more of a character's ability scores.

Age. The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. You can choose any age for your character, which could provide an explanation for some of your ability scores. Or, you may roll on the **Starting Age & Aging Effects** table to obtain a random starting age and possibly related adjustments to your rolled ability scores.

Alignment. Most races have tendencies toward certain alignments, described in this entry. These are not binding, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

Size. Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment." You may roll on the **Character Height & Weight** table to randomly obtain more specific height and weight, and possibly adjustments to your rolled ability scores

Speed. Your speed determines how far you can move when traveling ("Adventuring") and fighting ("Combat"). Note there are adjustments to your base speed according to your Dexterity. Dexterity modifies movement speed. 10% of a character or creature's base speed is added to any base speed for each dexterity modifier bonus point. 10% of base speed is subtracted for each point of dexterity modifier penalty. For example, a base speed of 30' with Dexterity 12 (Modifier +1), add +3' to base speed (new base speed is 33').

Languages. By virtue of your race, your character can speak, read, and write certain languages. Most characters know how to speak Common. A dwarf, elf, gnome, halfling, half-elf, half-orc, thraint, turtle-folk and xhaasta also speaks an appropriate racial language. Characters with Intelligence bonus at 1st level speak one extra language per point of bonus as a starting character. Any character except a barbarian can read and write all the languages he or she speaks. Clerics, druids, Thieves, and wizards can speak or choose class-related languages - Cleric: *Abyssal*, *Celestial*, *Infernal*; Druid: *Sylvan*; Thieves: *Thieves' Cant*; Wizard: *Draconic*.

Subraces. Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from race to race and world to world.

DWARF

Dwarf Traits: Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 40. On average, they live about 350 years.

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

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

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

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

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage. Dwarves also gain advantage against spells and spell-like effects.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, warhammer, and dwarven urgroshes. Dwarves also gain a +1 racial bonus on attack rolls against orcs and goblinoids.

Stability. A dwarf gains a +4 bonus on ability checks made to resist being shoved, tripped, or grappled when standing on the ground (but not when climbing, flying, riding, or not standing firmly on the ground).

Versus Giants. Dwarves gain a +4 dodge bonus to Armor Class against monsters of the giant type.

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

Stonemasonry. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Dwarves have advantage to notice unusual stonework when actively observing within 10 feet. Dwarves, when actively observing, also have advantage to detect shifting rooms, sliding walls, stonework traps, new stone construction (even built to match old), unsafe stone surfaces, shaky stone ceilings, and like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf intuitively senses depth, with a 50% chance to sense approximate depth underground; and a 75% chance to detect slopes/grades.

Appraisal. Dwarves are adept at appraising items related to stone or metal.

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

Hill Dwarf: As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Ability Score Increase. Your Wisdom score increases by 1.

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

ELF

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

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 110 and can live to be 750 years old.

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

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

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You retain the ability to distinguish color and detail.

Keen Senses. Proficiency in the Perception skill.

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

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

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

High Elf: As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

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

Sense Secret Doors. An elf who merely passes within 5 feet of a secret or concealed door is entitled a 1 in 6 check to notice it, and gains advantage when actively searching.

Move Very Quietly. Elves have the ability to move quietly, surprising on 4 in 6 when in non-metal armor and alone or more than 90 feet in advance of others, or with a party entirely of elves and/or halflings.

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

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

GNOME

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

Ability Score Increase. Your Intelligence score increases by 2.

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

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

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small. As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

You retain the ability to distinguish color and detail.

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

Weapon Familiarity. Gnomes are proficient with gnome hooked hammers.

Adept with Illusions. You gain a +2 racial bonus on saving throws against illusions. Also, gnomes add +1 to the Difficulty Class for all saving throws against illusion spells they cast. This adjustment stacks with those from similar effects.

Hated Enemies. You gain a +1 racial bonus on attack rolls vs. kobolds and goblinoids.

Versus Giants. You gain a +4 dodge bonus to Armor Class against monsters of the giant type.

Stonecutting. Similar to dwarfs, gnomes have advantage to notice unusual engineering or stonework when actively observing within 10 feet. Gnomes, when actively observe, also have advantage to detect unsafe surfaces, shaky ceilings, and the like. A gnome has a 60% chance to sense approximate depth underground, and a 80% chance to detect slopes or grades. Gnomes have a 50% chance to determine the direction of north underground.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See *Speak with Animals* spell description.

Spell-Like Abilities. 1/day—*Speak with Animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*Dancing Lights*, *Minor Illusion*, *Prestidigitation*. Your caster level is 1st and your save DC is 8 + your Charisma modifier + your proficiency bonus + any other modifier.

Rock Gnome: As a rock gnome, you have a natural inventiveness and hardness beyond other gnomes.

Ability Score Increase. Your Constitution score increases by 1.

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

Tinker. You have proficiency with artisan's tools

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

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

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action. **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

HALF-ELF

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

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

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

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

Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You retain the ability to distinguish color and detail conditions.

Sense Secret Doors. A half-elf who merely passes within 5 feet of a secret or concealed door is entitled a 1 in 6 check to notice it, and gains advantage

when actively searching.

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

Skill Versatility. You gain proficiency in two skills of your choice.

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

HALF-ORC

Half-Orc Traits: Your half-orc character has certain traits deriving from your orc ancestry.

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

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

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

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Menacing. You gain proficiency in the Intimidation skill.

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

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

HALFLING

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

Ability Score Increase. Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at age 20 and generally lives into the middle of their second century.

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

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small. As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.

Speed. Your base walking speed is 25 feet.

Lucky. You gain +1 racial bonus on all saving throws. Furthermore, when you roll a natural 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Throwing. Halflings have a keen eye for throwing, you gain a +1 racial bonus on attack rolls with thrown weapons and slings.

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

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

Move Very Quietly. Halflings are capable of moving very quietly granting the ability to surprise 4 in 6 when in non-metal armor and alone or more than 90 feet in advance of others, or with a party entirely of elves and/or halflings.

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

Lightfoot: As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others. Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life.

Ability Score Increase. Your Charisma score increases by 1.

Naturally Stealthy. You can attempt to hide

even when you are obscured only by a creature that is at least one size larger than you.

HUMAN

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

Varied Profession. Most humans will have another profession in addition to their adventuring class. Knowledge learned from a profession may add bonuses to related ability checks or perhaps a special aptitude. Human characters roll 1d6 for social class and then roll 1d20 for a profession from that class (see page 18).

THRAINT

Thraint Traits: You are unemotional. You may not bluff, and find it difficult to intimidate or sense motives of other races. You perceive emotion as a weakness, and lack of logic as a form of insanity.

Ability Score Increase. Your Dexterity increases by 4, but Wisdom and Charisma both decrease by 2.

Age. You mature at age 15, but live well into your fourth century.

Alignment. You are amoral, totally emotionless and completely unempathetic. You follow only order and logic, leaning on the support of their insect hive.

Size. You are a medium creatures, in spite of your great height (9 feet tall overall including antennae). You are of light build and have only the normal reach of a medium sized creature.

Speed. Your base speed is 40 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it

were dim light. You can't discern color in darkness, only shades of gray.

Immunities. You are immune to fear effects.

Chitin. You have natural base Armor Class of 16.

Natural Weapons. Thraints have natural weapons for a Bite (1d3) and 2 Claw (1d4) attacks, or 1 Sting attack (1d3 plus 1 point Constitution damage on failed Constitution save). You are proficient with greatsword and javelin.

Jump. As a full-round action you may move and jump over an opponent, attacking with a missile weapon from the peak of the jump, then change weapons before landing. This action does not provoke an opportunity attack.

Freeze. You can hold yourself so still that you appear to be a statue.

Appearance. You are built like a combination of an ant and a mantis, though you have only two arms and two legs. Your limbs are articulated similar to a normal humanoid, though encased in chitin with rough spurs on the outside edges. Your hands and feet end in claws capable of firmly gripping normal implements. Thraint bodies may be of a solid metallic color of blue, green, black, silver-grey, or red, or they may have a mix of these colors in some pattern with areas of yellow. A pair of large feathery antennae rise from the top of your head, stretching from the top of the head to your full height, usually about 14 to 18 inches.

Languages. You can speak Common and Thraint. Thraints with high intelligence scores can choose from the following: Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc.

Black Thraint: As black "warrior" thraint, you have martial prowess and skill, as well as competence for combat in weightless environments.

Human Varied Profession Table							
1d6		1d20		1d6		1d20	
Score	Result	Score	Result	Score	Result	Score	Result
1-3	Common	1	Animal trainer	4-5	Guild	1	Armorer
		2	Baker			2	Astronomer
		3	Barber			3	Beggar
		4	Circus Performer			4	Bowyer/fletcher
		5	Leech (doctor)			5	Carpenter
		6-7	Farmer			6	Carver
		8	Fisher (net)			7	Courtesan
		9	Fisher (line)			8	Jeweler
		10	Gambler			9	Leather craftsman
							Litigation trickster
		11	Gardener			10	Mason
		12	Hunter			11	Metal worker
		13	Hypnotist			12	Miner
		14	Innkeeper			13	Navigator
		15	Mountaineer			14	Painter
		16	Slave			15	Sailor
		17	Trader/barterer			16	Sculptor
		18	Trapper/furrier			17	Scholar
		19	Wagoner			18	Tailor
		20	Woodsman			19	Undertaker
				6	Noble	1-6	Obscure
						7-9	Disgraced
						10-13	Upstanding
						14-17	Landed
						18-19	Imperial Court
						20	Royal Family



Immediately Change Weapons. You may change weapons as an immediate action while executing a Jump, making a Reflex Save, or defending against an opportunity attack once per round.

Zero-Gravity Combat. You are not disadvantaged nor take negative penalties when fighting in an environment with no gravity.

TIEFLING

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

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

Age. Tieflings mature at the same rate as humans but live a few years longer.

Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

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

Speed. Your base walking speed is 30 feet.

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

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *Hellish Rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

TURTLE-FOLK

Turtle-Folk Traits: Turtle-folk share physical traits with their smaller cousins.

Ability Score Increase. Your Constitution score increases by 2, and your Strength and Wisdom both increase by 1, but your Dexterity score decreases by 1.

Age. Turtle-folk reach adulthood at the age of 75 and generally lives into the middle of his or her third century.

Alignment. Turtle-folk are mostly lawful good, good-hearted and kind. You hate to see others in pain, and have no tolerance for oppression. You are also very orderly.

Size. Adult turtle-folk stand about 6 feet tall and weighs more than 500 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a base swim speed of 20 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You retain the ability to distinguish color and detail conditions.

Listening and Hiding. Racial abilities grant you advantage when listening and advantage (stealth) when you attempt to hide in rocky or underground surroundings. Your shell's natural coloring has two predominant colors. Choose from Blue, Brown, Gray, and Green. You gain advantage (stealth) to hide in surroundings predominantly of your shell color.

Shell. Turtle-folk's resilient skin and tough shell give it a natural base Armor Class of 16. However, the shell prevents it from wearing any kind of normal armor. It can wear Bracers of Armor and benefit from the effects of the Mage Armor spell. As a standard action, not provoking an opportunity attack, a turtle-folk can draw all its extremities into its hard shell. This grants it resistance to all damage. However, while withdrawn into its shell, turtle-folk cannot take any physical action (except coming out of its shell), and is treated as blind. Turtle-folk can return to a normal state as a move action provoking an opportunity attack.

Appearance. Turtle-folk are land-dwelling, humanoid turtles. They have leathery, reptilian skin and shells that cover their backs and bellies. Only their heads, limbs, and tails stick out of their shells. Turtle-folk have no hair; their skin is mostly olive or blue-green. Their back shells are usually shinier and darker than their skin, while their front shells tend to be lighter, with a yellowish cast. An Turtle-folk's eyes look something like the eyes of humans, except that the pupils are horizontal ovals in shape. The irises are vibrantly colored, usually blue, but sometimes green or red. A turtle-folk's mouth is beaklike and toothless. Turtle-folk are stocky, but most of their weight comes from their shells, so they tend to remain at the same weight throughout their adult lives, never growing fat or thin. Their arms and hands are shaped like those of humans, but thicker and tipped with sharp claws.

Languages. Turtle-folks speak their own language, simply called Turtle, but most speak common or some other local language as well.

XHAASTA

Xhaasta Traits:

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

Age. Xhaasta reach adulthood at the age of 30 and lives into the middle of their third century.

Alignment. Xhaasta are very wild, most likely to ignore the needs of others. However, they are not completely evil, as they are not often cruel, tyrannical, or scheming. Lies and betrayal are tools to improve themselves. Most xhaasta are chaotic neutral, though there

are exceptions.

Size. An adult Xhaasta stands about 6 and 7 feet tall. Males weigh 200 to 250 pounds, while females usually are a bit lighter. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Xhaasta can function fine with no light at all.

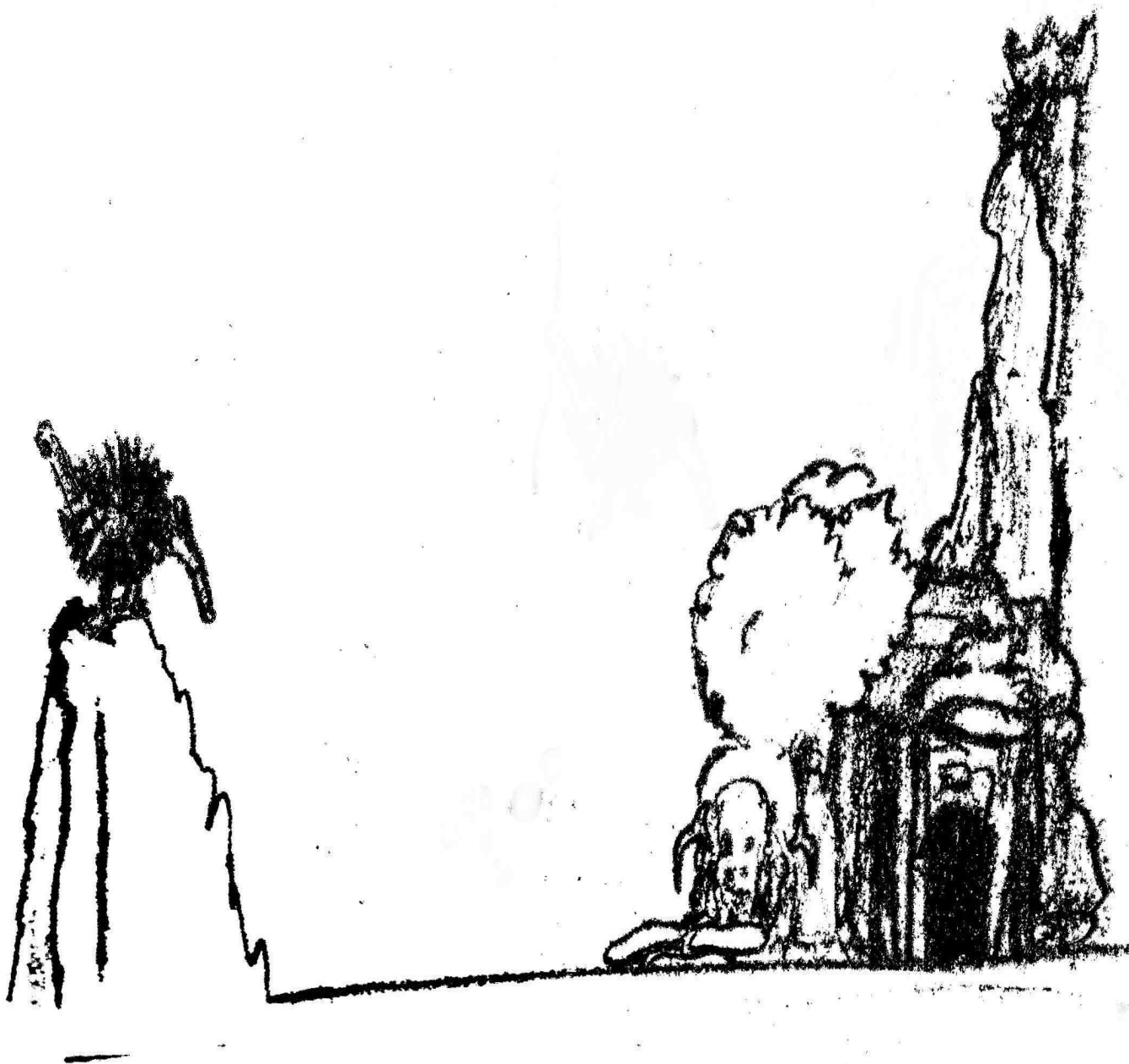
Natural Weapon. Xhaasta have a bite attack that does 1d6 bludgeoning damage.

Xooth Proficiency. The xooth is the xhaasta's ritual weapon, two scythe-like blades in a 45° angle to each other on a 10-foot pole. You are proficient using a xooth.

Scale Skin. Xhaasta have a natural base Armor Class of 14 due to their tough scales.

Appearance. Xhaasta resemble lizard folk. They have a humanoid form, but their bodies are covered with tough scales and their spine extends into a long, powerful thick tail, which is about 3 feet long. Their reptilian noses are flat and somewhat blunt, and their yellowish eyes are sunken deep into their heads. Bone spikes grow out of their skin from the head to the tail. Xhaasta scales range in color from green to brown; some are even reputed to have reddish scales

Languages. You know Xhaasta and Plane Trade; can learn Abyssal, Draconic, Slaad, and Undercommon.





CLASSES

BARBARIAN

Class Features: Savage barbarians have skills to survive in hostile wilderness plus strong suspicion of magic and those who wield it. As a barbarian, you gain the following class features.

Alignment: Any nonlawful.

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 (Note: Barbarians roll a d8 for initiative)

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold

Pieces:

- (a) a greataxe or (b) any martial melee weapon

- (a) two handaxes or (b) any simple weapon

- An explorer's pack and four javelins

Illiteracy. Barbarians are the only characters who do not automatically know how to read and write.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose literacy he or she already had.

Rage. In battle, you fight with primal ferocity.

On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

- You have resistance to bludgeoning, piercing, and slashing damage.

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

Level	Proficiency Bonus	Features	Rages	Rage Dam
1st	+2	Rage, Unarmored Defense, Detect Magic Presence, Hide and Climb Proficiency	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+3
8th	+3	Ability Score Improvement	4	+3
9th	+4	Brutal Critical (1 Die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 Dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 Dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the **Rages** column of the Barbarian table above, you must finish a long rest before you can rage again.

Unarmored Defense.

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

Detect Presence of Magic. You detect the presence of magic at 25% plus 5% per Barbarian level after 1st level (90% max). Magic type is not revealed. You also gain advantage detecting illusions.

Hide and Climb Proficiency. Barbarians gain proficiency when hiding or climbing. When hiding or climbing in natural surroundings (forests, swamps and the like) barbarians also gain advantage.

Reckless Attack. Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

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

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Primal Path. At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or develop another path with your Game Judge. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

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

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

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

Feral Instinct. By 7th level, your instincts are so honed that you gain proficiency to detect illusions.

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

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

Relentless Rage. Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't

die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

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

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

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

Primal Champion. At 20th level, you embody the power of the wilds.

Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

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

Frenzy. Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

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

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

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

Retaliation. Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

BARD

Class Features: As a bard, you gain the following class features.

Alignment: Any nonlawful.

Hit Points

Hit Dice: 1d8 per bard level

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

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

Proficiencies

Armor: Light armor

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

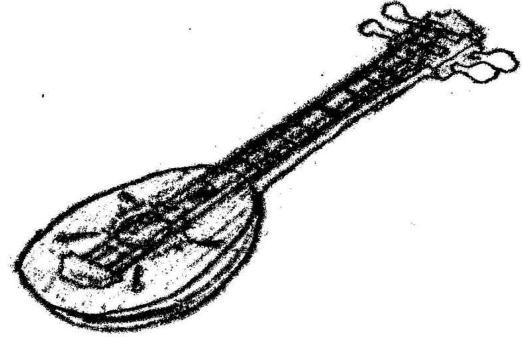
Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

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



Level	Proficiency		Features	Cantrips Known	Spells Known	Spell Slots per Spell Level								
	Bonus					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2		Spellcasting, Bardic Inspiration (d6)	2	4	2	-	-	-	-	-	-	-	-
2nd	+2		Jack of All Trades, Song of Rest (d6)	2	5	3	-	-	-	-	-	-	-	-
3rd	+2		Bard College, Expertise	2	6	4	2	-	-	-	-	-	-	-
4th	+2		Ability Score Improvement	3	7	4	3	-	-	-	-	-	-	-
5th	+3		Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	-	-	-	-	-	-
6th	+3		Countercharm, Bard College feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3	-		3	10	4	3	3	1	-	-	-	-	-
8th	+3		Ability Score Improvement	3	11	4	3	3	2	-	-	-	-	-
9th	+4		Song of Rest (d8)	3	12	4	3	3	3	1	-	-	-	-
10th	+4		Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	-	-	-	-
11th	+4	-		4	15	4	3	3	3	2	1	-	-	-
12th	+5		Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13th	+5		Song of Rest (d10)	4	16	4	3	3	3	2	1	-	-	-
14th	+5		Magical Secrets. Bard College feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5		Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	-
16th	+5		Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17th	+6		Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6		Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6		Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6		Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

Spellcasting. You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

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

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

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

Spells Known of 1st Level and Higher. You know four 1st-level spells of your choice from the bard spell list.

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

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

Spellcasting Ability. Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting. You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus. You can use a musical instrument (see "Equipment") as a spellcasting focus for your bard spells.

Bardic Inspiration. You can inspire others

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

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

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

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

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

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

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

Bard College. At 3rd level, you delve into the advanced techniques of a bard college of your choice, such as the College of Lore. Your choice grants you features at 3rd level and again at 6th and 14th level.

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

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

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

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

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

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

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

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

Superior Inspiration. At 20th level, when you have initiative and no uses of Bardic Inspiration left, you regain one use.

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

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

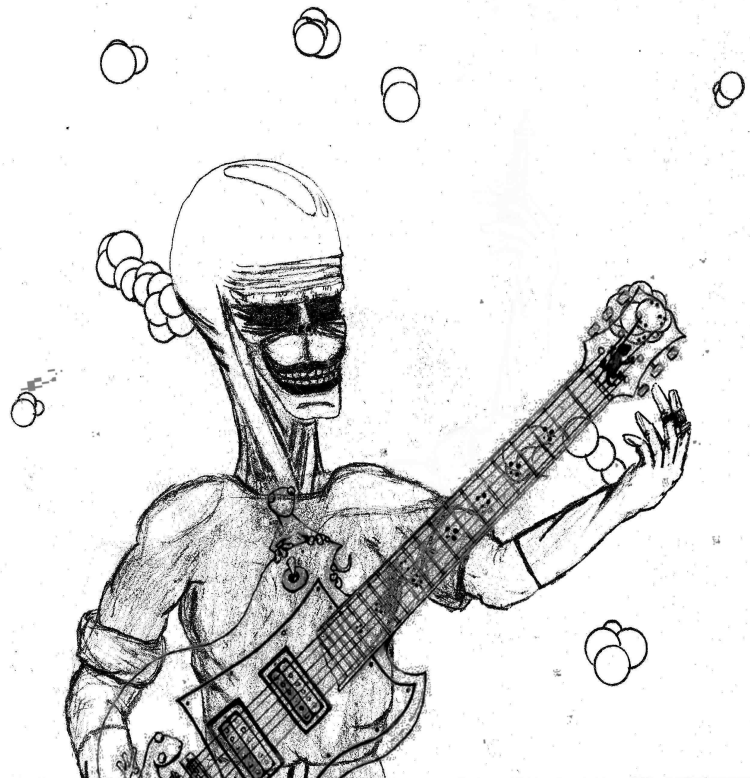
The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies. When you join at 3rd level, you gain proficiency with three skills of your choice.

Cutting Words. Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the Game Judge determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

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

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



CLERIC

Class Features: As a cleric, you gain the following class features.

Alignment: Cleric's alignment must be within one step of deity's, may not be neutral unless deity is neutral.

Hit Points

Hit Dice: 1d8 per cleric level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:



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

Bonus Languages. A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Aura. A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment.

Chaotic, Evil, Good, and Lawful Spells. You can't cast spells of an alignment opposed to your own or your deity's.

Ex-Clerics. Clerics who grossly violates the code of conduct required by their god lose all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons, and cannot thereafter gain levels as a cleric of that god until he or she atones.

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

Spellcasting. As a conduit for divine power, you can cast cleric spells.

Cantrips. At 1st level, you know 3 cantrips of your choice from the cleric spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

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

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

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

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

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



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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol (see "Equipment") as a spellcasting focus for cleric spells.

Divine Domain. Choose one domain related to your deity, such as Life or Devastation. You may select a

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

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

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

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

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

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

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

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

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

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

1. As normal, you can't increase an ability score above 20 using this feature.

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

Destroy Undead

Cleric Level Destroys Undead of CR ...

5th	1 or lower
8th	2 or lower
11th	3 or lower
14th	4 or lower
17th	5 or lower

Acolytes. A 9th level cleric attracts acolytes & followers.

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

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

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities, gods of healing or endurance, and gods of home and community.

Life Domain Spells

Cleric Level Spells

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

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

Disciple of Life. Also starting at 1st level, your healing spells are more effective. Whenever you use a

spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

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

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points

among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

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

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 an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing. Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Devastation Domain. You delight in ruin and annihilation, and can deliver particularly devastating attacks.

Devastation Domain Spells

Cleric Level	Spells
1st	<i>thunderwave, thunderous smite</i>
3rd	<i>shatter, scorching ray</i>
5th	<i>call lightning, fireball</i>
7th	<i>blight, ice storm</i>
9th	<i>destructive wave, insect plague</i>

Initiate of Devastation. At 1st level you can either gain proficiency with all martial weapons or gain a cantrip that deals damage from any spell list. Your casting ability for this cantrip is Wisdom.

Embrace Oblivion. At 1st level when you deal damage with a spell or weapon attack, you can take necrotic damage up to your Wisdom modifier. This damage can't be reduced or prevented. If you do, that spell or weapon attack deals extra fire, force, necrotic

or thunder damage (your choice) equal to twice the damage taken in this way. Extra damage is doubled vs structures and objects. If spell benefiting from effect makes multiple attacks, you choose to which attack this extra damage applies. If a spell benefiting from this effect has multiple targets, you divide this extra damage between those targets however you choose.

Channel Divinity: Wake of Devastation. From the 2nd level, as an action, you can use your Channel Divinity to take up to 5 necrotic damage per Cleric level. This damage can't be reduced or prevented. If you do, choose a number of creatures, structures and objects up to your Wisdom modifier (minimum 1), within a 30 foot radius of you that you can see. Creatures and attended objects chosen must make a Constitution saving throw against your Cleric spell save DC (a creature handling an attended object makes a save for it). Targets that fail are dealt fire, force, necrotic or thunder damage (your choice) equal to the damage you took from this feature, or half the damage you took on a success. Structures and unattended objects chosen automatically take twice the damage you took from this feature. This damage ignores resistance and immunity. A target reduced to 0 or fewer hit points in this way is destroyed and reduced to dust per the Disintegrate spell.

Channel Divinity: Annihilating Edict. From the 6th level when you cast a spell that rolls for damage or use the Attack action, you can use your Channel Divinity and take 5 necrotic damage per level of that spell (minimum 5 damage, this amount is doubled if the spell is 6th level or higher) or 5 necrotic damage per attack made with that Attack action. This damage can't be reduced or prevented. If you do, that spell or each weapon attack made with that Attack action deals maximum damage, ignores immunity and resistance and deals double damage to structures and objects. A target reduced to 0 or fewer hit points from a spell or attack enhanced by this feature is destroyed and reduced to dust per the Disintegrate spell.

Great Eradicator. At 8th level, Embrace Oblivion now grants extra damage equal to three times the damage you've taken from that ability. A target reduced to 0 hit points or fewer by a spell or attack enhanced by this feature is destroyed and reduced to dust per the Disintegrate spell.

At 14th level, Embrace Oblivion now grants extra damage equal to four times the damage you've taken from that ability, and this extra damage ignores resistance and immunity.

Avatar of Devastation. At 17th level, you gain Chain Lightning, Disintegrate, Finger of Death, Fire Storm, Tsunami, Earthquake, Storm of Vengeance and Meteor Swarm as domain spells.

Your Wake of Devastation feature now targets any number of creatures, objects and structures you choose within its radius.

DRUID

Class Features: As a druid, you gain the following class features.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

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: Light armor, medium armor, shields (druids will not use armor or shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

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

Equipment. Start with the following equipment plus any equipment purchased with starting Gold Pieces:

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

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available because of race.

Chaotic, Evil, Good, and Lawful Spells: You can't cast spells of alignment opposed to your's or your deity's.

Ex-Druids: A druid who ceases to revere nature, changes to prohibited alignment, or teaches Druidic to a nondruid loses all spells and druid abilities. She cannot gain levels as a druid until she atones.

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

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 a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting. Drawing on the divine essence of nature, you cast spells to shape that essence.

Cantrips. At 1st level, you know 2 cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

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

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

which you have spell slots.

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

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

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting. Cast a druid spell as a ritual if spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus (see “Equipment”) as spellcasting focus for druid spells.

Animal Companion. At 1st level, you gain an animal companion from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf.

Wild Shape. Starting at 2nd level, you can use your action once per day to magically assume, as per a *polymorph* spell, the shape of a small beast that you have seen before. Your options for new forms include all creatures with the beast type. The form’s CR can’t exceed your druid level. The effect lasts for 1 hour per druid level, or until you change back. You regain expended uses only when you finish a long rest. You lose any ability to speak while in animal form because you are limited to sounds a normal, untrained animal can make. You communicate normally with animals of same general grouping as new form.

At 5th level, you gain the ability to turn into any Medium beast and back again once per day.

At 8th level, you gain the ability to turn into any Large or Tiny beast and back again once per day.

At 12th level, you become able to use wild shape to change into a plant creature with the same size restrictions as animal forms. (A druid can’t use this ability to take the form of a plant that isn’t a creature.)

At 16th level, you become able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to your normal wild shape usage. In addition to the normal effects of wild shape, you gain all the elemental’s abilities.

At 18th level, you become able to assume elemental form twice per day, and at 20th level you can do so three times per day. At 20th level, you may use this ability to change into a Huge elemental.

• Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and 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 the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can’t use them.

• When you transform, you assume the beast’s hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, 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 and take 9 damage. As long as the excess damage doesn’t reduce your normal form to 0 hit points, you aren’t knocked unconscious.

• You can’t cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn’t break your concentration on a spell you’ve already cast, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you’ve already cast.

• You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can’t use any of your special senses, such as darkvision, unless your new form also has that sense.

• You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the Game Judge decides whether it is practical for the new form to wear a piece of equipment, based on the creature’s shape and size. Your equipment doesn’t change size or shape to match the new form, and any equipment the new form can’t wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Beast Shapes

Level	Max CR	Limitations
2nd	2	Small beasts once per day
5th	5	Medium beasts once per day
8th	8	Large or Tiny beasts once per day
12th	12	Tiny, Small, Medium or Large plants once per day
16th	16	Small, Medium or Large elemental once per day in addition to normal wild shape.
18th	18	Assume elemental form twice per day
20th	20	Huge elementals, assume elemental form three times per day

Druid Circle. At 2nd level, you choose to identify with a circle of druids, such as the Circle of the Land. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

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

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

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

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

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

Circle of the Land. The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve 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 mysterious rites.

Bonus Cantrip. With this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery. Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

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 slot or two 1st-level slots.

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

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

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

Coast	
Druid Level	Circle Spells
3rd	<i>mirror image, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, freedom of movement</i>
9th	<i>conjure elemental, scrying</i>

Desert	
Druid Level	Circle Spells
3rd	<i>blur, silence</i>
5th	<i>create food and water, protection from energy</i>
7th	<i>blight, hallucinatory terrain</i>
9th	<i>insect plague, wall of stone</i>

Forest	
Druid Level	Circle Spells
3rd	<i>barkskin, spider climb</i>
5th	<i>call lightning, plant growth</i>
7th	<i>divination, freedom of movement</i>
9th	<i>commune with nature, tree stride</i>

Grassland	
Druid Level	Circle Spells
3rd	<i>invisibility, pass without trace</i>
5th	<i>daylight, haste</i>
7th	<i>divination, freedom of movement</i>
9th	<i>dream, insect plague</i>

Mountain

Druid Level Circle Spells

3rd	<i>spider climb, spike growth</i>
5th	<i>lightning bolt, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

Swamp

Druid Level Circle Spells

3rd	<i>acid arrow, darkness</i>
5th	<i>water walk, stinking cloud</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>insect plague, scrying</i>

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

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

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

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

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

Sacred Plants and Wood. A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

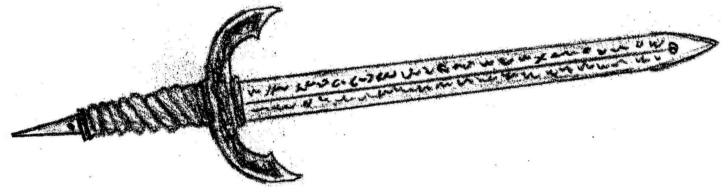
Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons,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

clubs or quarterstaves, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

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

Druids and the Gods. Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse. The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

FIGHTER



Class Features: As a fighter, you gain the following class features.

Alignment: Any.

Hit Points

Hit Dice: 1d10 per fighter level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

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



Proficiency

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

Fighting Style. You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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

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

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

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

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

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

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit

points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

Martial Archetype. At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques, such as Champion. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

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

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable. Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

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

Martial Archetypes. Different fighters choose different approaches to perfect fighting prowess. The martial archetype you choose reflects your approach.

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

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

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

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

Additional Fighting Style. At 10th level, you can choose a 2nd option from Fighting Style class feature.

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

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



MONK

Class Features: As a monk, you gain the following class features.

Alignment: Any lawful.

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: Simple weapons, shortsword, kama, nunchaku, quarterstaff, sai, shuriken, and siangham.

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

Saving Throws: Strength, Dexterity

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	-	+10 ft.	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+20 ft.	Ki-Empowered Strikes, Monastic Tradition feature
7th	+3	1d6	7	+20 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+20 ft.	Ability Score Improvement
9th	+4	1d6	9	+20 ft.	Unarmored Movement Improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement, Abundant Step
13th	+5	1d8	13	+20 ft.	Tongue of Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

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

Ex-Monks: A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

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

Martial Arts. At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property, as well as kama, nunchaku, quarterstaff, sai, shuriken, and siangham.

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

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

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

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

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

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

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

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

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

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

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

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

Monastic Tradition. When you reach 3rd level, you commit yourself to a monastic tradition, such as the Way of the Open Hand. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

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

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

for the attack, which has a normal range of 20 feet and a long range of 60 feet.

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

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

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

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

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

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

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

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

Abundant Step. At 12th level or higher, you can slip magically between spaces, as if using the spell *dimension door*, once per day.

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

Diamond Soul. Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving

throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body. At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Empty Body. Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

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

Perfect Self. At 20th level, a monk becomes a magical creature. You are forevermore treated as an outsider rather than as a humanoid (or whatever your creature type was) for the purpose of spells and magical effects. Additionally, you gain damage resistance from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar resistance. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type.

Also, when initiative is rolled and you have no ki points remaining, you regain 4 ki points.

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

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

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

- It must succeed on a Dexterity saving throw or be knocked prone.

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

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

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

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

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.



PALADIN

Class Features: As a paladin, you gain the following class features.

Alignment: Lawful good.

Hit Points

Hit Dice: 1d10 per paladin level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Equipment. Start with the following equipment in addition to equipment purchased with starting Gold Pieces:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol



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

Aura of Good. You have an aura of good (see *detect good*) that radiates *protection from evil and good spell* vs evil aberrations, elementals, fey, fiends, and undead.

Associates. You may adventure with characters of any good or neutral alignment, but never knowingly associate with evil characters, nor continue association with someone who consistently offends your moral code.

Ex-Paladins. A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates their oath loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations, as appropriate.

Divine Sense. The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

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

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

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

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Fighting Style. At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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

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

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

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

Spellcasting. By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

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

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

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

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

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your paladin spells.

Divine Smite. Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

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

Sacred Oath. When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an oath, such as the Oath of Devotion.

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

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

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

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

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

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

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

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

Special Mount. Upon reaching 5th level, you gain the service of an unusually intelligent, strong, and loyal steed to serve you in your crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or warpony (for a Small paladin).

Once per day, as a full-round action, you may magically call your mount from the celestial realms in which it resides. This ability is equivalent of a spell with a level equal to one-third your level. The mount immediately appears adjacent to you and remains 2 hours per paladin level; it may be dismissed at any time as a bonus action. The mount is the same creature each time it is summoned, though you may release a particular mount from service.

Each time the mount is called, it appears in full health. The mount appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration.

Should your mount die, it immediately disappears, leaving behind any equipment it was carrying. You may not summon another mount for thirty days or until you gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, you take a -1 penalty on attack and weapon damage rolls.

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

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

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

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

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

Cleansing Touch.

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

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

Sacred Oaths: Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

Oath of Devotion. The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Tenets of Devotion. Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Oath Spells. You gain oath spells at the paladin levels listed.

Oath of Devotion Spells**Paladin**

Level	Spells
3rd	<i>protection from evil and good, sanctuary</i>
5th	<i>lesser restoration, zone of truth</i>
9th	<i>beacon of hope, dispel magic</i>
13th	<i>freedom of movement, guardian of faith</i>
17th	<i>commune, flame strike</i>

Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

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

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

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

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

Aura of Devotion. Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

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

Purity of Spirit. Beginning at 15th level, you have magic resistance that provides you advantage on saving throws against spells and other magical effects.

Holy Nimbus. At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

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

Breaking Your Oath: A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the Game Judge's discretion, an impenitent paladin might be forced to abandon this class and adopt another.

The Paladin's Mount: The paladin's mount is superior to a normal mount of its kind and has special powers. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Paladin's Mount Basics. Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD. Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and proficiency bonuses. A mount has good Constitution and Dexterity saves.

Natural Armor Adj. The number is an improvement to the mount's existing natural armor.

Str Adj. Add this figure to the mount's Strength score.

Int. The mount's Intelligence score.

Empathic Link. The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, only communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Evasion. Subjected to an attack that allows a Dexterity saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells. At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws. For each of its saving throws, the mount uses its own proficiency bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed. Mount's speed increases by 10 feet.

Command. Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as

the target creature has fewer Hit Dice than the mount. This functions like the *command* spell. Each target may attempt a save (DC 8 + the paladin's proficiency bonus + the paladin's Charisma modifier) to negate the effect.

Magic Resistance. A mount's has advantage on saving throws against spells and other magical effects.



RANGER

Class Features: As a ranger, you gain the following class features.

Alignment. Any.

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 (Note: Rangers roll a d8 for initiative)

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Favored Enemy. Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Level	Proficiency		Features	Spells Known	Spell Slots per Spell Level				
	Bonus				1st	2nd	3rd	4th	5th
1st	+2		Favored Enemy, Natural Explorer, Track	—	—	—	—	—	—
2nd	+2		Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2		Ranger Archetype, Primeval Awareness	3	3	—	—	—	—
4th	+2		Ability Score Improvement	3	3	—	—	—	—
5th	+3		Extra Attack	4	4	2	—	—	—
6th	+3		Favored Enemy and Natural Explorer Improvements	4	4	2	—	—	—
7th	+3		Ranger Archetype feature	5	4	3	—	—	—
8th	+3		Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4		-	6	4	3	2	—	—
10th	+4		Natural Explorer Improvement, Hide in Plain Sight	6	4	3	2	—	—
11th	+4		Ranger Archetype feature	7	4	3	3	—	—
12th	+4		Ability Score Improvement	7	4	3	3	—	—
13th	+5		-	8	4	3	3	1	—
14th	+5		Favored Enemy Improvement, Vanish	8	4	3	3	1	—
15th	+5		Ranger Archetype feature	9	4	3	3	2	—
16th	+5		Ability Score Improvement	9	4	3	3	2	—
17th	+6		-	10	4	3	3	3	1
18th	+6		Feral Senses	10	4	3	3	3	1
19th	+6		Ability Score Improvement	11	4	3	3	3	2
20th	+6		Foe Slayer	11	4	3	3	3	2

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Track. You gain advantage when using the Wisdom (Survival) skill to track other creatures.

Fighting Style. At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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

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

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

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

Spellcasting. By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does.

Spell Slots. The Ranger table shows how many spell slots you have to cast your spells of 1st level and

higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ranger Archetype. At 3rd level, you choose an archetype that you strive to emulate, such as the Hunter. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Primeval Awareness. Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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

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

Land's Stride. Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

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.

Hide in Plain Sight. Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish. Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses. At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Foe Slayer. At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this before or after the roll, but before any effects of the roll are applied.

Ranger Archetypes: A classic expression of the ranger ideal is the Hunter.

Hunter. Emulating the Hunter archetype means accepting your place as a bulwark between civilization

and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey. At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics. At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

Multiattack. At 11th level, you gain one of the following features of your choice.

Volley. Use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. Use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense. At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

SORCERER

Class Features: As a sorcerer, you gain the following class features.

Alignment: Any.

Hit Points Hit Dice: 1d6 per sorcerer level

Hit Points at 1st

Level: 6 + your Constitution modifier

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

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, In-

sight, Intimidation, Persuasion, and Religion

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) dungeoneer’s pack or (b) explorer’s pack
- Two daggers

Spellcasting. An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

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

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

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

Proficiency Sorcery				Cantrips Spells		Spell Slots per Spell Level									
Level	Bonus	Points	Features	Known	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	-	Spellcasting, Sorcerous Origin	4	2	2	-	-	-	-	-	-	-	-	
2nd	+2	2	Font of Magic	4	3	3	-	-	-	-	-	-	-	-	
3rd	+2	3	Metamagic	4	4	4	2	-	-	-	-	-	-	-	
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-	
5th	+3	5	-	5	6	4	3	2	-	-	-	-	-	-	
6th	+3	6	Sorcerous Origin feature	5	7	4	3	3	-	-	-	-	-	-	
7th	+3	7	-	5	8	4	3	3	1	-	-	-	-	-	
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-	
9th	+4	9	-	5	10	4	3	3	3	1	-	-	-	-	
10th	+4	10	Metamagic	6	11	4	3	3	3	2	-	-	-	-	
11th	+4	11	-	6	12	4	3	3	3	2	1	-	-	-	
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-	
13th	+5	13	-	6	13	4	3	3	3	2	1	1	-	-	
14th	+5	14	Sorcerous Origin feature	6	13	4	3	3	3	2	1	1	-	-	
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	-	
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-	
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1	
18th	+6	18	Sorcerous Origin feature	6	15	4	3	3	3	3	1	1	1	1	
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1	
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1	

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the sorcerer spell list.

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

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

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Sorcerous Origin. Choose a sorcerous origin, which describes the source of your innate magical power, such as Draconic Bloodline.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Font of Magic. At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points. You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting. You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Metamagic. At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell. When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Spell. When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

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

Extended Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Heightened Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell. When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell. When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* is.

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

Sorcerous Restoration. At 20th level, you regain 4 expended sorcery points when you finish a short rest.

Sorcerous Origins: Different sorcerers claim different origins for their magic, such as a draconic bloodline.

Draconic Bloodline. Your innate magic comes from draconic magic that was mingled with your or your ancestors blood. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even claimed a dragon parent. Some of these bloodlines are well established, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Dragon Ancestor. At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. You can speak, read, and write Draconic. Additionally, whenever you make a

Draconic Ancestry	
Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience. As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Affinity. Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Dragon Wings. At 14th level, you gain the ability to sprout dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Draconic Presence. Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.





SPIRITWALKER

Class Features: As a spiritwalker, you gain the following class features.

Alignment. Lawful good, lawful evil, chaotic good, chaotic evil, or true neutral.

Hit Points

Hit Dice: 1d10 per spiritwalker level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose any four

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold

Pieces:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Reckoning Pain. If you lose more than 50% of your normal hit-point total in one encounter (and survive), you gain a bonus equal to your spiritwalker class level to AC, attack, and damage rolls when you face the specific foe(s) you fought in the initial encounter.

Although any creature that has ever wounded you more than half your hit point total at any time can be targeted for reckoning pain, only one such creature may be targeted at a time. Designating a new target for reckoning pain is a bonus action usable once per round and you must be able to see the target.

Aura of Resoluteness. Whether fearful or respectful, demi-humans and humanoids around you typically pause and obey when confronted as per a *Suggestion* spell. You gain advantage on all Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks.

Proficiency

Level	Bonus	Features
1st	+2	Reckoning Pain, Aura of Resoluteness, Anonymous.
2nd	+2	Faux Death
3rd	+2	Superior Iron Will
4th	+2	Ability Score Improvement, Etherealness 1/day
5th	+3	Shadow Walk
6th	+3	-
7th	+3	Etherealness 2/day
8th	+3	Ability Score Improvement
9th	+4	Dissociative identity 1/day
10th	+4	Etherealness 3/day
11th	+4	Shadow Strike
12th	+4	Ability Score Improvement, Hide in Plain Sight
13th	+5	Dissociative identity 2/day
14th	+5	Damage Resistance
15th	+5	Greater Identity
16th	+5	Ability Score Improvement
17th	+6	Dissociative identity 3/day
18th	+6	Tireless Identity
19th	+6	Ability Score Improvement, Magic Damage Resistance
20th	+6	Dissociative identity 4/day



Anonymous. You benefits from anonymity, but should the name of any one of your alternate identities ever become known to a foe, your powers are weakened. On those enemies who know one of your identities' names, your aura of resoluteness no longer functions. If they are hostile, you cannot use faux death, become ethereal, or shadow walk in their presence (to a distance of 100 feet), and your reckoning pain bonus, if any, is halved against them.

Faux Death. Once per day, you can enter a cataleptic state that is impossible to distinguish from actual death. The effect lasts for 1 minute per your spiritwalker level. Although you can smell, hear, and know what is going on, no feeling or sight of any sort is possible for you; any wounding of your body is not felt, and damage taken is one-half normal. Paralysis, poison, and energy drain do not effect you in this state, but poison injected into the body becomes effective when effect ends.

Superior Iron Will. Your willpower toughens and gains additional +2 bonus on all Charisma saves.

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

Etherealness. As a bonus action, you can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Shadow Walk. You and any creature touched are transported along coiling shadowstuff path to edge of Material Plane bordering Plane of Shadow. You travel at a rate of 50 miles per hour. The maximum time you shadow walk is 1 hour per level per day. You can take one creature with you per spiritwalker level, but all must be touching each other. You can shadow walk three times per day. In addition, while in this state, you heal at the rate of 3 hit points per spiritwalker level.

In the shadow walk you move normally on borders of Plane of Shadow but more rapidly relative to Material Plane. Can use to travel rapidly by stepping on Plane of Shadow, move desired distance, then step back on Material Plane. Blurring reality between Plane of Shadow and Material Plane, you can't make out details of terrain or areas passed over during transit, nor predict perfectly where travel will end. Impossible to judge distances accurately, making spell virtually useless for scouting/spying. When effect ends, you are shunted 1d10x100' in random horizontal direction from

desired endpoint. If this would place you within a solid object, shunted 1d10x1,000' in same direction. If this would still place within solid object, you & any creatures along shunted to nearest empty space available, but strain of activity renders you and each creature exhausted (Level 3, no save).

You can use shadow walk to travel to other planes that border Plane of Shadow, but usage requires transit of Plane of Shadow to arrive at border with another plane of reality. Transit of Plane of Shadow requires 1d4 hours. Any creatures touched when spell cast also make transition to borders of Plane of Shadow. They may follow, wander off through plane, or stumble back to Material Plane (50% chance for either latter result if lost or abandoned by you). Creatures unwilling to accompany receive a save to negate effect.

Dissociative Identity. As a standard action you can channel the identity of prior characters ran from past games. The effect is random with a chance of failure. You must supply the Game Judge a minimum of 4 former character sheets with a spread of at least 10 levels between a highest level above 10th and the lowest level character (if all characters are 10th or below there is no spread). There is a chance not to channel any character which will be reduced the more former characters a player includes. If you use 4 or 5 prior characters, there will be a 1 or 2-in-6 chance of nothing, if you use 6-7 characters there will be a 1 or 2-in-8 chance of nothing, if 8-9 then a 1 or 2-in-10, 10-11 1 or 2-in-12. The prior characters should be designated a number in order.

Should you succeed in channeling the identity of a random prior character, as a bonus action the spirit walker becomes that character, as written on the character's sheet, for 1d6 rounds. Following the 1d6 rounds spent channeling the prior character, you are exhausted (Level 3) for the same duration.

Should you fail to channel a prior character, you are exhausted (Level 3) for the next 1 round and you lose one of your daily channeling attempts.

Shadow Strike. You gain the ability to tap into the obscure forces and draw power to execute a terrifying attack. Once per day, you may declare an attack to be a shadow strike. A shadow strike is resolved as a touch attack. If the shadow strike successfully hits and deals damage, it also deals 1 point of Constitution damage to the target (to a minimum of 1 Constitution) and leaves a foe frightened for one round per two spiritwalker levels (no save). Ability damage dealt by shadow strike can be healed as normal ability score damage. The intended target must be able to see you.

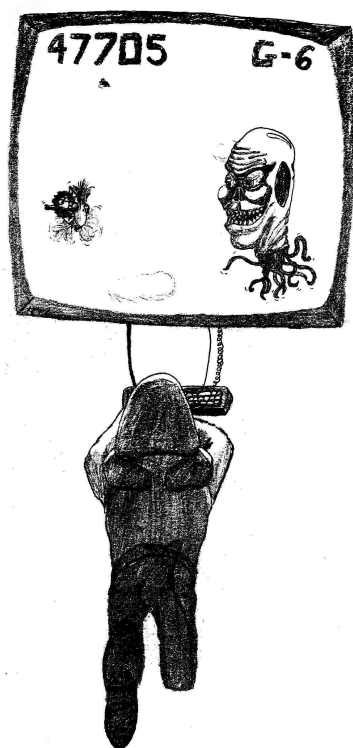
Hide in Plain Sight. At 12th level, you can become invisible even while being observed as long as you are within 10 feet of some sort of shadow. You cannot, however, hide in your own shadow.

Damage Resistance. At 14th level, all non-magical damage against you is halved.

Greater Identity. At 15th level, If you wish, you may choose the specific prior identity to channel. There is a 2 in 6 chance of failure and, if channeling fails, you lose one of your daily channeling attempts.

Tireless Identity. You are no longer fatigued after channeling attempts, regardless of success or failure.

Magic Damage Resistance. At 19th level, all magical damage against you is halved.



TECHNO

Class Features: Typical officer of an advanced interstellar culture possessing superior scientific knowledge (and disbelief in magic, divinity). The techno becomes better proficient in ability with level increases. As a techno, you gain the following class features.

Alignment: Any.

Hit Points

Hit Dice: 1d8 per techno level

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

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

Proficiencies

Armor: None

Weapons: Simple weapons, lasers guns, and blasters

Tools: Repair and Medical tools, and is trained in devices common to the Federated interstellar era.

Saving Throws: Intelligence, Charisma

Skills: Choose three from Insight, Investigation, Medicine, Nature, Perception, Sleight of hand, and Survival

Equipment. You start with the following equipment in

- addition to equipment purchased with starting Credits:
- (a) zero-grav pistol or (b) force-field sword
 - (a) A repair kit or (b) a medical kit (see below)
 - A jumpsuit with removable goggled-hood that permits use in vacuum (4 1-hour air cartridges) Jumpsuit: 11 + Dex modifier, resistance vs fire and other energy attacks, vacuum-safe.
 - An explorer's pack and a computer tablet with interface

Proficiency

Level	Bonus	Features
1st	+2	Expertise, Pilot
2nd	+2	Fast Hands, Combat Focus
3rd	+2	Cocky, Zero-G
4th	+2	Ability Score Improvement
5th	+3	Quick Thinking, Extra Attack
6th	+3	Run a Bypass, Salvage
7th	+3	Miracle Worker
8th	+3	Ability Score Improvement
9th	+4	Reliable Talent
10th	+4	Nine Lives, Expanded Knowledge
11th	+4	Defiant
12th	+4	Ability Score Improvement
13th	+5	Elite Attack
14th	+5	Overclock, Expanded Knowledge
15th	+5	Blindsense
16th	+5	Ability Score Improvement
17th	+6	Elusive
18th	+6	Stroke of Luck, Expanded Knowledge
19th	+6	Ability Score Improvement
20th	+6	Superior Inspiration

Expertise. At 1st level, choose two of your skill proficiencies, systems proficiencies or tools you are proficient in the use of. Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

Pilot. You have ability to pilot techno crafts.

Fast Hands. Starting at 2nd level, you can use a toolkit, item or skill that is normally an action as if its use was a bonus action.

Combat Focus. Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Combat Focus option more than once, even if you later get to choose again.

- **Defense Focus.** While you are wearing armor, you gain a +1 bonus to AC.

- **Long Arm Focus.** You gain a +1 bonus to attack rolls made with two handed ranged weapons.

- **Melee Focus.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

- **Side Arm Focus.** While wielding a one handed ranged weapon and no weapon in your off hand, you deal an additional 2 damage.

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

- **Unarmed Focus.** When you make an unarmed strike, add your proficiency bonus to the damage roll.

Cocky. Starting at 3rd level, you can use your Inspiration ability on yourself as a bonus action or as a reaction before you make an attack roll, saving throw or ability check. You gain additional uses of this ability equal to your Charisma modifier, and you can't use this feature again until you finish a long rest.

Zero-G. You attack and react normally at low/zero gravity.

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

Quick Thinking. Starting at 5th level, you can take two bonus actions per round.

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

Run a Bypass. Starting at 6th level, when using a hacking tool to open a door, you may add double your normal proficiency.

Salvage. You can fashion new devices from destroyed/scrap devices.

Miracle Worker. From 7th level you can, as a bonus action, grant yourself advantage on your next attack roll, saving throw, or ability check, and you can't use this feature again until you finish a long rest.

Reliable Talent. Starting at 9th level, whenever you make an ability check using your proficiency bonus, treat all rolls of 9 or less as if you rolled a 10.

Nine Lives. From 10th level, fate conspires to keep you alive. You automatically stabilize if you are re-

duced to 0 HP or less, but each round can make a DC 10 Constitution check. If you make three successful such checks (or make one with a result of 20 or higher) you regain 1 hp.

Expanded Knowledge. By 10th level, you have explored the galaxy and learned many new things. Choose one skill from any class, including this one. You are proficient in that skill. You gain proficiency in another skill from any class at 14th level and again at 18th level.

Defiant. Starting at 11th level, the Dodge action is considered a bonus action for you. Additionally, if you would be reduced to 0 HP or less, you can spend a hit die and regain hp equal to 1d6 plus your Wisdom bonus. At the beginning of an encounter, if you have less hit dice remaining than your Wisdom bonus, regain one hit die.

Elite Attacks. Beginning at 13th level, you can attack three times, instead of once, whenever you take the Attack action on your turn.

Overclock. At 14th level, if you spend 1 minute fiddling with an electronic device with a hacking tool, you can make it discharge a lethal amount of electricity. The device must use an energy pack or be connected to some other power source (such as a computer terminal connected to the mains). You can set the object to discharge after a set amount of time, or when it is next operated. When it discharges, creatures within 5 feet of the object must make a Constitution saving throw. The DC is 8 + your Intelligence modifier + your proficiency bonus. Creatures take 12d6 lightning damage on failed save, or half as much on a successful one. The discharge destroys the object.

Blindsense. At 15th level, if you are able to hear, you are aware of the location of hidden or invisible creatures within 10 feet of you.

Elusive. Beginning at 17th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke Of Luck. At 18th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

Superior Inspiration. At 20th level, when initiative is rolled and you have no uses of Inspiration left, you regain one use.

Repair Kit: This kit contains the many specialized and personal tools a skilled mechanic requires to service, repair and modify equipment, synthetics and vehicles. A character wanting to repair a hull breach, reattach a robot's arm or add an enhanced scope to their rifle would make use of this toolkit.

A Repair kit may be used 10 times before it requires replacement supplies costing 25 credits. Until these replacements are acquired, all checks made with this tool kit are made with disadvantage. A character proficient in the Sleight of Hand skill reduces the DCs of the following uses of the repair kit by 5.

- Make a DC 20 Intelligence check, and if successful, restore to a robot or technological device a number of HP equal to 1d6 plus the user's intelligence bonus and the target's maximum amount of hit dice.

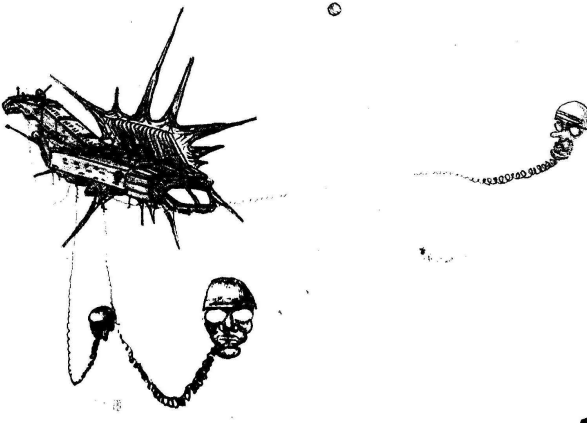
- Make a DC 15 Intelligence check to reboot a disabled robot or technological device (regains 1 HO where applicable).

Medical Kit: Used for emergency medical situations, this toolkit allows a character to treat deadly wounds in the field. The medical kit contains enough supplies for ten uses until it must be replaced. A character proficient in the Medicine skill reduces the DCs of the following uses of the medical kit by 5.

- Make a DC 20 Wisdom check, and if successful, heal a target a number of HP equal to 1d6 plus the user's wisdom bonus and the target's maximum amount of hit dice. Note that a character cannot regain HP from this use of any medical kit until they finish a long rest.

- Make a DC 15 Wisdom check to stabilize a dying creature.

- With a DC 15 Wisdom check, treat up to six creatures, allowing them to regain an additional 1d6 hp if they spend any healing dice for healing during a short rest. A character can only benefit from one such application per short rest.



THIEF / ASSASSIN



Class Features: You hone your skills in the larcenous arts of burglars, bandits, and cutpurses. (As an Assassin you focus your training on the grim art of death. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency. As a thief (or assassin), you have the following class features (assassin as noted).

Alignment: Any, but rarely good (assassin any Evil).

Hit Points

Hit Dice: 1d8 per thief (assassin) level

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

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

Proficiencies

Armor: Light armor

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

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Credits:

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

Proficiency		Sneak		
Level	Bonus	Attack	Features	(Assassin Alternate Features)
1st	+2	1d6	Expertise, Sneak Attack, Thieve's Cant	
2nd	+2	1d6	Cunning Action	
3rd	+2	2d6	Fast Hands, Second Story Work	(Assassinate)
4th	+2	2d6	Ability Score Improvement	
5th	+3	3d6	Uncanny Dodge	
6th	+3	3d6	Expertise	
7th	+3	4d6	Evasion	
8th	+3	4d6	Ability Score Improvement	
9th	+4	5d6	Supreme Sneak	(Espionage)
10th	+4	5d6	Ability Score Improvement	
11th	+4	6d6	Reliable Talent	
12th	+4	6d6	Ability Score Improvement	
13th	+5	7d6	Use Magic Device	(Impostor)
14th	+5	7d6	Blindsense	
15th	+5	8d6	Slippery Mind	
16th	+5	8d6	Ability Score Improvement	
17th	+6	9d6	Thief's Reflexes	(Death Strike)
18th	+6	9d6	Elusive	
19th	+6	10d6	Ability Score Improvement	
20th	+6	10d6	Stroke of Luck	

Expertise. At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (skills or with thieves' tools) to gain this benefit.

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

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

The amount of extra damage increases as you gain levels in this class.

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

In addition, you understand a set of secret signs

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

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

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

Second-Story Work. At 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

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

(Assassinate. Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.)

Ability Score Improvement. When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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

Evasion. Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Supreme Sneak. Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

(Espionage. Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 1,000 gold pieces to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of the nobility from a remote kingdom so you can insinuate yourself into the company of other politicians.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.)

Reliable Talent. By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Use Magic Device. By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

(Impostor. At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you

have advantage on any Charisma (Deception) check you make to avoid detection.)

Blindsense. Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind. By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Thief's Reflexes. When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at the beginning of the round and your second turn at the end. You can't use this feature when you are surprised.

(Death Strike. Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.)

Elusive. Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck. At 20th level, you succeed when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.



WARLOCK

Class Features: As a warlock, you gain the following class features.

Alignment: Any, tend to be evil.

Hit Points

Hit Dice: 1d8 per warlock level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Proficiency			Cantrips	Spells	Spell	Slot	Invocations
Level	Bonus	Features	Known	Known	Slots	Level	Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st	-
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	Otherworldly Patron feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	Otherworldly Patron feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	Otherworldly Patron feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6	-	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

Otherworldly Patron. At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Pact Magic. Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

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

Spell Slots. The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all ex-

pended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher. At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

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

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Eldritch Invocations. In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Boon. At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain. You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space. It appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being

your pact weapon if you die, perform the 1-hour ritual on a different weapon, or use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Tome. Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

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

Mystic Arcanum. At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Eldritch Master. At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Eldritch Invocations. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Agonizing Blast

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Ascendant Step

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Beast Speech

You can cast *speak with animals* at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

Prerequisite: 7th level

You can cast *compulsion* once using a warlock spell slot. You can't do so again until finish a long rest.

Book of Ancient Secrets

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Chains of Carceri

Prerequisite: 15th level, Pact of the Chain feature

You can cast *hold monster* at will—targeting a celestial, fiend, or elemental—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

Prerequisite: 7th level

You can cast *confusion* once using a warlock spell slot. You can't again until you finish a long rest.

Eldritch Sight

Cast *detect magic* at will, without expending spell slot.

Eldritch Spear

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, its range is 300'.

Eyes of the Rune Keeper

You can read all writing.

Fiendish Vigor

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

Master of Myriad Forms

Prerequisite: 15th level

You can cast *alter self* at will, without expending a spell slot.

Minions of Chaos

Prerequisite: 9th level

You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

Mire the Mind

Prerequisite: 5th level

You can cast *slow* once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Visions

You can cast *silent image* at will, without expending a spell slot or material components.

One with Shadows

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Otherworldly Leap

Prerequisite: 9th level

You can cast *jump* on yourself at will, without expending a spell slot or material components.

Repelling Blast

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

Sculptor of Flesh

Prerequisite: 7th level

You can cast *polymorph* once using a warlock spell slot. You can't do so again until you finish a long rest.

Sign of Ill Omen

Prerequisite: 5th level

You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thief of Five Fates

You can cast *bane* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature

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

Visions of Distant Realms

Prerequisite: 15th level

You can cast *arcane eye* at will, without expending a spell slot.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Addi-

tionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

Prerequisite: 9th level

You can cast *speak with dead* at will, without expending a spell slot.

Witch Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Otherworldly Patrons: The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

The Fiend. You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords, archdevils, pit fiends, and balors that are especially mighty.

Expanded Spell List. The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fiend Expanded Spells

Spell Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

Dark One's Blessing. Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).



Dark One's Own Luck. Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

Fiendish Resilience. Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell. Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

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

Your Pact Boon. Each Pact Boon option produces a creature or object that reflects your patron's nature.

Pact of the Chain. Your familiar is more cunning than a typical familiar. Its default form can reflect your patron, with imps and quasits tied to the Fiend.

Pact of the Blade. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames.

Pact of the Tome. Your Book of Shadows could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend.

WIZARD

Class Features: As a wizard, you gain the following class features.

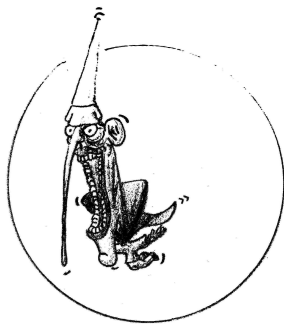
Alignment: Any.

Hit Points

Hit Dice: 1d6 per wizard level

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

Hit Points at Higher Levels: 1d6 (or 4) + your



Constitution modifier per wizard level after 1st

Proficiencies

Armor: None

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

Tools: None

Saving Throws: Intelligence, Wisdom

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

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

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

Bonus Language: Wizard may substitute Draconic for a bonus languages available because of race.

Spellcasting. As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

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

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

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

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

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level

Proficiency			Cantrips	Spell Slots per Spell Level								
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	-	-	-	-	-	-	-	-
2nd	+2	Arcane Tradition, Scribe Scroll	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	-	4	4	3	2	-	-	-	-	-	-
6th	+3	Arcane Tradition feature	4	4	3	3	-	-	-	-	-	-
7th	+3	Create Minor Items	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	5	4	3	3	2	-	-	-	-	-
9th	+4	-	5	4	3	3	3	1	-	-	-	-
10th	+4	Arcane Tradition feature	5	4	3	3	3	2	-	-	-	-
11th	+4	-	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	Create Major Items	5	4	3	3	3	2	1	1	-	-
14th	+5	Arcane Tradition feature	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1

or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

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

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher. Each

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

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

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

Arcane Tradition. When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools, such as Evocation. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Scribe Scroll. At 2nd level you gain the ability to scribe a scroll under the same time constraints as copying a spell into your spellbook.

Ability Score Improvement. When you reach 4th level, and again at 8th, 12th, 16th, and 19th level,

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

Create Minor Items. At 7th level you may create potions and recharge magic rods, staves and wands.

Create Major Items. At 13th level you may attempt to craft magical items.

Spell Mastery. At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Signature Spells. When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Arcane Traditions: The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Evocation. You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast ene-

my armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

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

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

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

Empowered Evocation. Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any wizard evocation spell you cast.

Overchannel. Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

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

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

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard

who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

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

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

SPELL CASTING IN ARMOR

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

BEYOND 1ST LEVEL

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

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, a character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional

Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if a 7th-level fighter has a Constitution score of 17 reaches 8th level, increases his Constitution score to 18, his Constitution modifier increases from +3 to +4. His hit point max then increases by 8.

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

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

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels

in all your classes are added together to determine your character level. For example, if you have 3 levels in wizard and 2 in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.



Prerequisites. To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a barbarian to multiclass in the druid class must have both Strength and Wisdom scores of 13 or higher.

Multiclassing Prerequisites

Class	Ability Score Minimum
Barbarian	Strength 13
Bard	Charisma 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength 13 or Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Paladin	Strength 13 and Charisma 13
Ranger	Dexterity 13 and Wisdom 13
Sorcerer	Charisma 13
Techno	Dexterity 13 and Intelligence 13
Thief / Assassin	Dexterity 13
Warlock	Charisma 13
Wizard	Intelligence 13

Experience Points. The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before

you can take your second level as a fighter or your seventh level as a cleric.

Hit Points and Hit Dice. You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, you have five d10 Hit Dice and five d8 Hit Dice.

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

Proficiencies. When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

Class	Proficiencies Gained
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Monk	Simple weapons, shortswords
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list
Sorcerer	-
Techno	Laser guns, blasters, repair kit, one skill from the class's skill list
Thief/Assassin	Light armor, one skill from the class's skill list, thieves' tools
Warlock	Light armor, simple weapons
Wizard	-

Class Features. When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment or gold pieces, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

Channel Divinity. If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

Extra Attack. If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

Unarmored Defense. If you already have the Unarmored Defense feature, you can't gain it again from another class.

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

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger spells based on your

levels in the ranger class. As 3rd-level wizard, you know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower-level spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

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



Multiclass Spellcaster:

Spell Slots per Spell Level									
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

STARTING GOLD PIECES

Class	Starting Gold
Barbarian	(2d6) x 10
Bard	(3d6) x 10
Cleric	(3d6) x 10
Druid	(2d6) x 10
Fighter	(2d6) x 10
Monk	4d6
Paladin	(3d6) x 10
Ranger	(3d6) x 10
Sorcerer	(2d6) x 10
Techno	(5d6) x 100 credits
Thief / Assassin	(2d6) x 10
Warlock	(2d6) x 10
Wizard	(2d6) x 10

INSPIRATION

Inspiration is a rule the Game Judge can use to reward you for playing your character in a way that’s true to his or her personality traits, ideals, bonds, and flaws.

Gaining Inspiration. Your Game Judge can choose to give you inspiration for a variety of reasons. Typically, it is awarded when you play out your personality traits, give in to the drawbacks from a flaw or bond, and otherwise portray your character in a compelling way. You either have inspiration or you don’t—you can’t stockpile multiple “inspirations” for later use.



Using Inspiration. If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll. Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

d%	MUNDANE ITEMS
1	Single, hollowed out chess King piece.
2	Molded triangular door stop made of rubber.
3	Mummified index finger.
4	Small rectangular brass plate with "Agua Caliente" inscribed in it.
5	Miniature painted figurine of a clothed mouse.
6	Set of wax pencils: Black, blue, and red.
7	Bound parchment titled "The Vegas" imprinted with images of scantily-clad women & numeric characters.
8	Several letters from "Reverend Peter Popov" promising spiritual redemption for a fee.
9	A large old potato.
10	Small metal tin with a hinged lid containing 20 sweet-spicey sugar candies.
11	Sealed glass pint containing a carbonated sugary beverage.
12	Graphite pencil with an attached eraser.
13	Sharpened scissors.
14	Metal fob with 3 keys.
15	Small glass magnifying monocle with a metal frame & attached chain.
16	Hardbound book of the complete works of William Shakespeare.
17	Small wicker hand-broom and dust-pan.
18	Brown leather wallet with "BAD MOTHER FUCKER" embossed in black on front.
19	Small canvas bag of 50 cotton balls.
20	Small clay jar with moisturizing cream.
21	Yellow glass yo-yo with string.
22	Small water-proof molded-resin canister with screw-on lid.
23	Small stuffed animal caricature of a owl-bear.
24	Bronze coin with "Keep Coming Back!" embossed on one side.
25	Canvas bag with 1/2 lb. of salt.
26	6 large pieces of pastel-colored chalk: Orange, green, pink, blue, yellow, and white.
27	Small feathered dream catcher.
28	Canvas bag with 1 lb. of flour.
29	Small metal padlock with two keys.
30	Set of medium-sized manacles with one key.
31	Small air-tight sealed parchment containing thinly sliced fried pieces of potato flavored with salt & vinegar.
32	Hand-sized magnifying glass.
33	Canvas bag with 1/4 lb. of pepper.
34	A whistle.
35	Cotton towel.
36	Metal spatula.
37	Big bar of soap.
38	A big pool of rubberized fake vomit.
39	Key to the chastity belt of a long-ago love.
40	Miniature hourglass of 10 minutes duration marked in 1-minute intervals.
41	Wax-sealed glass vile containing some sort of afterbirth.
42	An ornate smiling ceramic mask with protruding phallic-like nose.
43	A mood ring.
44	Canvas bag containing 30 marbles of various colors.
45	Hand-sized metal mirror.
46	Iron crowbar.
47	200' of twine.
48	Small metal tin with hinged cover containing 20 fishhooks of various sizes.
49	6 wax candles.
50	1/4 pint vial of cologne.

d%	MUNDANE ITEMS (Cont.)
51	Wax-sealed glass pint of urine.
52	10 corks.
53	Set of false teeth.
54	1/2 lb. of fool's gold.
55	Pint vial of mineral oil.
56	12 4" iron nails.
57	Canvas bag containing 1/2 lb. of raisins.
58	A hair brush.
59	A crystal prism.
60	A pair of tweezers.
61	A pair of metal pliers.
62	A small hacksaw.
63	20' of copper wire.
64	Set of 4 false fangs that fit on top of normal incisors.
65	Dagger-sized dragon talon.
66	A hand-sized bell.
67	5'x5' black linen skull & crossbones pirate flag.
68	Small 10 lb. anvil.
69	A rubber ball.
70	A 2' tall by 1' wide birdcage.
71	A fancy and ornate brassier size DD.
72	A metal clip-on earring decorated with rhinestones.
73	A deck of playing cards.
74	A pair of ivory 6-sided dice.
75	A leather dog collar with metal studs/spikes.
76	A 1/8 pint vial of perfume.
77	A spring-loaded mousetrap.
78	A pint flask of sealing wax.
79	A retractable spyglass.
80	A dog whistle.
81	Fur ear muffs died bright pink.
82	3 yards of rainbow-colored yarn.
83	Small tin of blade-blackener - covers shiny or glowing blades.
84	A pocket-sized notebook filled with pressed flowers.
85	Small metal tin with hinged cover containing 16 sugar cubes.
86	Canvas bag containing 1 lb. of cinnamon.
87	A pair of 10" platform shoes.
88	A metal coat hanger.
89	A salt shaker with salt inside.
90	A folding pocket-knife.
91	A new box of 120 kleenex.
92	A 36-pack of Charmin bathroom tissue.
93	A box of 200 wood strike-anywhere matches.
94	A C major/A minor harmonica.
95	A 25' plastic water hose.
96	A plastic spray-bottle.
97	A winding-powered flashlight.
98	An iPad Air, functional with cable & power adapter but completely out of power.
99	Roll 2x, re-roll if this result comes up again
00	Roll 3x, re-roll if this result comes up again

STARTING AGE & AGING EFFECTS

Roll starting age, then adjust ability scores as ages (unnatural aging affects physical ability only, i.e.STR/DEX/CON).

Race	Adulthood	Barbarian Sorcerer Techno Thief / Assassin	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard & Warlock
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6
Thraint	15 years	+1d4	+1d6	+2d6
Tiefling	15 years	+1d4	+1d6	+2d6
Turtle-Folk	75 years	+3d6	+3d8	+3d12
Xhaasta	30 years	+3d6	+4d6	+6d6

Race	Middle Age	Old	Venerable	Max Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+6d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Thraint	40 years	300 years	350 years	+5d10 years
Tiefling	35 years	53 years	70 years	+5d10 years
Turtle-Folk	120 years	150 years	210 years	+4d20 years
Xhaasta	80 years	120 years	180 years	+6d20 years

At **middle age**, -1 to STR, DEX, and CON; +1 to INT, WIS, and CHA. At **old age**, -2 to STR, DEX, and CON; +1 to INT, WIS, and CHA; **venerable age**, -3 to STR, DEX, and CON; +1 to INT, WIS, and CHA.

CHARACTER HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human (male)	4' 10"	+2d10	120 lb.	x(2d4) lb.
Human (female)	4' 5"	+2d10	85 lb.	x(2d4) lb.
Dwarf (male)	3' 9"	+2d4	130 lb.	x(2d6) lb.
Dwarf (female)	3' 7"	+2d4	100 lb.	x(2d6) lb.
Elf (male)	4' 5"	+2d6	85 lb.	x(1d6) lb.
Elf (female)	4' 5"	+2d6	80 lb.	x(1d6) lb.
Gnome (male)	3' 0"	+2d4	40 lb.	x1 lb.
Gnome (female)	2' 10"	+2d4	35 lb.	x1 lb.
Half-elf (male)	4' 7"	+2d8	100 lb.	x(2d4) lb.
Half-elf (female)	4' 5"	+2d8	80 lb.	x(2d4) lb.
Half-orc (male)	4' 10"	+2d12	150 lb.	x(2d6) lb.
Half-orc, female	4' 5"	+2d12	110 lb.	x(2d6) lb.
Halfling (male)	2' 8"	+2d4	30 lb.	x1 lb.
Halfling (female)	2' 6"	+2d4	25 lb.	x1 lb.

Multiply **Height Modifier** by **Weight Modifier** and add to **Base Weight** to determine character's weight.

Body Type Option (d20): **1-4 skinny** (-1 STR, -10% lbs); **5-8 wiry** (+1 CON, -5% lbs); **9-16 average** (no changes); **17-18 muscular** (+1 STR, +5% lbs); **19 very muscular** (+2 STR, +10% lbs); **20 obese** (+1 AC, -2 DEX, +50% lbs)

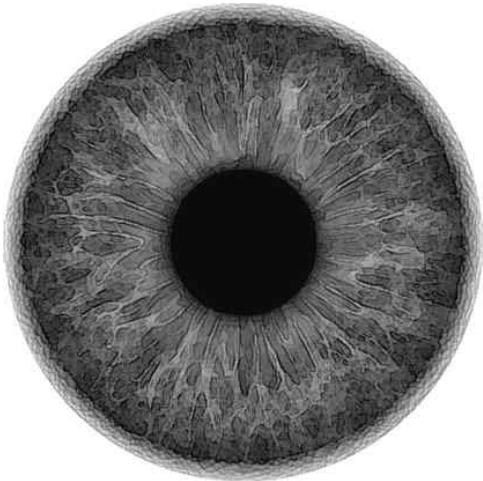
HAIR, SKIN, & EYE COLOR

Roll percentile dice by race to determine these physical attributes.

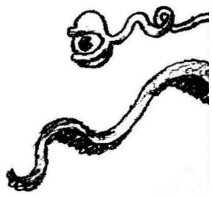
Hair	Human	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling
Black	01-20	01-30	01-20	—	01-20	01-50	01-25
Brown	21-50	31-45	21-40	01-35	21-45	51-99	26-45
Blonde	51-70	46-55	41-60	36-60	46-65	—	46-60
Red	71-85	56-65	61-65	—	66-75	—	61-75
White	86-95	66-75	66-70	61-99	76-80	—	76-80
Steel	96-98	76-85	71-75	—	81-85	—	81-85
Green	—	—	76-85	—	86-90	—	86-90
Blue	—	86-90	86-90	—	91-94	—	91-99
Silver	—	91-99	91-99	—	95-99	—	—
Exotic	00	00	00	00	00	00	00

Skin	Human	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling
Pale	01-05	01-10	01-10	—	01-05	—	01-10
Fair	06-15	11-20	11-25	01-04	06-15	—	11-30
Pink	16-40	21-45	26-40	05-09	16-25	01-10	31-60
Tanned	41-70	46-70	41-60	10-30	26-50	11-25	61-90
Reddish Brown	71-80	71-85	—	31-60	51-55	25-40	91-99
Brown	81-85	—	—	61-99	56-60	41-60	—
Black	86-90	—	—	—	61-65	—	—
Olive	91-99	—	—	—	66-70	61-80	—
Green	—	86-99	61-80	—	71-85	81-99	—
Blue	—	—	81-99	—	86-99	—	—
Exotic	00	00	00	00	00	00	00

Eyes	Human	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling
Brown	01-20	01-35	01-10	—	01-15	01-45	01-25
Hazel	21-30	36-45	11-15	—	16-25	46-65	26-45
Blue	31-60	46-50	16-40	01-40	26-50	—	46-60
Blue-Grey	61-75	51-60	41-55	41-75	51-60	—	61-70
Steel	76-85	61-75	56-65	76-99	61-70	—	71-75
Silver	86-90	76-80	66-75	—	71-80	—	—
Golden	91-94	—	76-90	—	81-90	—	76-85
Green	95-99	—	91-99	—	91-99	66-79	86-90
Red	—	81-90	—	—	—	80-93	91-95
Purple	—	91-99	—	—	—	94-99	96-99
Exotic	00	00	00	00	00	00	00



Roll d20 for any result labeled "exotic" from the prior charts.



d20 Roll	Hair	Skin	Eyes
1	Purple	Violet	Purple
2	Green	Lavender	Orange
3	Blue	Purple	Fuchsia
4	Fuchsia	Maroon	Lime Green
5	Scarlet	Turquoise	Maroon
6	Tangerine	Tangerine	Turquoise
7	Maroon	Red	Magenta
8	Turquoise	Shiny Ebon	Blood Red
9	Magenta	Deep Blue	White
10	Lavender	Emerald Green	Ebon
11	Dark Smoke	Pearl	Clear (Inside Visible)
12	Tentacles	Vinyl*	Metallic
13	Quills	Metallic*	2 Mixed*
14	Feathers	Gem Sparkled*	3 Mixed*
15	Bone Crests	Striped*	Solid Color*
16	Large Ram Horns	Checkered*	Glowing*
17	2 mixed	Shifting d3+1 colors*	Invisible (empty sockets)
18	3 mixed	Fluorescent*	Prismatic
19	Heatless Flames*	Chameleon	Flaming*
20	Change Color at Will	Prismatic	No eyes, lids, etc.**

* roll again (d10) for color(s) **blindsense 50'

SPECIAL ASPECT

Your character's special aspect reveals something unique and may provide concrete effects.

Special Aspects for Fighter and Barbarian Types or those of a Similar Nature

d24 Roll Special Aspect

- 1 You are born to kill and have a 25% of entering a rage whether you are or aren't a barbarian - forever.
- 2 You easily fall in love, opposite sex has effective +8 to Charisma on checks as to you.
- 3 You are a mountain man, +3 to Strength/Constitution, and proficiency in the Strength (Athletics) skill.
- 4 You are a woodsman, +3 with bows, +2 to Dexterity, and gain proficiency in the Strength (Athletics) skill.
- 5 You are a bad liar, disadvantage on all Charisma checks when doing so except advantage to opposite sex.
- 6 You are a seafarer and easily shed armor (no save) when submerged. Advantage on all water checks.
- 7 You taste bad to monsters and there is a 80% chance one will spit you out rather than swallow you.
- 8 You have +50% greater vision and, if you're not an elf, can see in the dark as an elf.
- 9 You are born of the desert, +3 Constitution and can find water within 5 miles 85% of the time.
- 10 You are a good horse rider, gaining advantage on any related checks, but camels hate you.
- 11 You are a religious fanatic, find it extremely disconcerting to work with any "pagans."
- 12 You have a natural aptitude with rapiers, +3 to hit and damage, but -2 with ALL other weapons.
- 13 You are a coward, gain disadvantage versus all fear-related, and always a 25% chance to flee/hide.
- 14 You are *stupidly* brave - even greater demons do not scare you. Immune to fear, but -2 Wisdom.
- 15 Your odor repels undead, they will not attack you 50% of the time, but -4 to your Charisma.
- 16 You are a friend to elves, speak elven, and elves will never attack you (unless you attack first).
- 17 Your one desire is to form a *secret society*. Gain advantage on all related Charisma checks.
- 18 You can determine direction and predict weather with 75% accuracy.
- 19 You were fathered by an efreet, 100% fireresistant.
- 20 You hate dragons, gaining advantage on all attacks, but will attack them on sight 90% of the time.
- 21 You are secretly a were-creature (roll type randomly).
- 22 You were fathered by an unknown demon, +2 to all ability scores, but have a hidden *EVIL* side.
- 23 You hate users of magic and gain advantage on all saves versus magical effects, but want to kill them.
- 24 You are a half-giant, 8' tall, and weigh 500 lbs, 20 strength, and add 2 HD, but -3 to Charisma.

Special Aspects for Wizard, Sorcerer, and Druid Types or those of a Magical Nature

d24 Roll Special Aspect

- 1 You are naturally competent with spells against humans, gaining +1 to DC checks versus them.
- 2 You gain a natural +2 bonus saving against cursed scrolls, but a -2 bonus versus other cursed items.
- 3 You are an excellent liar, gaining +5 bonus to such Charisma checks, but undead gain advantage vs you.
- 4 You gain a natural +1 with daggers, and a natural +1 bonus to AC versus missiles and large opponents.
- 5 You gain a +2 to Constitution, +1 to Strength, and +4 to Charisma, but -5 to Wisdom.
- 6 You are naturally proficient with daggers, gaining +2 to hit and damage, but gain -2 to poison saves.
- 7 You are naturally competent with liquid-type spells, gaining +2 to DC checks versus them and +2 damage.
- 8 You are naturally competent with cold-type spells, gaining +2 to DC checks versus them and +2 damage.
- 9 You are naturally competent with fire-type spells, gaining +2 to DC checks versus them and +2 damage.
- 10 You are a natural linguist, speak 10 additional languages, and 75% to decipher any written language.
- 11 You taste bad to monsters and there is a 95% chance one will spit you out rather than swallow you.
- 12 You can determine direction and predict weather with 50% accuracy.
- 13 You have 90 foot darkvision and can discern colors in the dark as an elf.
- 14 You have chronic insomnia, gaining advantage on any sleep-type spells, but -4 Charisma.
- 15 You have a natural 70% chance to smell any and all poisons, but gain disadvantage on poison saves.
- 16 You are from a family lineage of known dragon friends and can speak *Draconic* fluently.
- 17 You are an undead friend, 50% chance undead will try to communicate with you instead of attacking.
- 18 You are a natural magical linguist and can read *all* magical writings.
- 19 You can "sense" the value within 10% of all treasure you handle.
- 20 You are totally fearless and immune to fear, but -2 Wisdom.
- 21 You are naturally able to have one extra spell slot for each level of spell slots you possess.
- 22 You are a friend to elves, speak elven, and elves will always welcome you.
- 23 You are magically competent picking locks and disabling traps, gain proficiency on these Dexterity checks.
- 24 Roll again on this table and once on the table for Clerics.

Special Aspects for Cleric, Bard, and Paladin Types or those of a Religious Nature

d24 Roll Special Aspect

- 1 You are a mountain man, +2 to Strength/Dexterity, and proficiency in the Strength (Athletics) skill.
- 2 You are a good horse rider, gaining advantage on any related checks, naturally ride 20% further.
- 3 You are sickly and anemic, -2 on ALL character abilities and you cannot be hasted.
- 4 You are a natural linguist, speak 10 additional languages, and 75% to decipher any written language.
- 5 You can determine direction with 75% accuracy, but clumsy with a -2 to your Dexterity.
- 6 You have +50% greater vision and can see in the dark as an elf, but 50% worse hearing.
- 7 You taste bad to monsters and there is a 70% chance one will spit you out rather than swallow you.
- 8 You have chronic insomnia, immune to any sleep-type spells, but -4 Charisma.
- 9 You are from a family lineage of known dragon friends and can speak *Draconic* fluently.
- 10 You are a natural locksmith and gain proficiency on all Dexterity checks related to locks.
- 11 You are born of the desert, +3 Constitution and can find water within 5 miles 85% of the time.
- 12 You have a natural ability to sense evil (95% chance) and possession (75% chance).
- 13 You have a natural ability to smell any poison (100% chance).
- 14 You dodge well and gain a +2 to your Dexterity.
- 15 You are naturally able to have one extra spell slot for each level of spell slots you possess.
- 16 You gain a natural +3 with quarter staffs and cudgels, but a natural -2 with all other weapons.
- 17 You hate all animals and animals sense this (85% chance animals will attack you on sight).
- 18 You have a keen sense of smell and have a 74% chance of noticing and identifying any spoor.
- 19 You have taken an unbreakable vow of poverty and can never possess more than 20 GP.
- 20 You are extremely pious and gain a +4 to your Wisdom.
- 21 You are a friend to elves, speak elven, and elves will always welcome you.
- 22 You were excommunicated for a murder and are an "Anti-" your class (anti-paladin, anti-cleric, etc.).
- 23 You are blessed by your deity and gain a +2 bonus against ALL saves and DC checks.
- 24 You are a singing evangelist, gain +3 to Int/Wis/Cha, use no armor and give away all wealth over 500 GP.

Special Aspects for Thief, Monk, and Assassin Types or those of a Secretive Nature

d24 Roll Special Aspect

- 1 You taste bad to monsters and there is a 50% chance one will spit you out rather than swallow you.
- 2 You are circus-trained, +3 to Dexterity and gain advantage on climbing checks.
- 3 You are a woodsman, +1 to Dexterity, +3 with a ranged missile attacks, gain advantage on hide checks.
- 4 You are very arrogant, -3 to your Charisma ability, but naturally +3 against arcane magic DCs and saves.
- 5 You are very agile, with a +2 to Dexterity, but horrified by oozes and they gain advantage attacking you.
- 6 You have a natural aptitude with rapiers, +3 to hit and damage, but -2 with ALL other weapons.
- 7 You are very conceited, -2 to your Charisma ability, but naturally +2 against divine magic DCs and saves.
- 8 You gain +1 to every ability, but -2 on ALL saves versus magic (arcane, divine, etc.).
- 9 You gain 50% better than normal vision, including darkvision, advantage on hearing, but -2 to Dexterity.
- 10 You are from a family lineage of known dragon friends and can speak *Draconic* fluently.
- 11 Your healing always occurs at +1 HP, but you have disadvantage versus Disease DCs and saves.
- 12 You can "sense" the value of all goods and treasure you handle with 98% accuracy.
- 13 You are a poor liar, gain disadvantage on such Charisma checks, but naturally +3 with a sling.
- 14 You can determine direction and predict weather with 75% accuracy.
- 15 You are naturally musical and can sing for Bardic Inspiration at a level equal to your own.
- 16 You can naturally sense illusions and magic 75% of the time.
- 17 You are hyper-focused on minutia and gain advantage detecting traps, but -2 AC versus ranged missiles.
- 18 You are a natural linguist, speak 10 additional languages, and 75% to decipher any written language.
- 19 You are illiterate and can only speak your languages, you are unable to read or write them.
- 20 You are a master herbalist and can always detect a poison, and make poison of 1 HD dam per level.
- 21 You are a quick learner, +10% to all experience points earned.
- 22 You are a religious fanatic and will only consent to employment within your faith.
- 23 You are extremely greedy and will try to steal all items of value 75% of the time.
- 24 You're 1/2 vampire, immune to undead paralysis/life drain, aversion to clerics, regenerate 1 HP per min.

Special Aspects for Techno and Common or those Others Not Previously Assigned

d24 Roll Special Aspect

- 1 You are a very good liar and gain advantage on related Charisma checks.
- 2 You have natural mechanical aptitude, gain advantage when figuring out mechanical devices.
- 3 You are a pacifist and will not engage in combat under any circumstances.
- 4 You are a friend to elves, speak all elven languages, and elves will always help you.
- 5 You are a sexual athlete and gain advantage on Charisma checks on the opposite sex, never get enough.
- 6 You are a secret were-creature (roll type randomly) and your alignment must be a chaotic type.
- 7 You are a total unbeliever in all magic (even divine), this gains you -4 on all magic DCs and saves.
- 8 You are a member of a secret and ancient society of evil ways, inner confidence - gain +3 to Charisma.
- 9 You have a natural ability to detect magic (as spell) of all types.
- 10 You have a natural ability to sense any nearby traps of any type within 5 feet.
- 11 You are a fanatical racist and bigot, hating all who are not your kind. Gain a -3 to Charisma.
- 12 You are a natural naturalist, always able to find edible food and safe water if any may be found.
- 13 You are stunningly good-looking, your Charisma is 20, but you are also super arrogant.
- 14 You are a happy-go-lucky drinker and carouser, will always spend ALL your money given an opportunity.
- 15 You're a natural linguist, speak 10 additional languages, gain advantage to decipher any written language.
- 16 You are a good horse rider, gaining advantage on any related checks, naturally ride 20% further.
- 17 You are a coward, gain disadvantage versus all fear-related, and always a 50% chance to flee/hide.
- 18 You are humble and pious helping all in need, gain advantage vs magic DCs and saves, +2 to Str. and Wis.
- 19 You are an obese glutton with foul habits gaining a -4 to your Charisma, +4 to all poison DCs and saves.
- 20 You have a natural, unerring ability to sense when food or drink is poisonous to you.
- 21 You are naturally friends with animals (not monsters), 65% chance they will help you in some fashion.
- 22 You're from a family of known dragon friends, 75% chance dragons will speak with and not eat you.
- 23 You taste bad to monsters and there is a 50% chance one will spit you out rather than swallow you.
- 24 Roll once on any two tables, you are stuck with whatever the result.

TIME, MOVEMENT, AND THE ENVIRONMENT

TIME

In situations where keeping track of the passage of time is important, the Game Judge determines the time a task requires. The Game Judge might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers’ movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours’ time.

For long journeys, a scale of **days** works best. Following the road from city to city, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The Game Judge can summarize the adventurers’ movement without calculating exact distances or travel times: “You travel through the forest and find the dungeon entrance late in the evening of the third day.” Even in a dungeon, particularly a large dungeon or a cave network, the Game Judge can summarize movement between encounters: “After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch.”

Sometimes it’s important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they’re moving over.

Speed: Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Pace. While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don’t suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

Travel Pace (Based on speed 30 feet. 20 feet = 2/3; 15 feet = 1/2; 40' = 4/3)

Pace	Per Minute	Per Hour	Per Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	No added effect
Slow	200 feet	2 miles	18 miles	Able to use stealth

Difficult Terrain. The travel speeds given in the Travel Pace table assume relatively simple terrain:

roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain. You move slower through difficult terrain, as indicated on the Terrain and Overland Movement table.

Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

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

Climbing, Swimming, and Crawling. While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the Game Judge's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping. Your Strength determines how far you can jump.

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

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

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

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your

Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your Game Judge might allow you to make a Strength (Athletics) check to jump higher than you normally can.

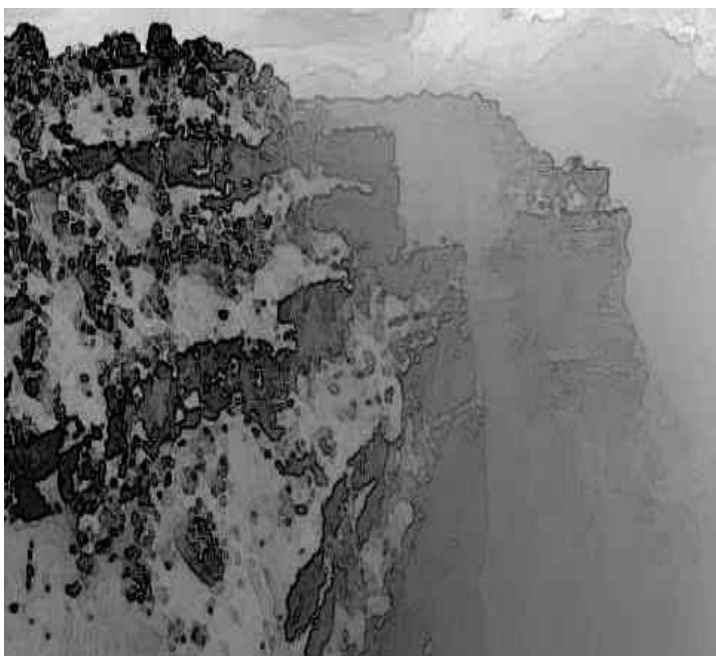
You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Falling: A fall from a great height is one of the most common hazards facing an adventurer. The basic rule is 1d6 bludgeoning damage per 10' fallen, *cumulative*. Since a falling body accelerates quickly, the damage mounts geometrically: 3d6 from 20' fallen (1d6+2d6), 6d6 from 30' (3d6+3d6), etc. The maximum of 40d6 is therefore reached after a fall of approximately 90 feet for most characters. (See Standard Falling Damage table.)

A normal Dexterity check allows a you to avoid any damage from the first 10 feet fallen. Deliberately jumping allows you to avoid any damage from the first 10 feet, then you get a normal Dexterity check to avoid damage from the second 10 feet falling. Thus, slipping from a ledge 30 feet up is 6d6 damage. Jumping is 3d6 points of damage. Leaping down with a successful Dexterity check, is only 1d6 points of damage.



Falls onto yielding surfaces (soft ground, mud) allows you to avoid first 1d6 of damage and also reduced damage due to deliberate jumps. Also, mass has an effect on falling velocity and damage. Small size creatures use d4 damage, large size d8, huge d10, gargantuan d12, and so on. Falling creatures who take damage land prone.

Standard Falling Damage	
Distance	Total Damage
10'-19'	1d6
20'-29'	3d6
30'-39'	6d6
40'-49'	10d6
50'-59'	15d6
60'-69'	21d6
70'-79'	28d6
80'-89'	36d6
90'-higher	40d6 (max)

Falls into Water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do 1d3 per 10-foot increment. Beyond that, falling damage into water is 1d6 per additional 10-foot increment, *cumulative*, up to 40d6 maximum as falling to ground.

Characters who deliberately dive into water take no damage on a successful Dexterity check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the roll of the Dexterity check increases by +5 for every 50 feet of the dive.

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

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

For example, a creature with Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before drops to 0 hit points.

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

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disad-

vantage on Wisdom (Perception) checks that rely on sight.

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

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

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

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

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Blindsight. A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision. Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, most creatures with darkvision can't discern colors in darkness, only shades of gray.

Truesight. A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Food and Water: Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food. A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Water. A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

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

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the Game Judge might call for a Strength check to see whether the character can wrench the lever into place. The Game Judge sets the DC for any such check based on the difficulty of the task.

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

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

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

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

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

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

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

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

BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When

starting a new adventure, the Game Judge might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the Game Judge might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses. Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Downtime Activities. Between adventures, the Game Judge might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your Game Judge.

Crafting. You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the

characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

Practicing a Profession. You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating. You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching. The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the Game Judge determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The Game Judge might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persua-

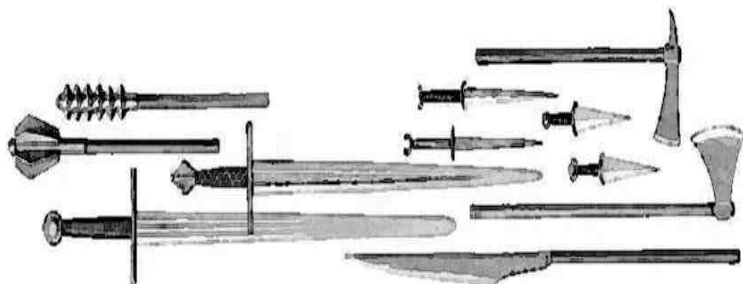
sion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

Training. You can spend time between adventures learning a new language or training with a set of tools. Your Game Judge might allow additional training options.

First, you must find an instructor willing to teach you. The Game Judge determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.



EQUIPMENT

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Standard Exchange Rates

Coin	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1



SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

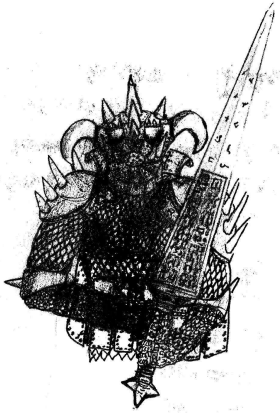
Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the Game Judge might require you to find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

ARMOR



Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds

of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

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

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

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

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

Light Armor: Made from supple and thin materials,

light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded. Padded armor consists of quilted layers of cloth and batting.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Medium Armor: Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide. This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Chain Shirt. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Breastplate. This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while being relatively unencumbered.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Heavy Armor: Heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	-	-	10 lb.
Studded leather	45 gp	12 + Dex modifier	-	-	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Chain Shirt	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	-	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	-	-	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	-	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	-	-	6 lb.

Ring Mail. This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint. Made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Plate. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding under the armor. Buckles and straps distribute weight over the body.

Getting Into and Out of Armor: The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

WEAPONS



Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

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

Weapon Proficiency: Race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often used by commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties: Many weapons have special properties related to use, shown in the Weapons table.

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

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

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

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

Light. A light weapon is small and easy to handle, ideal for use when fighting with two weapons.

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

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

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special. A weapon with the special property has unusual rules governing its use.

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

nesse property.

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

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

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

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the Game Judge’s option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

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

Silvered Weapons: Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Special Weapons: Special rules are described here.

Composite Bow. All composite bows are made with a particular strength rating (each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the bow, you can’t effectively use it and take –2 penalty on attacks. The default composite bow requires a Strength modifier of +0 or higher to use with proficiency. This feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also requires two hands to wield when you aren’t mounted.

Net. A Large or smaller creature hit by a net is restrained until freed, but no effect on creatures that are formless, Huge or larger. A creature can use its ac-

tion to make a DC 10 Strength check to free itself or another creature within its reach on a success. Dealing slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroy-

ing the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless the number of attacks you normally make.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	-
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	-	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Chain, spiked	25 gp	2d4 piercing	10 lb.	Finesse, reach, two-handed
Flail	10 gp	1d8 bludgeoning	2 lb.	-
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	-
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d6 slashing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War Pick	5 gp	1d8 piercing	2 lb.	-
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Composite Bow	85 gp	1d8 piercing	2 lb.	Special, ammunition (range 165/660), heavy, two-handed.
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	-	3 lb.	Special, thrown (range 5/15)

Common Improvised Weapons

Name	Damage	Weight	Properties
Ashtray	1d2 bludgeoning	1 lb.	Thrown (20/60)
Stool	1d4 bludgeoning	5 lb.	Thrown (20/60)
Book	1hp bludgeoning	1 lb.	Thrown (20/60)
Bookcase	1d8 bludgeoning	25 lb.	Thrown (20/60)
Bowing Ball	1d4 bludgeoning	10 lb.	Thrown (20/60)
Brick	1d4 bludgeoning	1 lb.	Thrown (20/60)
Chainsaw	2d6 slashing	10 lb.	Heavy, two-handed, Ignores slashing damage resistance
Chair	1d3 bludgeoning	15 lb.	Thrown (20/60)
Cooking Pan	1d3 bludgeoning	2 lb.	Thrown (20/60)
Door	1d4 bludgeoning	15 lb.	Thrown (20/60)
Fork	1hp bludgeoning	-	Thrown (20/60)
Framed Picture	1d2 bludgeoning	2 lb.	Thrown (20/60)
Glass bottle	1d2 bludgeoning	1/2 lb	Thrown (20/60)
Guitar, acoustic	1d3 bludgeoning	5 lb.	Thrown (20/60)
Guitar, solid-body	1d6 bludgeoning	15 lb.	Thrown (20/60)
Keys	1hp slashing	-	Thrown (20/60)
Large Rock	1d3 bludgeoning	5 lb.	Thrown (20/60)
Mug	1d2 bludgeoning	1 lb.	Thrown (20/60)
Pen	1d2 piercing	-	-
Screwdriver	1d2 piercing	1/2 lb.	Thrown (20/60)
Shoe	1 hp bludgeoning	1/2 lb.	Thrown (20/60)
Tire Iron	1d6 bludgeoning	10 lb.	Thrown (20/60)
Vase	1d2 bludgeoning	5 lb.	Thrown (20/60)

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—de-

signed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

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

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

Caltrops. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn

and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

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

Case, Crossbow Bolt. This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll. This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

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

Crowbar. Using a crowbar grants advantage to Strength checks where its leverage can be applied.

Druidic Focus. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

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

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in

hand, wear it visibly, or bear it on a shield.

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

A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Hunting Trap. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

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

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

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

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your Game Judge may decide that better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

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

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

Poison, Basic. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Quiver. A quiver can hold up to 20 arrows.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

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

Rope. Rope, whether made of hemp or silk, has

2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

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

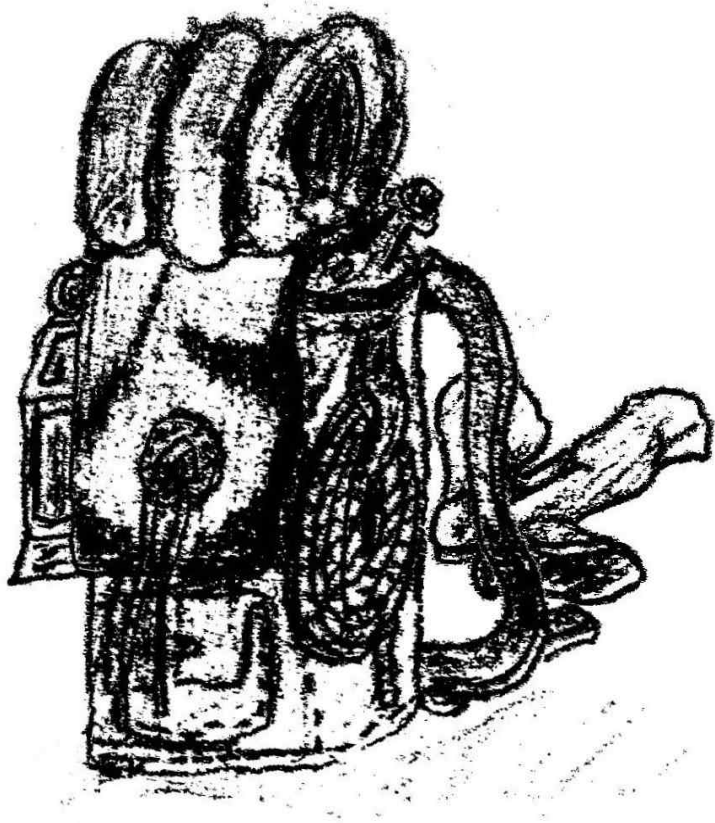
Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tent. A simple and portable canvas shelter, a tent sleeps two.

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

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

Vial. A vial holds 1 ounce of liquid. Stoppered container usually no more than 1" wide and 3" high.



Item	Cost	Weight	Holy symbol		
Abacus	2 sp	2 lb.	Amulet	5 gp	1 lb
Acid (vile)	25 gp	1 lb.	Emblem	5 gp	-
Alchemist's fire (flask)	50 gp	1 lb.	Reliquary	5 gp	2 lb.
<i>Ammunition</i>			Holy water (flask)	25 gp	1 lb.
Arrows (20)	1 gp	1 lb.	Hourglass	25 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.	Hunting trap	5 gp	25 lb.
Crossbow bolts (20)	1 gp	1 1/2 lb.	Ink (1 ounce bottle)	10 gp	-
Sling Bullets (20)	4 cp	1 1/2 lb.	Ink pen	2 cp	-
Antitoxin (vial)	50 gp	-	Jug or pitcher	2 cp	4 lb.
<i>Arcane focus</i>			Ladder (10-foot)	1 sp	25 lb.
Crystal	10 gp	1 lb.	Lamp	5 sp	1 lb
Orb	20 gp	3 lb.	Lantern, bullseye	10 gp	2 lb.
Rod	10 gp	2 lb.	Lantern, hooded	5 gp	2 lb.
Staff	5 gp	4 lb.	Lock	10 gp	1 lb.
Wand	10 gp	1 lb.	Magnifying glass	100 gp	-
Backpack	2 gp	5 lb.	Manacles	2 gp	6 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.	Mess kit	2 sp	1 lb.
Barrel	2 gp	70 lb.	Mirror, steel	5 gp	1/2 lb.
Basket	4 sp	2 lb.	Oil (flask)	1 sp	1 lb.
Bedroll	1 gp	7 lb.	Paper (one sheet)	2 sp	-
Bell	1 gp	-	Parchment (one sheet)	1 sp	-
Blanket	5 sp	3 lb.	Perfume (vial)	5 gp	-
Block and tackle	1 gp	5 lb.	Pick, miner's	2 gp	10 lb.
Book	25 gp	5 lb.	Piton	5 cp	1/4 lb.
Bottle, glass	2 gp	2 lb.	Poison, basic (vial)	100 gp	-
Bucket	5 cp	2 lb.	Pole (10-foot)	5 cp	7 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Pot, iron	2 gp	10 lb.
Candle	1 cp	-	Potion of healing	50 gp	1/2 lb.
Case, crossbow bolt	1 gp	1 lb.	Pouch	5 sp	1 lb.
Case, map or scroll	1 gp	1 lb.	Quiver	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.	Ram, portable	4 gp	25 lb.
Chalk (1 piece)	1 cp	-	Rations (1 day)	5 sp	2 lb.
Chest	5 gp	25 lb.	Robes	1 gp	4 lb.
Climber's kit	25 gp	12 lb.	Rope, hempen (50 feet)	1 gp	10 lb.
Clothes, common	5 sp	3 lb.	Rope, silk (50 feet)	10 gp	5 lb.
Clothes, costume	5 gp	4 lb.	Sack	1 cp	1/2 lb.
Clothes, fine	15 gp	6 lb.	Scale, merchant's	5 gp	3 lb.
Clothes, traveler's	2 gp	4 lb.	Sealing wax	5 sp	-
Component pouch	25 gp	2 lb.	Shovel	2 gp	5 lb.
Crowbar	2 gp	5 lb.	Signal whistle	5 cp	-
<i>Druidic focus</i>			Signet ring	5 gp	-
Sprig of mistletoe	1 gp	-	Soap	2 cp	-
Totem	1 gp	-	Spellbook	50 gp	3 lb.
Wooden staff	5 gp	4 lb.	Spikes, iron (10)	1 gp	5 lb.
Yew wand	10 gp	1 lb	Spyglass	1,000 gp	1 lb.
Fishing tackle	1 gp	4 lb.	Tent, two-person	2 gp	20 lb.
Flask or tankard	2 cp	1 lb	Tinderbox	5 sp	1 lb.
Grappling hook	2 gp	4 lb.	Torch	1 cp	1 lb.
Hammer	1 gp	3 lb.	Vial	1 gp	-
Hammer, sledge	2 gp	10 lb.	Waterskin	2 sp	5 lb. (full)
Healer's kit	5 gp	3 lb.	Whetstone	1 cp	1 lb.

Container Capacity

Container	Capacity
Backpack *	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1 1/2 pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic feet/6 pounds of gear
Sack	1 cubic feet/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Equipment Packs. The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp). Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack (39 gp). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

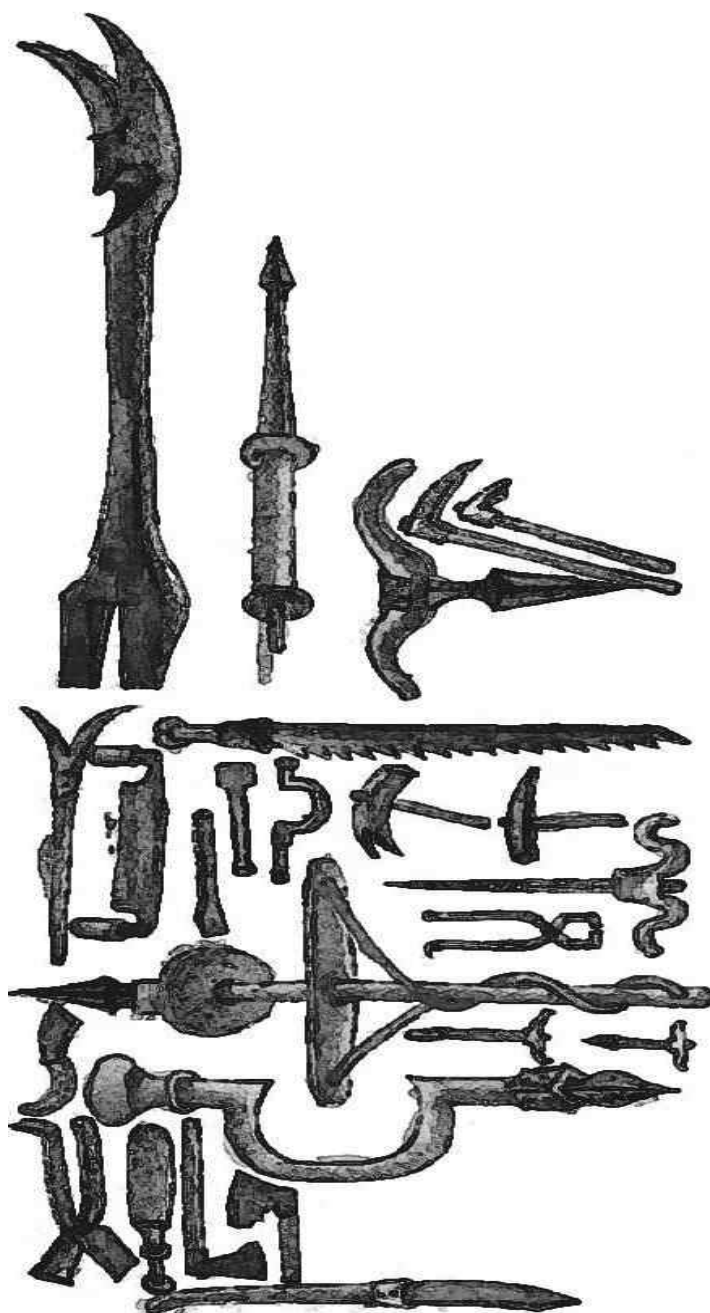
Explorer's Pack (10 gp). Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the Game Judge might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.



Tools

Item	Cost	Weight	Forgery kit	15 gp	5 lb.
<i>Artisan tools</i>			<i>Gaming set</i>		
Alchemist's supplies	50 gp	8 lb.	Dice set	1 sp	-
Brewer's supplies	20 gp	9 lb.	Playing card set	5 sp	-
Calligrapher's supplies	10 gp	5 lb.	Herbalism kit	5 gp	3 lb.
Carpenter's tools	8 gp	6 lb.	<i>Musical instrument</i>		
Cartographer's tools	15 gp	6 lb.	Bagpipes	30 gp	6 lb.
Cobbler's tools	5 gp	5 lb.	Drum	6 gp	3 lb.
Cook's utensils	1 gp	8 lb.	Dulcimer	25 gp	10 lb.
Glassblower's tools	30 gp	5 lb.	Fiddle	20 gp	1 lb.
Jeweler's tools	25 gp	2 lb.	Flute	2 gp	1 lb.
Leatherworker's tools	5 gp	5 lb.	Lute	35 gp	2 lb.
Mason's tools	10 gp	8 lb.	Lyre	30 gp	2 lb.
Painter's supplies	10 gp	5 lb.	Horn	3 gp	2 lb.
Potter's tools	10 gp	3 lb.	Pan flute	12 gp	2 lb.
Smith's tools	20 gp	8 lb.	Shawm	2 gp	1 lb.
Tinker's tools	50 gp	10 lb.	Viol	30 gp	1 lb.
Weaver's tools	1 gp	5 lb.	Navigator's tools	25 gp	2 lb.
Woodcarver's tools	1 gp	5 lb.	Poisoner's kit	50 gp	2 lb.
Disguise kit	25 gp	3 lb.	Thieves' tools	25 gp	1 lb.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

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

Forgery Kit. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

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

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Navigator's Tools. This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

MOUNTS AND VEHICLES

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in fantasy gaming worlds, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

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

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Rowed Vessels. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

Mounts and Other Animals

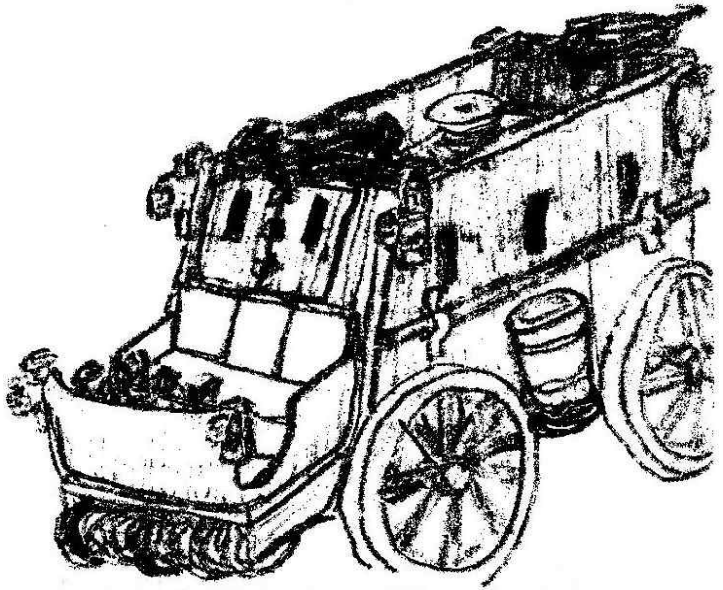
Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Feed (per day)	5 cp	100 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack		
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	-
Wagon	35 gp	400 lb.

Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1 1/2 mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2 1/2 mph



TRADE GOODS

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

EXPENSES

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

Lifestyle Expenses: Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle

throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

Wretched. You live in inhumane conditions. With no place to call home, shelter wherever you can, sneaking into barns, huddling in old crates, relying on the good graces of people better off than you. This lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hun-

gry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. A wealthy lifestyle means living a life of luxury, though perhaps not the social status associated with the old money of nobility or royalty. Your lifestyle is comparable to that of a highly successful merchant, favored servant of royalty, or owner of small businesses. You have respectable lodgings, usually a home in a good part of town or comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and servants attend to your every need. You receive invitations to social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

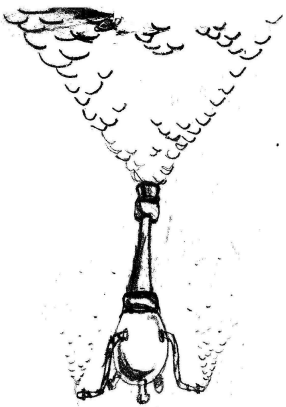
Self-Sufficiency: The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying people to sharpen your sword and repair your armor, and so on. Some characters might prefer to spend their time away from civilization, sustaining themselves by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

Food, Drink, and Lodging: The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Food, Drink, and Lodging

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp



Services: Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for a performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers helping the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

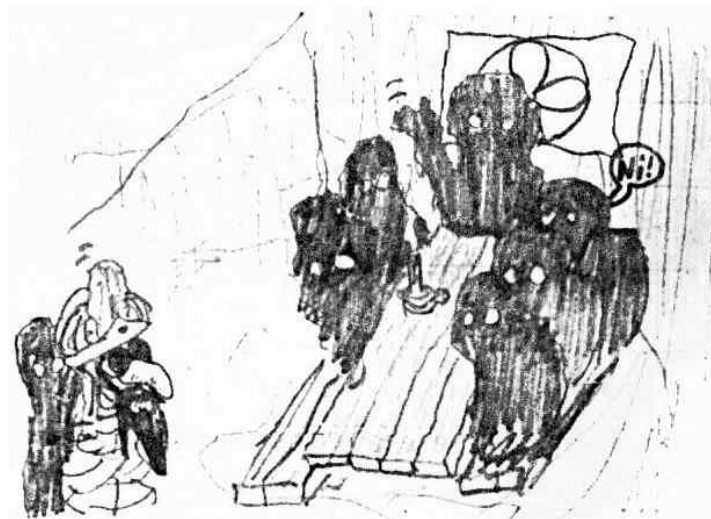
Services

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

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and includes laborers, porters, maids, and the like.

Spellcasting Services: People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.



THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step:

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

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

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

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

Initiative: Initiative determines the order of turns during combat. If there is a surprised group and a non-surprised group, the non-surprised group has initiative and attacks first. When combat starts, each side (ad-

venturers versus monsters) rolls a d6 for initiative (Barbarians and Rangers roll their own d8 for initiative). The Game Judge makes one roll for an entire group of creatures and one party member makes one roll for the adventurers, so each member of each group acts at the same time. The initiative order remains the same from round to round.

Initiative Priority for Standard Actions. If during an encounter it becomes necessary to determine specifically whether one particular action may be completed before another individual's action, you can consult the table below where the highest adjusted total may act before a lower in the same round.

Initiative Priority for Standard Actions (highest total may act first)

- 1 - Read Scroll
- 2 - Short Weapon (e.g. dagger, mace)
- 3 - Medium Weapon (sword, battle axe) or Touch
- 4 - Long Weapon (flail, morning star, spear, 2 handed sword)
- 5 - Very Long Weapon (Lance)
- 6 - Extreme Weapon (pike)
- 7 - Missile Fire
- 8 - Spell
- 9 - Breath Weapon
- 10 - Glance

Add up with each side's d6 (or d8) initiative score and add or subtract dexterity modifier (factoring in any max Dex modifier from armor), then compare adjusted totals. If initiative priorities tie, compare actual dexterity.

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

The most common actions you can take are described in the “Actions in Combat” section. Many class features and other abilities provide additional options for your action.

The “Movement and Position” section gives the rules for your move.

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

Bonus Actions. Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a thief to take a bonus ac-

tion. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

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

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

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

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

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

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

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



Interacting with Objects Around You. Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10---foot pole
- hand an item to another character

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

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



MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

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

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute

your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

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

Moving between Attacks. If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

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

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

Difficult Terrain: Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

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

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

Being Prone: Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone.

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

To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement

while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures: You can move through a nonhostile creature’s space. In contrast, you can move through a hostile creature’s space only if the creature is at least two sizes larger or smaller than you. Remember that another creature’s space is difficult terrain for you.

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

If you leave a hostile creature’s reach during your move, you provoke an opportunity attack.

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

Creature Size: Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects use similar size categories.

Size Categories

Size	Space	Height or length	Weight
Tiny	2 1/2 by 2 1/2 ft.	1 ft. - 2 ft.	1 lb. - 8 lb.
Small	5 by 5 ft.	2 ft. - 4 ft.	8 lb. - 60 lb.
Medium	5 by 5 ft.	4 ft. - 8 ft.	60 lb. - 500 lb.
Large	10 by 10 ft.	8 ft. - 16 ft.	500 lb. - 2 tons
Huge	15 by 15 ft.	16 ft. - 32 ft.	2 tons - 16 tons
Gargantuan	20 by 20 ft. or larger	32 ft. - 64 ft.	16 tons - 125 tons

Space. A creature’s space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn’t 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can’t get through unless the hobgoblin lets them.

Space also reflects the area needed to fight effectively. For that reason, there’s a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, 8 creatures can fit in a 5-foot radius around another one.

Larger creatures take up more space, so fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there’s little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing into a Smaller Space. A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that’s only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it’s in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.



When you describe an action not detailed elsewhere in the rules, the Game Judge tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

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

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

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

Cast a Spell: Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

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

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage: If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge: When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

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

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

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

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

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

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto

the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends. If you take damage before releasing *magic missile* with your reaction, your concentration might be broken.

Search: When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the Game Judge might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object: You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.



MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The Game Judge determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

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

Attack Rolls: When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll. When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

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

Rolling 1 or 20. Sometimes fate intervenes, causing the novice to hit and the veteran to miss.

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

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

Unseen Attackers and Targets: Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

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

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks: When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range. You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as a spell, has a single range, you can't attack a target beyond this range.

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

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

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

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

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks. In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

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

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

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

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

Contests in Combat: Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

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

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. The condition specifies things that end it, and you can release target whenever you like (no action required).

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

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

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

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

COVER

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

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

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

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

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

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

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

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls: Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

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

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

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

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

When you score a critical hit, roll again to see if you score a special critical hit. A critical hit confirmed with a second d20 roll of 20 (no modifiers), rolls a special critical hit on the Critical d% table determined by a d% dice roll as per the weapons damage type.

Spells and Critical Hits. A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Fumbles. When you roll 1 on an attack, with no modifiers, roll d20 again to see if you fumble. A d20 roll of 1 confirmed with second d20 roll of 1 (no modifiers) is a fumble as rolled on the Fumble d% table.

Notes on Critical Hits and Fumbles. A stun equals 1 full attack. Shock lasts d20+(20-CON) minutes. A critical with (*) is always max critical damage. A (helm) or (shield) means if target has item or appendage is not part of the creature the affect doesn't occur, but max damage does & the item might break if slash/blunt attack: metal items 30%, wood items 50%. If item is magical subtract 10% from break chance & subtract 5% for each plus over +1. Artifacts & relics break chance only 5%, but usually this only temporarily neutralizes the artifact or relic. Creature's appendage break chance 80%.

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

The damage types follow, with examples to help a Game Judge assign a damage type to a new effect.

Acid. The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks—hammers,

falling, constriction—deal bludgeoning damage.

Cold. The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire. Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning. A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

Necrotic. Necrotic damage, dealt by certain undead and a spell such as *chill touch*, withers matter and even the soul.

Piercing. Puncturing and impaling attacks, such as spears and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic. Mental abilities such as a mind flayer's psionic blast deal psychic damage.

Radiant. Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound, such as an effect of *thunderwave* spell, deals thunder damage.

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

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

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

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

Critical d%	Result	Slashing Damage	Bludgeoning Damage	Piercing Damage
1-40	Massive Hit	1x <i>extra</i> to crit damage, chance shield breaks	1x <i>extra</i> to crit damage, chance shield breaks	1x <i>extra</i> to crit damage, roll DEX or be knocked prone
41-43	Hand	Slash open, -1 attacks	Smashed, -1 attacks	Puncture muscle, -1 attacks
44-46	Hand	Lose 1d4 fingers, hand incapacitated	Hand broken, hand incapacitated	Pierce muscle, hand incapacitated
47-48	Foot	Slashed open, 1/2 move	Crush toe, 1/2 move	Puncture muscle, 1/2 move
49-50	Foot	Lose 1d4 toes, 1/2 move	Smash foot, 1/4 move	Puncture muscle, 1/2 move
51-52 (*)	Leg	Slashed open, 1/2 move	Crush thigh, roll DEX or fall, 1/2 move	Puncture thigh, roll DEX or fall, 1/2 move (shield)
53-54 (*)	Leg	Removed at ankle, fall, die in 1-30 minutes	Broke knee, 1/4 move	Puncture thigh, roll DEX or fall, 1/4 move
55-56 (*)	Leg	Removed at knee, fall, die in 1-30 minutes	Broke hip, fall, 1/4 move (shield)	Split knee, fall, 1/2 move
57-58 (*)	Leg	Removed below hip, fall (shield), die in 1-30 minutes	Broke shin, fall, 1/4 move	Split knee, fall, 1/4 move
59-60	Arm	Removed below wrist, die in 1d8 minutes	Broke wrist, drop item	Pierce wrist, -1 combat
61-62	Arm	Removed below elbow, die in 1-30 minutes	Broke elbow, drop item	Tear shoulder, -1 combat
63-64 (*)	Arm	Removed below shoulder (shield), die in 1-30 minutes	Broke shoulder, drop item	Tear shoulder, incapacitate (shield)
65-66 (*)	Abdominal	Remove genital, roll CON or shock	Smash groin, stun, infertile	Puncture groin, stun
67-68 (*)	Abdominal	Rip open, guts hanging out, 20% chance tangle feet, die in 1d10 min	Crush gut, stun (shield)	Stab gut, death in 1d10 min (shield)
69-70 (*)	Abdominal	Rip open, stun, death in 1d10 min	Pulp gut, death in 1d10 min	Stab, death in 1d10 min
71-72	Chest&Neck	Slash lung, -1 combat	Smash shoulder, -1 combat	Pierce lung, -1 combat
73-74	Chest&Neck	Ribs broke, stun	Crush shoulder, -1 combat, incapacitate arm	Pierce lung, stun
75-76 (*)	Chest&Neck	Slash chest open, death (shield)	Broke ribs, stun (shield)	Pierce lung, stun
77-78 (*)	Chest&Neck	Throat cut, no speech (helm)	Broke ribs, stun	Pierce chest, incapacitate (shield)
79-80 (*)	Chest&Neck	Throat cut, no speech	Broke ribcage, stun (shield)	Pierce heart, death (shield)
81-82 (*)	Chest&Neck	Slash chest, -2 combat	Crush chest, -2 combat	Pierce heart, death
83-84 (*)	Chest&Neck	Throat cut, death in 1d3 rounds (helm)	Crush chest, death (shield)	Pierce throat, no speech (helm)
85-86 (*)	Chest&Neck	Throat cut, death in 1d3 rounds	Crush chest, death	Pierce throat, no speech
87-88 (*)	Head	Remove eye, stun (helm)	Hit skull, stun, lose 1d4 INT, 40% chance amnesia (helm)	Pierce throat, death in 1d3 rounds (helm)
89-90 (*)	Head	Remove eye & helm, stun	Hit skull, stun, lose 1d4 INT, 40% chance amnesia	Pierce throat, death in 1d3 rounds
91-92 (*)	Head	Remove ear (helm)	Hit skull, stun, lose 1/2 INT &CHA, 51-100% mem loss (helm)	Eye removed (helm)
93-94 (*)	Head	Remove ear & helm	Hit skull, stun, lose 1/2 INT &CHA, 51-100% mem loss	Eye & helm removed
95-96 (*)	Head	Nose & 1d4 teeth shattered (helm)	Crush nose & 1d4 teeth (helm)	Skull, stun, lose 1d4 INT (helm)
97-98 (*)	Head	Nose & 1d4 teeth shattered	Crush nose & 1d4 teeth	Skull, stun, lose 1d4 INT
99 (*)	Head	Decapitate, death (helm)	Crush skull, death (helm)	Pierce skull, death (helm)
00 (*)	Head	Decapitate, death	Crush skull, death	Pierce skull, death

Fumble d%	Result	Fumble Effect
1-25	Distracted	Trip, roll DEX or fall
26-39	Clumsy	Trip, roll DEX or drop primary weapon
40-50	Very clumsy	Fall & drop primary weapon, roll DEX or be stunned
51-55	Useless	Fall & be stunned
56-60	Dazed	Fall, drop primary weapon, & be stunned
61	Unconscious	Fall, knock head on floor, knocked out for 1d4 rounds
62	Inept	Weapon disarmed by opponent, thrown 1d20 feet in random direction
63-65	Very inept	Chance weapon or appendage breaks (+10% to break chance)
66-67	Klutz	Twist ankle, 1/2 move
68-69	Dangerous klutz	Twist knee, 1/4 move
70	Untrained	Twist wrist, weapon arm incapacitated, drop weapon
71	Vulnerable	Opponent steps on foot, attack last next round
72	Knocked silly	Helm twists, blind until end of next round, roll again if no helm
73-74	Poor judgment	Wrong move, opponent's next attack at +4 to hit
75-76	Blocked with hand	Knuckles hit, -4 to hit until end of next round
77-79	Embarrassing	Armor piece knocked off/strap cut/belt cut/clothes torn, lose 2 to AC until fixed
80	Staggering in pain	Opponent's parry hits groin, 1/2 move, -4 to hit for 3 rounds
81	Numbness	Opponent's parry hits funny bone in weapon arm, -2 damage for 3 rounds
82-83	Irritating	Dirt blinds 1 eye, -1 to hit until cleaned
84	Very irritating	Dirt blinds 2 eyes, -3 to hit until cleaned
85-86	Fool	Hit self, normal damage
87	Useless fool	Hit self, normal damage, stun
88-89	Moron	Hit self, double damage
90	Useless moron	Hit self, double damage, stun
91	Complete moron	Hit self, critical hit
92-93	Unaware	Hit friend, normal damage
94	Very unaware	Hit friend, normal damage & stun friend
95-96	Unaware moron	Hit friend, double damage
97	Liability	Hit friend, double damage & stun friend
98	Big liability	Hit friend, critical hit
99	Very bad	Roll 2x on fumble table, if this comes up again re-roll
00	Disastrous	Roll 3x on fumble table, if this comes up again re-roll



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

When a creature receives healing of any kind, hit points regained are added to its current hit points. A

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

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

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

Instant Death. Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage exceeds your Constitution ability score.

For example, a cleric with a Constitution score of 12 currently has 6 hit points. If she takes 19 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage exceeds her Constitution ability score, the cleric dies.

Falling Unconscious. If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

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

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

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

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

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

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

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

Monsters and Death. Most monsters die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the Game Judge might have

them fall unconscious and follow the same rules as player characters.

Knocking a Creature Out: Sometimes an attacker wants to incapacitate a foe, rather than killing. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points: Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a pool of hit points that buffer you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature granting temporary hit points has duration, they last until depleted or finish long rest.

MOUNTED COMBAT

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

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

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

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

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

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

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

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

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

UNDERWATER COMBAT

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

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

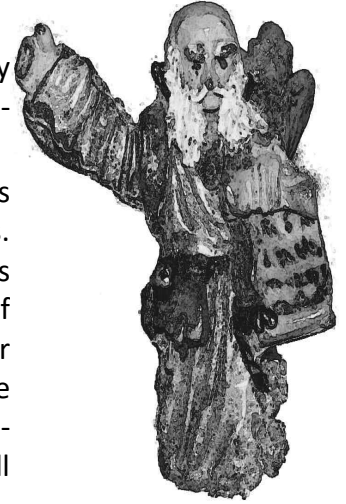
A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

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

SPELLCASTING

Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This section provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.



A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Spell Level: Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

Known and Prepared Spells: Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells.

This process varies for different classes, as detailed in their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots: Regardless of how many spells a caster knows or prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at each character level.

When a character casts a spell, he or she expends a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 9th-level spell fits only in a 9th-level slot. Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell slots. For example, a monk who follows the Way of the Four Elements, a warlock who chooses certain eldritch invocations, and a pit fiend from the Nine Hells can all cast spells in such a way.

Casting a Spell at a Higher Level. When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts *magic missile* using one of her 2nd-level slots, that *magic missile* is 2nd level. Effectively, the spell expands to fill the slot it is put into.

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

Casting a Spell at a Lower Level. Arcane magic under certain circumstances may be unreliable. Arcane spellcasters **only**, such as bards, sorcerers, warlocks, and wizards, can force a *higher level spell* into a *lower level slot*. Attempting this action takes a physical toll on the arcane spellcaster, and the caster must make a constitution saving throw to avoid an arcane spell fumble. The DC is $12 + 2x$ (the level of the spell - the level of the slot). A rolled natural 20 is always a success and natural 1 always a spell fumble. For example, a 6th level wizard under dire circumstances attempts *call lightning*, a 3rd-level spell, but only has a 2nd level slot available. In or-

der to avoid a fumble, the wizard must make a constitution saving throw vs a DC of $14 (12 + 2x (3 - 2))$. If she succeeds, the spell acts as normally cast in the spell's base spell slot. If she fails the Game Judge will roll for the result.

Cantrips: A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

Rituals: Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

CASTING A SPELL

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

Each spell description begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

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

Bonus Action. A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions. Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times. Certain spells (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you

must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see “Concentration” below). If your concentration is broken, the spell fails, but you don’t expend a spell slot. If you want to try casting the spell again, you must start over.

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

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

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell’s effect must be you (see “Areas of Effect”).

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

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

Verbal (V). Most spells require the chanting of mystic words. The words themselves aren’t the source of the spell’s power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can’t cast a spell with a verbal component.

Somatic (S). Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M). Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in “Equipment”) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

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

A spellcaster must have a hand free to access a

spell’s material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.

Duration: A spell’s duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous. Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can’t be dispelled, because its magic exists only for an instant.

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

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

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

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can’t concentrate on two spells at once.

- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon’s breath, you make a separate saving throw for each source of damage.

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

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

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

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An

effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Path to the Target. To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect: Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

Cone. A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube. You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder. A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder

expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line. A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere. You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws: Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls: Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.

Combining Magical Effects: The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

THE SCHOOLS OF MAGIC

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life.

Creating the undead through the use of necromancy spells such as *animate dead* is not a good act, and only evil casters use such spells frequently.

Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.



SPELL LISTS

BARD SPELLS

Cantrips (0 Level): Dancing Lights; Light; Mage Hand; Mending; Message; Minor Illusion; Prestidigitation; True Strike; Vicious Mockery.

1st Level: Animal Friendship; Bane; Charm Person; Comprehend Languages; Cure Wounds; Detect Magic; Disguise Self; Faerie Fire; Feather Fall; Healing Word; Heroism; Hideous Laughter; Identify; Illusory Script; Longstrider; Silent Image; Sleep; Speak with Animals; Thunderwave; Unseen Servant.

2nd Level: Animal Messenger; Blindness/Deafness; Calm Emotions; Detect Thoughts; Enhance Ability; Enthrall; Heat Metal; Hold Person; Invisibility; Knock; Lesser Restoration; Locate Animals or Plants; Locate Object; Magic Mouth; See Invisibility; Shatter; Silence; Suggestion; Zone of Truth.

3rd Level: Bestow Curse; Clairvoyance; Dispel Magic; Fear; Glyph of Warding; Hypnotic Pattern; Major Image; Nondetection; Plant Growth; Sending; Speak with Dead; Speak with Plants; Stinking Cloud; Tiny Hut; Tongues.

4th Level: Compulsion; Confusion; Dimension Door; Freedom of Movement; Greater Invisibility; Hallucinatory Terrain; Locate Creature; Polymorph.

5th Level: Animate Objects; Awaken; Dominate Person; Dream; Geas; Greater Restoration; Hold Monster; Legend Lore; Mass Cure Wounds; Mislead; Modify Memory; Planar Binding; Raise Dead; Scrying; Seeming; Teleportation Circle.

6th Level: Eyebite; Find the Path; Guards and Wards; Irresistible Dance; Mass Suggestion; Programmed Illusion; True Seeing.

7th Level: Arcane Sword; Etherealness; Forcecage; Magnificent Mansion; Mirage Arcana; Project Image; Regenerate; Resurrection; Symbol; Teleport.

8th Level: Dominate Monster; Feeblemind; Glibness; Mind Blank; Power Word Stun.

9th Level: Foresight; Power Word Kill; True Polymorph.

CLERIC SPELLS

Cantrips (0 Level): Guidance; Light; Mending; Resistance; Sacred Flame; Spare the Dying; Thaumaturgy.

1st Level: Bane; Bless; Command; Create or Destroy Water; Cure Wounds; Detect Evil and Good; Detect Magic; Detect Poison and Disease; Guiding Bolt;

Healing Word; Inflict Wounds; Protection from Evil and Good; Purify Food and Drink; Sanctuary; Shield of Faith.

2nd Level: Aid; Augury; Blindness/Deafness; Calm Emotions; Continual Flame; Enhance Ability; Find Traps; Gentle Repose; Hold Person; Lesser Restoration; Locate Object; Prayer of Healing; Protection from Poison; Silence; Spiritual Weapon; Warding Bond; Zone of Truth.

3rd Level: Animate Dead; Beacon of Hope; Bestow Curse; Clairvoyance; Create Food and Water; Daylight; Dispel Magic; Glyph of Warding; Magic Circle; Mass Healing Word; Meld into Stone; Protection from Energy; Remove Curse; Revivify; Sending; Speak with Dead; Spirit Guardians; Tongues; Water Walk.

4th Level: Banishment; Control Water; Death Ward; Divination; Freedom of Movement; Guardian of Faith; Locate Creature; Stone Shape.

5th Level: Commune; Contagion; Dispel Evil and Good; Flame Strike; Geas; Greater Restoration; Hallow; Insect Plague; Legend Lore; Mass Cure Wounds; Planar Binding; Raise Dead; Scrying.

6th Level: Blade Barrier; Create Undead; Find the Path; Forbiddance; Harm; Heal; Heroes' Feast; Planar Ally; True Seeing; Word of Recall.

7th Level: Conjure Celestial; Divine Word; Etherealness; Fire Storm; Plane Shift; Regenerate; Resurrection; Symbol.

8th Level: Antimagic Field; Control Weather; Earthquake; Holy Aura.

9th Level: Astral Projection; Gate; Mass Heal; True Resurrection.

DRUID SPELLS

Cantrips (0 Level): Druidcraft; Guidance; Mending; Poison Spray; Produce Flame; Resistance; Shillelagh.

1st Level: Animal Friendship; Charm Person; Create or Destroy Water; Cure Wounds; Detect Magic; Detect Poison and Disease; Entangle; Faerie Fire; Fog Cloud; Goodberry; Healing Word; Jump; Longstrider; Purify Food and Drink; Speak with Animals; Thunderwave.

2nd Level: Animal Messenger; Barkskin; Darkvision; Enhance Ability; Find Traps; Flame Blade; Flaming Sphere; Gust of Wind; Heat Metal; Hold Person; Lesser Restoration; Locate Animals or Plants; Locate Object; Moonbeam; Pass without Trace; Protection from Poison; Spike Growth.

3rd Level: Call Lightning; Conjure Animals; Daylight; Dispel Magic; Meld into Stone; Plant Growth; Protection from Energy; Sleet Storm; Speak with Plants; Water Breathing; Water Walk; Wind Wall.

4th Level: Blight; Confusion; Conjure Minor Elementals; Conjure Woodland Beings; Control Water; Dominate Beast; Freedom of Movement; Giant Insect; Hallucinatory Terrain; Ice Storm; Locate Creature; Polymorph; Stone Shape; Stoneskin; Wall of Fire.

5th Level: Antilife Shell; Awaken; Commune with Nature; Conjure Elemental; Contagion; Geas; Greater Restoration; Insect Plague; Mass Cure Wounds; Planar Binding; Reincarnate; Scrying; Tree Stride; Wall of Stone.

6th Level: Conjure Fey; Find the Path; Heal; Heroes' Feast; Move Earth; Sunbeam; Transport via Plants; Wall of Thorns; Wind Walk.

7th Level: Fire Storm; Mirage Arcana; Plane Shift; Regenerate; Reverse Gravity.

8th Level: Animal Shapes; Antipathy/Sympathy; Control Weather; Earthquake; Feeblemind; Sunburst.

9th Level: Foresight; Shapechange; Storm of Vengeance; True Resurrection.

PALADIN SPELLS

1st Level: Bless; Command; Cure Wounds; Detect Evil and Good; Detect Magic; Detect Poison and Disease; Divine Favor; Heroism; Protection from Evil and Good; Purify Food and Drink; Shield of Faith.

2nd Level: Aid; Branding Smite; Find Steed; Lesser Restoration; Locate Object; Magic Weapon; Protection from Poison; Zone of Truth.

3rd Level: Create Food and Water; Daylight; Dispel Magic; Magic Circle; Remove Curse; Revivify.

4th Level: Banishment; Death Ward; Locate Creature.

5th Level: Dispel Evil and Good; Geas; Raise Dead.

RANGER SPELLS

1st Level: Alarm; Animal Friendship; Cure Wounds; Detect Magic; Detect Poison and Disease; Fog Cloud; Goodberry; Hunter's Mark; Jump; Longstrider; Speak with Animals.

2nd Level: Animal Messenger; Barkskin; Darkvision; Find Traps; Lesser Restoration; Locate Animals or Plants; Locate Object; Pass without Trace; Protection from Poison; Silence; Spike Growth.

3rd Level: Conjure Animals; Daylight; Nondetection; Plant Growth; Protection from Energy; Speak with Plants; Water Breathing; Water Walk; Wind Wall.

4th Level: Conjure Woodland Beings; Freedom of Movement; Locate Creature; Stoneskin.

5th Level: Commune with Nature; Tree Stride.

SORCERER SPELLS

Cantrips (0 Level): Acid Splash; Chill Touch; Dancing

Lights; Fire Bolt; Light; Mage Hand; Mending; Message; Minor Illusion; Poison Spray; Prestidigitation; Ray of Frost; Shocking Grasp; True Strike.

1st Level: Burning Hands; Charm Person; Color Spray; Comprehend Languages; Detect Magic; Disguise Self; Expeditious Retreat; False Life; Feather Fall; Fog Cloud; Jump; Mage Armor; Magic Missile; Shield; Silent Image; Sleep; Thunderwave.

2nd Level: Alter Self; Blindness/Deafness; Blur; Darkness; Darkvision; Detect Thoughts; Enhance Ability; Enlarge/Reduce; Gust of Wind; Hold Person; Invisibility; Knock; Levitate; Mirror Image; Misty Step; Scorching Ray; See Invisibility; Shatter; Spider Climb; Suggestion; Web.

3rd Level: Blink; Clairvoyance; Counterspell; Daylight; Dispel Magic; Fear; Fireball; Fly; Gaseous Form; Haste; Hypnotic Pattern; Lightning Bolt; Major Image; Protection from Energy; Sleet Storm; Slow; Stinking Cloud; Tongues; Water Breathing; Water Walk.

4th Level: Banishment; Blight; Confusion; Dimension Door; Dominate Beast; Greater Invisibility; Ice Storm; Polymorph; Stoneskin; Wall of Fire.

5th Level: Animate Objects; Cloudkill; Cone of Cold; Creation; Dominate Person; Hold Monster; Insect Plague; Seeming; Telekinesis; Teleportation Circle; Wall of Stone.

6th Level: Chain Lightning; Circle of Death; Disintegrate; Eyebite; Globe of Invulnerability; Mass Suggestion; Move Earth; Sunbeam; True Seeing.

7th Level: Delayed Blast Fireball; Etherealness; Finger of Death; Fire Storm; Plane Shift; Prismatic Spray; Reverse Gravity; Teleport.

8th Level: Dominate Monster; Earthquake; Incendiary Cloud; Power Word Stun; Sunburst.

9th Level: Gate; Meteor Swarm; Power Word Kill; Time Stop; Wish.

WARLOCK SPELLS

Cantrips (0 Level): Chill Touch; Eldritch Blast; Mage Hand; Minor Illusion; Poison Spray; Prestidigitation; True Strike.

1st Level: Charm Person; Comprehend Languages; Expeditious Retreat; Hellish Rebuke; Illusory Script; Protection from Evil and Good; Unseen Servant.

2nd Level: Darkness; Enthrall; Hold Person; Invisibility; Mirror Image; Misty Step; Ray of Enfeeblement; Shatter; Spider Climb; Suggestion.

3rd Level: Counterspell; Dispel Magic; Fear; Fly; Gaseous Form; Hypnotic Pattern; Magic Circle; Major Image; Remove Curse; Tongues; Vampiric Touch.

4th Level: Banishment; Blight; Dimension Door; Hallucinatory Terrain.

5th Level: Contact Other Plane; Dream; Hold Monster; Scrying.

6th Level: Circle of Death; Conjure Fey; Create Undead; Eyebite; Flesh to Stone; Mass Suggestion; True Seeing.

7th Level: Etherealness; Finger of Death; Forcecage; Plane Shift.

8th Level: Demiplane; Dominate Monster; Feeblemind; Glibness; Power Word Stun.

9th Level: Astral Projection; Foresight; Imprisonment; Power Word Kill; True Polymorph.

WIZARD SPELLS

Cantrips (0 Level): Acid Splash; Chill Touch; Dancing Lights; Fire Bolt; Light; Mage Hand; Mending; Message; Minor Illusion; Poison Spray; Prestidigitation; Ray of Frost; Shocking Grasp; True Strike.

1st Level: Alarm; Burning Hands; Charm Person; Color Spray; Comprehend Languages; Detect Magic; Disguise Self; Expeditious Retreat; False Life; Feather Fall; Find Familiar; Floating Disk; Fog Cloud; Grease; Hideous Laughter; Identify; Illusory Script; Jump; Longstrider; Mage Armor; Magic Missile; Protection from Evil and Good; Shield; Silent Image; Sleep; Thunderwave; Unseen Servant.

2nd Level: Acid Arrow; Alter Self; Arcane Lock; Arcanist's Magic Aura; Blindness/Deafness; Blur; Continual Flame; Darkness; Darkvision; Detect Thoughts; Enlarge/Reduce; Flaming Sphere; Gentle Repose; Gust of Wind; Hold Person; Invisibility; Knock; Levitate; Locate Object; Magic Mouth; Magic Weapon; Mirror Image; Misty Step; Ray of Enfeeblement; Rope Trick; Scorching Ray; See Invisibility; Shatter; Spider Climb; Suggestion; Web.

3rd Level: Animate Dead; Bestow Curse; Blink; Clairvoyance; Counterspell; Dispel Magic; Fear; Fireball; Fly; Gaseous Form; Glyph of Warding; Haste; Hypnotic Pattern; Lightning Bolt; Magic Circle; Major Image; Nondetection; Phantom Steed; Protection from Energy; Remove Curse; Sending; Sleet Storm; Slow; Stinking Cloud; Tiny Hut; Tongues; Vampiric Touch; Water Breathing.

4th Level: Arcane Eye; Banishment; Black Tentacles; Blight; Confusion; Conjure Minor Elementals; Control Water; Dimension Door; Fabricate; Faithful Hound; Fire Shield; Greater Invisibility; Hallucinatory Terrain; Ice Storm; Locate Creature; Phantasmal Killer; Polymorph; Private Sanctum; Resilient Sphere; Secret Chest; Stone Shape; Stoneskin; Wall of Fire.

5th Level: Animate Objects; Arcane Hand; Cloudkill; Cone of Cold; Conjure Elemental; Contact Other Plane; Creation; Dominate Person; Dream; Geas; Hold Monster; Legend Lore; Mislead; Modify Memory; Passwall; Planar Binding; Scrying; Seeming; Telekinesis; Telepathic Bond; Teleportation Circle; Wall of Force; Wall of Stone.

6th Level: Chain Lightning; Circle of Death; Contingency; Create Undead; Disintegrate; Eyebite; Flesh to Stone; Freezing Sphere; Globe of Invulnerability; Guards and Wards; Instant Summons; Irresistible Dance; Magic Jar; Mass Suggestion; Move Earth; Programmed Illusion; Sunbeam; True Seeing; Wall of Ice.

7th Level: Arcane Sword; Delayed Blast Fireball; Etherealness; Finger of Death; Forcecage; Magnificent Mansion; Mirage Arcana; Plane Shift; Prismatic Spray; Project Image; Reverse Gravity; Sequester; Simulacrum; Symbol; Teleport.

8th Level: Antimagic Field; Antipathy/Sympathy; Clone; Control Weather; Demiplane; Dominate Monster; Feeblemind; Incendiary Cloud; Maze; Mind Blank; Power Word Stun; Sunburst.

9th Level: Astral Projection; Foresight; Gate; Imprisonment; Meteor Swarm; Power Word Kill; Prismatic Wall; Shapechange; Time Stop; True Polymorph; Weird; Wish.

SPELL DESCRIPTIONS

Acid Arrow. *2nd-level evocation*

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

Shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, damage (both initial and later) increases 1d4 for each slot level above 2nd.

Acid Splash. *Conjuration cantrip*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th (3d6), and 17th (4d6).

Aid. *2nd-level abjuration*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by additional 5 for each slot level above 2nd.

Alarm. *1st-level abjuration (ritual)*

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When spell is cast, you can designate creatures that won't set off alarm. You also choose whether alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Alter Self. *2nd-level transmutation*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Animal Friendship. *1st-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast per level above 1st.

Animal Messenger. *2nd-level enchantment (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf

wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Animal Shapes. *8th-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 24 hours

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when reverts to normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is

limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

Animate Dead. *3rd-level necromancy*

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Spell creates an undead servant. Choose pile of bones or corpse of Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (Game Judge has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing same command to each one). You decide what action creature will take and where it will move during its next turn, or can issue general command, such as guard a particular chamber or corridor. If you issue no commands, creature only defends itself against hostile creatures. Once given an order, creature continues to follow until task complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Animate Objects. *5th-level transmutation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated Object Statistics

Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The Game Judge might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Antilife Shell. *5th-level abjuration*

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Antimagic Field. *8th-level abjuration*

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a pinch of powdered iron or iron filings)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a *+1 longsword* in the sphere functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

Antipathy/Sympathy. *8th-level enchantment*

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (either a lump of alum soaked in vinegar for the *antipathy* effect or a drop of honey for the *sympathy* effect)

Duration: 10 days

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving

throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end effect, described below.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Arcane Eye. *4th-level divination*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Hand. *5th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an eggshell and a snakeskin glove)

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can

move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

Arcane Lock. *2nd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for duration. You and creatures you designate when casting spell can open object normally. Can also set password, when spoken within 5 feet of the object, suppresses spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Arcane Sword. *7th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)

Duration: Concentration, up to 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

Arcanist's Magic Aura. *2nd-level illusion*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small square of silk)

Duration: 24 hours

Place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to spells and magical effects, such as *detect magic*, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

Mask. You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

Astral Projection. *9th-level necromancy*

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes)

Duration: Special

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

Spell ends for you and your companions when you use your action to dismiss it. When ends, affected creature returns to physical body and awakens.

The spell might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Augury. *2nd-level divination (ritual)*

Casting Time: 1 minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The Game Judge chooses from the following possible omens:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, that aren't especially good or bad

Spell doesn't take into account possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If spell cast 2 or more times before completing your next long rest, a cumulative 25 percent chance for

each casting after the first that you get a random reading. The Game Judge makes this roll in secret.

Awaken. *5th-level transmutation*

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an agate worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your Game Judge chooses statistics appropriate for the awakened plant, such as the statistics for awakened shrub or awakened tree.

Awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When charmed condition ends, awakened creature chooses whether to remain friendly to you, based on how you treated it while charmed.

Bane. *1st-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Banishment. *4th-level abjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an item distasteful to the target)

Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see

within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Barkskin. *2nd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing, and otherwise receives a +2 enhancement bonus to natural armor class.

Beacon of Hope. *3rd-level abjuration*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Bestow Curse. *3rd-level necromancy*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

- While cursed, the target has disadvantage on attack rolls against you.

- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the Game Judge's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The Game Judge has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Black Tentacles. *4th-level conjuration*

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. Success frees itself.

Blade Barrier. *6th-level evocation***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Concentration, up to 10 minutes

Create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Bless. *1st-level enchantment***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S, M (a sprinkling of holy water)**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, target can roll a d4 and add the number rolled to attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Blight. *4th-level necromancy***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. Target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. Spell has no effect on undead or constructs.

If you target plant creature or magical plant, it makes the saving throw with disadvantage, and spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make saving throw; it simply withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Blindness/Deafness. *2nd-level necromancy***Casting Time:** 1 action**Range:** 30 feet**Components:** V**Duration:** 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Blink. *3rd-level transmutation***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** 1 minute or until at least 1 blink (roll of 11 or higher)

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen random if more than one space equally near). You can dismiss spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Blur. *2nd-level illusion***Casting Time:** 1 action**Range:** Self**Components:** V**Duration:** Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if doesn't rely on sight, as with blindsight, or sees through illusions, as with truesight.

Branding Smite. *2nd-level evocation***Casting Time:** 1 bonus action**Range:** Self**Components:** V**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Burning Hands. *1st-level evocation***Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S**Duration:** Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Call Lightning. *3rd-level conjuration***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

Calm Emotions. *2nd-level enchantment***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the Game Judge rules otherwise.

Chain Lightning. *6th-level evocation***Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)**Duration:** Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Charm Person. *1st-level enchantment***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Chill Touch. *Necromancy cantrip***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the

grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and 17th (4d8).

Circle of Death. *6th-level necromancy***Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (the powder of a crushed black pearl worth at least 500 gp)**Duration:** Instantaneous

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Clairvoyance. *3rd-level divination***Casting Time:** 10 minutes**Range:** 1 mile**Components:** V, S, M (focus worth at least 100 gp, either jeweled horn for hearing or glass eye for seeing)**Duration:** Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

Creature that can see sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible orb about the size of your fist.



Clone. *8th-level necromancy*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Cloudkill. *5th-level conjuration*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pour down openings.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Color Spray. *1st-level illusion*

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Command. *1st-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the Game Judge determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Commune. *5th-level divination (ritual)*

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense and a vial of holy or unholy water)

Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the Game Judge might offer a short phrase as an answer instead.

If you cast spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The Game Judge makes this roll in secret.

Commune with Nature. *5th-level divination (ritual)*

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects

as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Comprehend Languages. *1st-level divination (ritual)*

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Compulsion. *4th-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

Cone of Cold. *5th-level evocation*

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Confusion. *4th-level enchantment*

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action on this turn.

2-6 The creature doesn't move or take action this turn.

7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

Conjure Animals. *3rd-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Game Judge has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Conjure Celestial. *7th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions.

The Game Judge has the celestial's statistics.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.

Conjure Elemental. *5th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The Game Judge has the elemental's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Conjure Fey. *6th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Summon fey creature of challenge rating 6 or lower, or fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. Fey creature disappears when it drops to 0 hit points or when the spell ends.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The Game Judge has the fey creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

Conjure Minor Elementals. *4th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- 1 elemental of challenge rating 2 or lower
- 2 elementals of challenge rating 1 or lower
- 4 elementals of challenge rating 1/2 or lower
- 8 elementals of challenge rating 1/4 or lower.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Game Judge has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Conjure Woodland Beings. *4th-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one holly berry per creature summoned)

Duration: Concentration, up to 1 hour

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- 1 fey creature of challenge rating 2 or lower
- 2 fey creatures of challenge rating 1 or lower
- 4 fey creatures challenge rating 1/2 or lower
- 8 fey creatures challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Game Judge has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Contact Other Plane. *5th-level divination (ritual)*

Casting Time: 1 minute

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The Game Judge answers each question

with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the Game Judge might instead offer a short phrase as an answer.

Contagion. *5th-level necromancy*

Casting Time: 1 action

Range: Touch

Component: V, S

Duration: 7 days

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Contingency. *6th-level evocation***Casting Time:** 10 minutes**Range:** Self**Components:** V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp)**Duration:** 10 days

Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting *contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *contingency* cast with *water breathing* might stipulate *water breathing* comes into effect when you are engulfed in water or similar liquid.

The contingent spell takes effect immediately after the circumstance is met the first time, whether or not you want it to, and then *contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *contingency* spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends. Also, *contingency* ends on you if its material component is ever not on your person.

Continual Flame. *2nd-level evocation***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (ruby dust worth 50 gp, which the spell consumes)**Duration:** Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

Control Water. *4th-level transmutation***Casting Time:** 1 action**Range:** 300 feet**Components:** V, S, M (a drop of water and a pinch of dust)**Duration:** Concentration, up to 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet

on a side. You can choose any of the following effects when you cast this spell. As an action on your turn, you can repeat same effect or choose different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described

above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Control Weather. *8th-level transmutation*

Casting Time: 10 minutes

Range: Self (5-mile radius)

Components: V, S, M (burning incense and bits of earth and wood mixed in water)

Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the Game Judge based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for new conditions to take effect. Once they do, you can change conditions again. When the spell ends, weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Temperature

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Counterspell. *3rd-level abjuration*

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Create Food and Water. *3rd-level conjuration*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Create 45 lbs of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Create or Destroy Water. *1st-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)

Duration: Instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Create Undead. 6th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The Game Judge has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Creature is under your control for 24 hours, after which it stops obeying any command you have given. To maintain control for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghouls or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghouls or wights, or two mummies.

Creation. 5th-level illusion

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also create mineral objects such as stone, crys-

tal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

Duration depends on object's material. If object is composed of multiple materials, use shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Cure Wounds. 1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Dancing Lights. Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Darkness. *2nd-level evocation***Casting Time:** 1 action**Range:** 60 feet**Components:** V, M (bat fur and a drop of pitch or piece of coal)**Duration:** Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Darkvision. *2nd-level transmutation***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (either a pinch of dried carrot or an agate)**Duration:** 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Daylight. *3rd-level evocation***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Death Ward. *4th-level abjuration***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 8 hours

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Delayed Blast Fireball. *7th-level evocation***Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (a tiny ball of bat guano and sulfur)**Duration:** Concentration, up to 1 minute

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Demiplane. *8th-level conjuration***Casting Time:** 1 action**Range:** 60 feet**Components:** S**Duration:** 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Detect Evil and Good. *1st-level divination***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic. *1st-level divination (ritual)***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease. *1st-level divination (ritual)***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a yew leaf)**Duration:** Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Thoughts. *2nd-level divination***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a copper piece)**Duration:** Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the pres-

ence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence 3 or lower or that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Dimension Door. *4th-level conjuration*

Casting Time: 1 action

Range: 500 feet

Components: V

Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Disguise Self. *1st-level illusion*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell

to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Disintegrate. *6th-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lodestone and a pinch of dust)

Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust and can be restored to life only by means of a *true resurrection* or a *wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Dispel Evil and Good. *5th-level abjuration*

Casting Time: 1 action

Range: Self

Components: V, S, M (holy water or powdered silver and iron)

Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you.

You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Dispel Magic. *3rd-level abjuration*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on target if the spell's level is equal to or less than the level of spell slot you used.

Divination. *4th-level divination (ritual)*

Casting Time: 1 action

Range: Self

Components: V, S, M (incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes)

Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The Game Judge offers a truthful reply that might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25% chance for each casting after the first that you get a random reading. The Game Judge makes this roll in secret.

Divine Favor. *1st-level evocation*

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Empowered with divine radiance, until spell ends, your weapon attacks deal extra 1d4 radiant damage on a hit.

Divine Word. *7th-level evocation*

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin and can't return to your current plane for 24 hours by any means short of a *wish* spell.

Dominate Beast. *4th-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Dominate Monster. *8th-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next

turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. Casting this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

Dominate Person. *5th-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Dream. *5th-level illusion***Casting Time:** 1 minute**Range:** Special**Components:** V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)**Duration:** 8 hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Druidcraft. *Transmutation cantrip***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for

the next 24 hours. Effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. Effect persists for 1 round.

- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Earthquake. *8th-level evocation***Casting Time:** 1 action**Range:** 500 feet**Components:** V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)**Duration:** Concentration, up to 1 minute

Create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on terrain in the area, determined by the Game Judge.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the Game Judge. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure

drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The Game Judge can adjust the DC higher or lower, depending on nature of the rubble. On successful save, creature takes half as much damage and doesn't fall prone or become buried.

Eldritch Blast. *Evocation cantrip*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Enhance Ability. *2nd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. Target has advantage on Strength checks, and her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Enlarge/Reduce. *2nd-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, target's attacks with them deal 1d4 less damage (this can't reduce damage below 1).

Entangle. *1st-level conjuration*

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When spell ends, the conjured plants wilt away.

Enthrall. *2nd-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Etherealness. *7th-level transmutation*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, you immediately return to

the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Expeditious Retreat. *1st-level transmutation*

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Spell allows you to move at an incredible pace. When cast, and then as a bonus action each of your turns until the spell ends, you can take the Dash action.

Eyebite. *6th-level necromancy*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *eyebite*.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Fabricate. *4th-level transmutation*

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Faerie Fire. *1st-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when spell is cast is also outlined in light if it fails Dexterity saving throw. For duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if attacker can see it, and affected creature or object can't benefit from being invisible.

Faithful Hound. *4th-level conjuration*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)

Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

False Life. *1st-level necromancy*

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Fear. *3rd-level illusion*

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (white feather or heart of a hen)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Feather Fall. *1st-level transmutation*

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Feeblemind. *8th-level enchantment*

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a handful of clay, crystal, glass, or mineral spheres)

Duration: Instantaneous

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, creature's Intelligence and Charisma scores become 1. Creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. Creature can, however, identify friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by *greater restoration*, *heal*, or *wish*.

Find Familiar. *1st-level conjuration (ritual)*

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Find Steed. *2nd-level conjuration*

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your Game Judge might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Find the Path. *6th-level divination*

Casting Time: 1 minute

Range: Self

Components: V, S, M (set of divinatory tools— bones, ivory sticks, cards, teeth, or carved runes—worth 100 gp and object from location you wish to find)

Duration: Concentration, up to 1 day

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, that moves (such as a mobile fortress), or that isn't specific (such as "a green dragon's lair"), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Find Traps. *2nd-level divination*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator.

Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

Spell merely reveals that a trap is present. You don't learn location of each trap, but you do learn the general nature of danger posed by a trap you sense.

Finger of Death. *7th-level necromancy*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Fireball. *3rd-level evocation*

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (tiny ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fire Bolt. *Evocation cantrip*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Spell's damage increases 1d10 when you reach 5th level (2d10), 11th (3d10), and 17th (4d10).

Fire Shield. *4th-level evocation*

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Fire Storm. *7th-level evocation*

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

Fire damages objects in area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in area is unaffected by this spell.

Flame Blade. *2nd-level evocation*

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (leaf of sumac)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

Can use your action to make a melee spell attack with blade. On a hit, target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Flame Strike. *5th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (pinch of sulfur)

Duration: Instantaneous

Vertical column of divine fire roars down from heavens in location you specify. Each creature in 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Flaming Sphere. *2nd-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As bonus action, you can move sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects

not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Flesh to Stone. *6th-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of lime, water, and earth)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On failed save, it is restrained as its flesh begins to harden. On successful save, creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If creature is physically broken while petrified, it suffers similar deformities if reverts to original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Floating Disk. *1st-level conjuration (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't

move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fly. *3rd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Fog Cloud. *1st-level conjuration*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Forbiddance. *6th-level abjuration (ritual)*

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp)

Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *forbiddance* spell. If you cast *forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

Forcecage. *7th-level evocation*

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (ruby dust worth 1,500 gp)

Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *dispel magic*.

Foresight. *9th-level divination*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hummingbird feather)

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.

Freedom of Movement. *4th-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a leather strap, bound around the arm or a similar appendage)

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Freezing Sphere. *6th-level evocation*

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small crystal sphere)

Duration: Instantaneous

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Gaseous Form. *3rd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points.

An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. Target can't attack or cast spells.

Gate. *9th-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a diamond worth at least 5,000 gp)

Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different

plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the Game Judge deems appropriate. It might leave, attack you, or help you.

Geas. *5th-level enchantment*

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: 30 days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

Gentle Repose. *2nd-level necromancy (ritual)***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)**Duration:** 10 days

You touch a corpse or other remains. For duration, target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Giant Insect. *4th-level transmutation***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Concentration, up to 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The Game Judge has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The Game Judge might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Glibness. *8th-level transmutation***Casting Time:** 1 action**Range:** Self**Components:** V**Duration:** 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability. *6th-level abjuration***Casting Time:** 1 action**Range:** Self (10-foot radius)**Components:** V, S, M (a glass or crystal bead that shatters when the spell ends)**Duration:** Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Glyph of Warding. *3rd-level abjuration***Casting Time:** 1 hour**Range:** Touch**Components:** V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)**Duration:** Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, ap-

proaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an *explosive runes* glyph increases by 1d8 for each slot level above 3rd. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

Goodberry. *1st-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of spell.

Grease. *1st-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Greater Invisibility. *4th-level illusion*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Greater Restoration. *5th-level abjuration*

Casting Time: 1 action

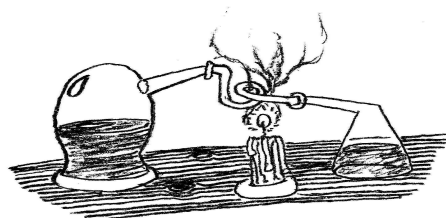
Range: Touch

Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- 1 effect that charmed or petrified target
- 1 curse, including the target's attunement to a cursed magic item
- Any reduction to one of target's ability scores
- 1 effect reducing target's hit point maximum



Guardian of Faith. *4th-level conjuration***Casting Time:** 1 action**Range:** 30 feet**Components:** V**Duration:** 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt 60 total damage.

Guards and Wards. *6th-level abjuration***Casting Time:** 10 minutes**Range:** Touch

Components: V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod worth at least 10 gp)

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing area among them, as long as you can walk into each contiguous area while casting the spell.

When cast, you can specify individuals that are unaffected by any or all of the effects that you choose. You can specify a password that, when spoken aloud, makes speaker immune to these effects.

Guards and wards creates the following effects within the warded area.

Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the *minor*

illusion spell) to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as the *web* spell. These strands regrow in 10 minutes if they are burned or torn away while *guards and wards* lasts.

Other Spell Effect. You can place your choice of one of the following magical effects within the warded area of the stronghold.

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as *guards and wards* lasts.

- Place *magic mouth* in two locations.

- Place *stinking cloud* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while *guards and wards* lasts.

- Place constant *gust of wind* in one corridor or room.

- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

Create permanently guarded and warded structures casting this spell there every day for one year.

Guidance. *Divination cantrip***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Guiding Bolt. *1st-level evocation***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage,

and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Gust of Wind. *2nd-level evocation*

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in line must spend 2 feet of movement every 1 foot moved when moving closer to you.

Gust disperses gas/vapor, and extinguishes candles, torches, and similar unprotected flames in area. It causes protected flames, such as in lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Hallow. *5th-level evocation*

Casting Time: 24 hours

Range: Touch

Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes)

Duration: Until dispelled

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a *hallow* spell. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these ef-

fects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Extradimensional Interference. Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Hallucinatory Terrain. *4th-level illusion*

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a stone, a twig, and a bit of green plant)

Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Open fields or a road can be made to resemble a swamp, hill, crevasse, or other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a

rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Harm. *6th-level necromancy*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Haste. *3rd-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. Additionally, spell ages the recipient one year due to speeded metabolic processes.

Heal. *6th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Healing Word. *1st-level evocation*

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Heat Metal *2nd-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Hellish Rebuke. *1st-level evocation*

Casting Time: 1 reaction in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Heroes' Feast. *6th-level conjuration*

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, makes all Wisdom saving throws with advantage, hit point maximum also increases by 2d10, and it gains same number of hit points. Benefits last for 24 hours.

Heroism. *1st-level enchantment*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Hideous Laughter. *1st-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny tarts and a feather that is waved in the air)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Hold Monster. *5th-level enchantment*

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Hold Person. *2nd-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Holy Aura. *8th-level abjuration*

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a religious text)

Duration: Concentration, up to 1 minute

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

Hunter's Mark. *1st-level divination*

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Hypnotic Pattern. *3rd-level illusion*

Casting Time: 1 action

Range: 120 feet

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Ice Storm. *4th-level evocation*

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Identify. *1st-level divination (ritual)*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout casting, you learn what spells, if any, currently affect it.

Illusory Script. *1st-level illusion (ritual)*

Casting Time: 1 minute

Range: Touch

Components: S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

Truesight can read hidden message.

Imprisonment. *9th-level abjuration*

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (vellum depiction or carved statuette in the likeness of target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target)

Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of imprisonment.

Burial. The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it.

The special component for this version of the spell is a small mithral orb.

Chaining. Heavy chains, firmly rooted in the ground, hold the target in place. The target is re-

strained until the spell ends, and it can't move or be moved by any means until then.

The special component for this version of the spell is a fine chain of precious metal.

Hedged Prison. The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.

Special component for this version of spell is a miniature representation of prison made from jade.

Minimus Containment. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect.

The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby.

Slumber. The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs.

Ending the Spell. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the Game Judge must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

A *dispel magic* spell can end the spell only if it is cast as a 9th-level spell, targeting either the prison or the special component used to create it.

You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

Incendiary Cloud. *8th-level conjuration*

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in direction you choose at start of each of your turns.

Inflict Wounds. *1st-level necromancy*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Insect Plague. *5th-level conjuration*

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)

Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Instant Summons. *6th-level conjuration (ritual)*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a sapphire worth 1,000 gp)

Duration: Until dispelled

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.

Invisibility. *2nd-level illusion*

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Irresistible Dance. *6th-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement

to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

Jump. *1st-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

Knock. *2nd-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Legend Lore. *5th-level divination*

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)

Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore

that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word *Rudnogg* on the lips."

Lesser Restoration. *2nd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Levitate. *2nd-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

Duration: Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Light. Evocation cantrip**Casting Time:** 1 action**Range:** Touch**Components:** V, M (a firefly or phosphorescent moss)**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Lightning Bolt. 3rd-level evocation**Casting Time:** 1 action**Range:** Self (100-foot line)**Components:** V, S, M (a bit of fur and a rod of amber, crystal, or glass)**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Locate Animals or Plants. 2nd-level divination (ritual)**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a bit of fur from a bloodhound)**Duration:** Instantaneous

Describe or name specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature. 4th-level divination**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a bit of fur from a bloodhound)**Duration:** Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a *polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Locate Object. 2nd-level divination**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a forked twig)**Duration:** Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Longstrider. 1st-level transmutation**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a pinch of dirt)**Duration:** 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Mage Armor. *1st-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mage Hand. *Conjuration cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Circle. *3rd-level abjuration*

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder

by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.

- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Magic Jar. *6th-level necromancy*

Casting Time: 1 minute

Range: Self

Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)

Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

Magic Missile. *1st-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Magic Mouth. *2nd-level illusion (ritual)*

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)

Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon. *2nd-level transmutation*

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Magnificent Mansion. *7th-level conjuration*

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp)

Duration: 24 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Major Image. *3rd-level illusion*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the

creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Mass Cure Wounds. *5th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Mass Heal. *9th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

Mass Healing Word. *3rd-level evocation*

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Mass Suggestion. *6th-level enchantment***Casting Time:** 1 action**Range:** 60 feet**Components:** V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)**Duration:** 24 hours

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

Maze. *8th-level conjuration***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence

check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Meld into Stone. *3rd-level transmutation (ritual)***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks

you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in unoccupied space closest to where you first entered.

Mending. *Transmutation cantrip***Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (two lodestones)**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Message. *Transmutation cantrip***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a short piece of copper wire)**Duration:** 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Meteor Swarm. *9th-level evocation***Casting Time:** 1 action**Range:** 1 mile**Components:** V, S**Duration:** Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much on a successful one. A creature in the area of more than one fiery burst is affected only once.

Spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Mind Blank. *8th-level abjuration***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 24 hours

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Minor Illusion. *Illusion cantrip***Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a bit of fleece)**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, creature can determine it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If creature discerns illusion for what it is, the illusion becomes faint to the creature.

Mirage Arcana. *7th-level illusion***Casting Time:** 10 minutes**Range:** Sight**Components:** V, S**Duration:** 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. Illusion includes audible, visual, tactile, and olfactory elements, so can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through area. Any piece of illusory terrain (such as a rock or stick) removed from the spell's area disappears immediately.

Creatures with truesight can see through the il-

lusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Mirror Image. *2nd-level illusion*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by spell if it can't see, relies on senses other than sight, such as blindsight, or can perceive illusions as false, as with truesight.

Mislead. *5th-level illusion*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in

regard to your own surroundings.

Misty Step. *2nd-level conjuration*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Modify Memory. *5th-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. Game Judge might deem a modified memory too nonsensical to affect in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

Moonbeam. *2nd-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after casting this spell, you can use an action to move beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Move Earth. *6th-level transmutation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an iron blade and a small bag containing a mixture of soils—clay, loam, and sand)

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower

the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

Spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. Moved earth carries any plants along with it.

Nondetection. *3rd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

Pass without Trace. *2nd-level abjuration*

Casting Time: 1 action

Range: Self

Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Passwall. *5th-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Phantasmal Killer. *4th-level illusion*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Phantom Steed. *3rd-level illusion (ritual)*

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace.

When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. Spell ends if you use an action to dismiss it or if the steed takes any damage.

Planar Ally. *6th-level conjuration*

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (Game Judge's choice).

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The Game Judge can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

Planar Binding. *5th-level abjuration***Casting Time:** 1 hour**Range:** 60 feet**Components:** V, S, M (a jewel worth at least 1,000 gp, which the spell consumes)**Duration:** 24 hours

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to place where bound and remains until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

Plane Shift. *7th-level conjuration***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)**Duration:** Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the

Sea of Fire, at the Game Judge's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Plant Growth. *3rd-level transmutation***Casting Time:** 1 action or 8 hours**Range:** 150 feet**Components:** V, S**Duration:** Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Poison Spray. *Conjuration cantrip***Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th (3d12), and 17th (4d12).

Polymorph. *4th-level transmutation***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a caterpillar cocoon)**Duration:** Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

Creature is limited in actions it can perform by nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Power Word Kill. *9th-level enchantment***Casting Time:** 1 action**Range:** 60 feet**Components:** V**Duration:** Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun. *8th-level enchantment***Casting Time:** 1 action**Range:** 60 feet**Components:** V**Duration:** Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Prayer of Healing. *2nd-level evocation***Casting Time:** 10 minutes**Range:** 30 feet**Components:** V**Duration:** Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Prestidigitation. *Transmutation cantrip***Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Prismatic Spray. *7th-level evocation*

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

2. Orange. The target takes 10d6 acid damage on a failed save, or half as much on a successful one.

3. Yellow. The target takes 10d6 lightning damage on a failed save, or half as much on a successful one.

4. Green. The target takes 10d6 poison damage on a failed save, or half as much on a successful one.

5. Blue. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

7. Violet. On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the Game Judge's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Prismatic Wall. *9th-level abjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. A *rod of cancellation* destroys a *prismatic wall*, but an *antimagic field* has no effect on it.

1. Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

2. Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

3. Yellow. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

4. Green. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A *passwall* spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

5. Blue. The creature takes 10d6 cold damage

on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

6. Indigo. On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind.

While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a *daylight* spell or a similar spell of equal or higher level.

7. Violet. On a failed save, the creature is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the Game Judge's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a *dispel magic* spell or a similar spell of equal or higher level that can end spells and magical effects.

Private Sanctum. *4th-level abjuration*

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite)

Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- Barrier of warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

Produce Flame. *Conjuration cantrip*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for additional 10 feet. Spell ends if you dismiss as an action or if you cast again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and 17th (4d8).

Programmed Illusion. *6th-level illusion*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece and jade dust worth at least 25 gp)

Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it

disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Project Image. *7th-level illusion*

Casting Time: 1 action

Range: 500 miles

Components: V, S, M (a small replica of you made from materials worth at least 5 gp)

Duration: Concentration, up to day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Protection from Energy. *3rd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Willing creature touched has resistance to 1 type of damage, your choice: acid, cold, fire, lightning, or thunder.

Protection from Evil and Good. *1st-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against target. Target also can't be charmed, frightened, or possessed by them. If target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison. *2nd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Purify Food and Drink. *1st-level transmutation (ritual)*

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Raise Dead. *5th-level necromancy*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

Spell also neutralizes poisons and cures non-magical diseases that affected creature at time it died. Doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting spell, they take effect when creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time target finishes a long rest, penalty is reduced by 1 until it disappears.

Ray of Enfeeblement. *2nd-level necromancy*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At end of each of target's turns, it can make a Constitution saving throw. On success, spell ends.

Ray of Frost. *Evocation cantrip*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and speed reduced 10 feet until start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and 17th (4d8).

Regenerate. *7th-level transmutation*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a prayer wheel and holy water)

Duration: 1 hour

Touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

Target's severed body members (fingers, legs, tails, and so on), if any, restored after 2 minutes. If you have severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reincarnate. *5th-level transmutation*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The Game Judge rolls a d100 and consults the following table to determine what form creature takes when restored to life, or Game Judge chooses form.

d100	Race
01-09	Dwarf, hill
10-17	Dwarf, mountain
18-21	Elf, dark
22-30	Elf, high
31-38	Elf, wood
39-42	Gnome, forest
43-48	Gnome, rock
49-52	Half-elf
53-56	Half-orc
57-64	Halfling, lightfoot
65-72	Halfling, stout
73-92	Human
93-96	Thraint
97-00	Tiefling

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Remove Curse. *3rd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Resilient Sphere. *4th-level evocation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic)

Duration: Concentration, up to 1 minute

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A *disintegrate* spell targeting the globe destroys it without harming anything inside it.

Resistance. *Abjuration cantrip*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Resurrection. *7th-level necromancy*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Reverse Gravity. *7th-level transmutation*

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot-high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is en-

countered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Revivify. *3rd-level necromancy*

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Rope Trick. *2nd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered corn extract and a twisted loop of parchment)

Duration: 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Sacred Flame. *Evocation cantrip*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and 17th (4d8).

Sanctuary. *1st-level abjuration*

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Scorching Ray. *2nd-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Scrying. *5th-level divination*

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows

you’re casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Secondhand (you have heard of target)	5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5
Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

On successful save, the target isn’t affected, and you can’t use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. Creature that can see invisible objects sees sensor as luminous orb about size of a fist.

Instead of targeting a creature, you can choose a location you have seen before as target of spell. Sensor appears at that location and doesn’t move.

Secret Chest. *4th-level conjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a Tiny replica made from the same materials worth at least 50 gp)

Duration: Instantaneous

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of non-living material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell’s effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

See Invisibility. *2nd-level divination*

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Seeming. *5th-level illusion*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can’t change a target’s body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. Spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature’s outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature’s head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Sending. *3rd-level evocation*

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of twenty-five words or less to creature with which you are familiar. Creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. Spell enables creatures with Intelligence scores of at least 1 to understand meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Sequester. *7th-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust worth at least 5,000 gp, which the spell consumes)

Duration: Until dispelled

By means of spell, willing creature or object can be hidden away, safe from detection for duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

If target is a creature, it falls in state of suspended animation. Time ceases to flow and it doesn't age.

You can set a condition for spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." Spell also ends if target takes any damage.

Shapechange. *9th-level transmutation*

Casting Time: 1 action

Range: Self

Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell)

Duration: Concentration, up to 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and 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 creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume hit points and Hit Dice of new form. When you revert to your normal form, you return to number of hit points had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. Game Judge determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your action to assume different form following same restrictions and rules for original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

Shatter. *2nd-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

Sudden loud ringing noise, painfully intense, erupts from point of your choice within range. Each creature in 10-foot-radius sphere centered on point must make Constitution saving throw. Creature takes 3d8 thunder damage on failure, or half as much damage on success. Creature made of inorganic material such as stone, crystal, or metal has disadvantage on saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell using

a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Shield. *1st-level abjuration*

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Shield of Faith. *1st-level abjuration*

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shillelagh. *Transmutation cantrip*

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Shocking Grasp. *Evocation cantrip*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a

creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Silence. *2nd-level illusion (ritual)*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Silent Image. *1st-level illusion*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Simulacrum. *7th-level illusion***Casting Time:** 12 hours**Range:** Touch

Components: V, S, M (snow or ice in quantities sufficient to make a life-size copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 1,500 gp, sprinkled over the duplicate and consumed by the spell)

Duration: Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accord with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Sleep. *1st-level enchantment***Casting Time:** 1 action**Range:** 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

Spell sends creatures into magical slumber. Roll 5d8; total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell

falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Sleet Storm. *3rd-level conjuration***Casting Time:** 1 action**Range:** 150 feet

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Slow. *3rd-level transmutation***Casting Time:** 1 action**Range:** 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Spare the Dying. *Necromancy cantrip*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Speak with Animals. *1st-level divination (ritual)*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the Game Judge's discretion.

Speak with Dead. *3rd-level necromancy*

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are

usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants. *3rd-level transmutation*

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the Game Judge's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the *entangle* spell to release a restrained creature.

Spider Climb. *2nd-level transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Spike Growth. *2nd-level transmutation***Casting Time:** 1 action**Range:** 50 feet**Components:** V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)**Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spirit Guardians. *3rd-level conjuration***Casting Time:** 1 action**Range:** Self (15-foot radius)**Components:** V, S, M (a holy symbol)**Duration:** Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Spiritual Weapon. *2nd-level evocation***Casting Time:** 1 bonus action**Range:** 60 feet**Components:** V, S**Duration:** 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee

spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Stinking Cloud. *3rd-level conjuration***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S, M (a rotten egg or several skunk cabbage leaves)**Duration:** Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Stone Shape. *4th-level transmutation***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)**Duration:** Instantaneous

You touch stone object of Medium size or smaller or section of stone no more than 5 feet in any dimension and form it into any shape. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. Object

you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin. *4th-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Spell turns flesh of a willing creature you touch as hard as stone. Until spell ends, target has resistance to non-magical bludgeoning, piercing, and slashing damage.

Storm of Vengeance. *9th-level conjuration*

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

Churning storm cloud forms, centered on point you can see and spreading to radius of 360 feet. Lightning flashes in area, thunder booms, and strong winds roar. Each creature under cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, storm produces additional effects on your turn.

Round 2. Acidic rain falls from cloud. Each creature and object under cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from cloud to strike 6 creatures or objects of your choice beneath cloud. Given creature or object can't be struck by more than one bolt. Struck creature must make a Dexterity saving throw. Creature takes 10d6 lightning damage on failed save, or half as much damage on success.

Round 4. Hailstones rain down from cloud. Each creature under cloud takes 2d6 bludgeoning damage.

Round 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

Suggestion. *2nd-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

Sunbeam. *6th-level evocation*

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on saving throw.

You can create a new line of radiance as your action on any turn until the spell ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Sunburst. *8th-level evocation***Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (fire and a piece of sunstone)**Duration:** Instantaneous

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

Symbol. *7th-level abjuration***Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes)**Duration:** Until dispelled or triggered

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Death. Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

Discord. Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

Fear. Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness. Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The Game Judge controls its movement, which is erratic.

Pain. Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Sleep. Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

Telekinesis. *5th-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature’s Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn’t being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond range of spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature’s Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Telepathic Bond. *5th-level divination (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pieces of eggshell from two different kinds of creatures)

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically link-

ing each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren’t affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can’t extend to other planes of existence.

Teleport. *7th-level conjuration*

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can’t be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The Game Judge rolls d100 and consults the table.

		Similar	Off	On
Familiarity	Mishap	Area	Target	Target
Permanent circle	-	-	-	01-100
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-10
False destination	01-50	51-100	-	-

Familiarity. “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, or a chunk of marble from a lich’s secret tomb.

“Very familiar” is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. “Seen casually” is someplace you have seen more than once but with which you aren’t very familiar. “Viewed once” is a place

you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The Game Judge determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that’s visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard’s laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. The spell’s unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes $3d10$ force damage, and the Game Judge rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Teleportation Circle. *5th-level conjuration*

Casting Time: 1 minute

Range: 10 feet

Components: V, M (rare chalks and inks infused with precious gems with 50 gp, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your

choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the Game Judge. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

Thaumaturgy. *Transmutation cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Thunderwave. *1st-level evocation***Casting Time:** 1 action**Range:** Self (15-foot cube)**Components:** V, S**Duration:** Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Time Stop. *9th-level transmutation***Casting Time:** 1 action**Range:** Self**Components:** V**Duration:** Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tiny Hut. *3rd-level evocation (ritual)***Casting Time:** 1 minute**Range:** Self (10-foot-radius hemisphere)**Components:** V, S, M (a small crystal bead)**Duration:** 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast

this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Tongues. *3rd-level divination***Casting Time:** 1 action**Range:** Touch**Components:** V, M (a small clay model of a ziggurat)**Duration:** 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Transport via Plants. *6th-level conjuration***Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** 1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Tree Stride. *5th-level conjuration***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You

appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use transportation ability once per round for the duration. You must end each turn outside a tree.

True Polymorph. *9th-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, transformation lasts until dispelled.

Spell has no effect on shapechanger or creature at 0 hit points. Unwilling creature can make a Wisdom saving throw, and if succeeds isn't affected by spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

Creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech, unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size

is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The Game Judge has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

True Resurrection. *9th-level necromancy*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing. *6th-level divination*

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)

Duration: 1 hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

True Strike. *Divination cantrip***Casting Time:** 1 action**Range:** 30 feet**Components:** S**Duration:** Concentration, up to 1 round

You extend your hand and point a finger at a target in range granting you brief insight into target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided the spell hasn't ended.

Unseen Servant. *1st-level conjuration (ritual)***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a piece of string and a bit of wood)**Duration:** 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If your command's task would move the servant more than 60 feet away from you, the spell ends.

Vampiric Touch. *3rd-level necromancy***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Vicious Mockery. *Enchantment cantrip***Casting Time:** 1 action**Range:** 60 feet**Components:** V**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th (3d4), and 17th (4d4).

Wall of Fire. *4th-level evocation***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a small piece of phosphorus)**Duration:** Concentration, up to 1 minute

Create wall of fire on solid surface within range, can make the wall up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Wall of Force. *5th-level evocation***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a pinch of powder made by crushing a clear gemstone)**Duration:** Concentration, up to 10 minutes

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In

any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Wall of Ice. *6th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of quartz)

Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increas-

es by 1d6, for each slot level above 6th.

Wall of Stone. *5th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small block of granite)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the Game Judge's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns. *6th-level conjuration*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of thorns)

Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the dura-

tion. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

Warding Bond. *2nd-level abjuration*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)

Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

Water Breathing. *3rd-level transmutation (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short reed or piece of straw)

Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Water Walk. *3rd-level transmutation (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Web. *2nd-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Weird. *9th-level illusion*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to one minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

Wind Walk. *6th-level transmutation*

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (fire and holy water)

Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

Wind Wall. *3rd-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature

takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Wish. *9th-level conjuration*

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
 - You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *greater restoration* spell.
 - You grant up to ten creatures that you can see resistance to a damage type you choose.
 - You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
 - You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.
- You might be able to achieve something beyond the

scope of the above examples. State your wish to the Game Judge as precisely as possible. The Game Judge has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

Stress of casting spell to produce any effect other than duplicating another spell weakens you. After enduring stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. Damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *wish* ever again if you suffer this stress.

Word of Recall. *6th-level conjuration*

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Zone of Truth. *2nd-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

Affected creature is aware of spell and can avoid answering questions which it would normally respond with a lie. Such creature can be evasive in its answers as long as it remains within boundaries of truth.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Acrobatic

You are skilled at leaping, jumping and flying.

Prerequisites: Dex 13+, Acrobatics proficiency

- Your Strength or Dexterity score (choose one) increases by +1.
- You gain expertise with the Acrobatics proficiency.
- You can stand from prone by only expending 5' of your total movement.
- Once per short rest you can gain advantage on any Dexterity based skill check.

Acrobatic Steps

You can easily move over and through obstacles.

Prerequisites: Dex 13+, Acrobatics proficiency

- Your Dexterity score increases by +1.
- Whenever you move, you may move through up to half of your movement through difficult terrain each round as if it were normal terrain.

- Once per short rest you can ignore all slowing effects of difficult terrain.

Agile Maneuvers

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Prerequisite: Dex 13+

- Your Dexterity score increases by +1.
- You may substitute your Dexterity bonus to any combat maneuver attempt that uses Strength instead.

Alertness

You are always cautious of danger, and are rarely caught unaware.

Prerequisite: Perception proficiency

- You have a +2 bonus to initiative checks.
- You are never surprised, so long as you are not stunned or unconscious.
- Enemies never gain advantage when striking you from stealth.

Alignment Channel

You can channel divine energy to affect outsiders that possess opposing alignments.

Prerequisite: Channel Divinity

- Your Wisdom score increases by +1.
- Instead of its normal effect, you can choose to have your ability to Channel Divinity turn outsiders of opposing alignment subtypes (Law/Chaos and Good/Evil). Neutral clerics must choose which alignments subtypes they can affect when taking this feat. If you choose to turn creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. Note that you cannot destroy creatures with this feat.
- Thanks to your faith and connection to an alignment, the save DC for your Channel Divinity ability increases by +1 against foes with opposing alignments.

Animal Affinity

You are skilled at working with animals and mounts.

Prerequisite: Animal Handling proficiency

- You gain expertise with all Animal Handling skill checks.
- You can verbally command any of your beast companions or mounts to take the Attack, Dash, Disengage, Dodge, Help or Move as a free action during your turn. Your beast companion must be able to see or hear you in order to use this ability.

Arcane Shield

You can convert any spell into a defense.

Prerequisite: Ability to cast arcane spells

- As a reaction, you can sacrifice a spell slot of 1st level or higher and gain a shield bonus to AC equal to the level of the spell slot you sacrificed for 1 minute. Cantrips may not be sacrificed.

Arcane Strike

You draw upon your arcane power to enhance your weapons with magical energy.

Prerequisite: Ability to cast arcane spells.

- Weapons you hold glow with arcane power and count as though they are magical weapons.
- You gain a +1 bonus to attacks and damage with these weapons as long as you are holding them.
- Ranged weapons also grant these bonuses on attacks and damage, but magic fades after striking target.

Athletic

You possess inherent physical prowess.

Prerequisites: Str and Con 13+, Athletics proficiency

- You gain expertise with the Athletics skill.
- You can climb at your full movement rate instead of halved.
- You can perform a running long jump or running high jump after moving 5' instead of usual 10'.
- Once per short rest you can gain advantage on any Strength or Constitution based skill check.

Augmented Conjuring

Your conjured creatures are more powerful and robust.

Prerequisite: Spell Focus (Conjuration)

- Each creature you conjure with any summon spell gains a +2 bonus to attacks and damage and a bonus of +2 hit points per HD for the duration of the spell that summoned it.

Backstab

Foes unaware of your presence are downed with ease.

Prerequisites: Stealth proficiency, Sneak Attack class ability.

- When you attack a foe that is unaware of your presence you gain +1 to your critical threat range.
- You also add an amount of damage equal to your sneak attack dice when you deal a critical hit.

Beast Slayer

You've been trained to fight against all manner of dangerous beasts and survive.

Prerequisites: Wis 13+, Nature proficiency

- You gain a +1 to attacks made against beasts and a +1 bonus to AC against their attacks.
- You gain a bonus equal to your proficiency bonus on all Survival checks to track beasts.
- Your critical threat range against beasts increases by +1.

Blind-Fight

You are skilled at attacking opponents that you cannot clearly perceive.

Prerequisites: Wis 13+, Perception proficiency

- As long as you can hear an opponent, they do not gain advantage on attacks against you when you cannot see.
- As long as you can hear an opponent, your attacks do not suffer disadvantage when you cannot see.
- You can make Perception checks to discern the location of targets within 30' while unable to see. You can discern the location of targets farther away than 30', but suffer disadvantage on the skill check.

Blocking Expertise

You turn away even the fiercest blows with your shield.

Prerequisite: Shield proficiency

- Your Strength score increases by +1.
- When you wield a shield and are dealt a critical attack, you have a 50% chance to negate the critical hit.

Bodyguard

You are adept at warding off enemies attacking nearby allies.

Prerequisite: Shield proficiency

- You may grant your shield bonus to a single adjacent ally instead of yourself.
- When an adjacent ally is attacked, you may use a reaction to cause the attack to suffer disadvantage.
- When an adjacent ally is attacked, you may use a reaction to redirect the attack to yourself.

Burning Spell

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

Prerequisite: Ability to cast 2nd level spells

- If you cast a spell that deals acid or fire damage, you can cause that spell to continue to burn

beyond its normal effect, dealing the same range of damage the following round. You may increase the level of the spell slot cost by one, and the spell deals 2x damage the following round to all affected targets. Saves continue to apply.

Catch Off-Guard

Foes are surprised by your skilled use of unorthodox and improvised weapons.

- You do not suffer disadvantage when using an improvised melee weapon.
- You gain advantage on attacks against unarmed opponents when wielding an improvised melee weapon.
- If an opponent is unaware of your intention to use an improvised object as a weapon, your first attack with that improvised melee weapon is made with advantage.

Channel Smite

You can channel your divine energy through a melee weapon you wield.

Prerequisites: Channel Divinity or Lay on Hands class feature.

- You can choose to spend one use of your channel divinity abilities as a bonus action. If you are good and hit an undead creature, that creature takes 2d6 additional radiant damage. If you are evil and you hit a living creature, that creature takes 2d6 additional necrotic damage.
- When you hit with an attack, as a bonus action you can add an amount of radiant damage up to your level from your Lay on Hands pool.

Charging Expertise

You rush into combat, making a brutal attack at the end of a charge.

- If you take the Dash action, you may spend a bonus action to make a melee attack or Shove attack during or after your movement.
- If you move at least 10' in a straight line during your Dash action, you gain a +5 bonus to damage on your attack or Shove a target 10' away.
- You do not suffer advantage on attacks against you in rounds in which you have charged.

Cleave

You can strike adjacent foes with a single blow.

Prerequisites: Str 13+

- You can make an attack against a foe within reach that cleaves into other foes. If you hit, you deal damage normally and can make an additional attack as a bonus action against a foe that is adjacent to the previous foe and also within reach. This cleave attack only counts as one action (and your bonus action).

- When you cleave, your movement is halved for your current turn.

- At 5th level, and each additional five levels, you may make an additional attack against another adjacent foe that you also threaten as part of your cleave action.

Combat Caster

You are adept at spellcasting when threatened or distracted.

- Whenever attempting to maintain concentration on spells in combat, you gain advantage.

- You can cast spells, even when holding weapons or shields.

- When opponents provoke opportunity attacks, you can spend reaction to cast a cantrip at that target.

Combat Expertise

You can increase your defense at the expense of your accuracy.

Prerequisite: Dex 13+

- Your Dexterity score increases by +1.

- You may choose to suffer disadvantage on all attacks in a round in order to force all opponents to suffer disadvantage on all attacks against you.

Combat Reflexes

You quickly press the advantage of your foes' mistakes.

Prerequisite: Dex 13+

- You can perform a number of opportunity attacks per round equal to 1 plus your Dexterity modifier.

- You gain advantage on all opportunity attacks.

Command Undead

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

Prerequisites: Evil Alignment, Channel Divinity class feature.

- As an action, you can use one of your uses of Channel Divinity to mentally enslave undead within 30 feet. You make a Turn Undead check as normal. Those undead that would be destroyed fall under your control, obeying your commands to the best of their

ability. Intelligent undead shrug off your control after 24 hours. Controlled undead can have their will usurped by other clerics with this ability. When attempting to maintain control, each cleric makes a spellcasting check and the highest roll takes control.

- You can control a number of undead whose combined hit dice are equal or less than your cleric level.

Concussive Spell

You cause creatures to be disoriented when you affect them with a spell that has the sonic descriptor.

Prerequisite: Ability to cast 3rd level spells

- You deal thunder damage with a spell, a concussive wave of energy that rattles creatures affected by the spell. A concussive spell causes creatures that take damage from a spell that has the sonic descriptor to have disadvantage on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell. A concussive spell uses up a spell slot one level higher than the spell's actual level.

Crossbow Expertise

You are a master with the crossbow.

Prerequisite: Crossbow proficiency

- You can make the normal amount of attacks with loaded weapons, ignoring the loading quality.

- You do not suffer Disadvantage on ranged attacks made within 5' of a threatening creature.

- If you have a loaded hand crossbow in your off-hand, you can fire it as a bonus action.

Darting Strike

Your quick attacks are more difficult to dodge.

Prerequisite: Dex 15+

- Your Dexterity score increases by +1.

- When moving at least a 10' before an attack, you gain an additional +1 bonus on that attack.

Dazzling Display

Your skill with your weapon can frighten enemies.

Prerequisite: Intimidate proficiency

- While wielding a weapon or unarmed strike, you can perform a bewildering show of prowess. You can take an action to make an Intimidate check to frighten all foes within 30 feet who can see your display.

Deceitful

You are skilled at deceiving others, both with the spoken word and with physical disguises.

Prerequisite: Deception proficiency

- You gain expertise in the Deception skill.
- Once per short rest you can gain advantage on any Deception skill check.

Defensive Combat, Training

You excel at defending yourself from all manner of combat maneuvers.

Prerequisite: Dex 13+

- You add your proficiency bonus as a bonus on all saves against combat maneuvers such as trips, pushes, disarms, etc.
- You can spend a reaction to negate a charging opponent's free attack.
- You do not suffer advantage on attacks against you when you are flanked.

Defensive Weapon Training

You know how to defend yourself against a certain class of weaponry.

Prerequisite: Int 13+

- Choose a type of weapon (finesse, heavy, light, reach, thrown or twohanded). By spending a reaction, you force opponents wielding weapons of that category to suffer disadvantage on their attack against you.

Defensive Expertise

You never let down your guard, and take advantage of every time your foes do.

Prerequisite: Dex 13+

- If you hit a target with an opportunity attack, they are unable to move until beginning their next turn.
- All creatures leaving your threatened spaces suffer opportunity attacks. Using the disengage action does not avoid this opportunity attack, but other special abilities or feats that state you can avoid attacks of opportunity from movement do.
- When a foe you threaten rolls a 1 on an attack roll, you may make an opportunity attack as a reaction.

Deflect Arrows

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 15+, Unarmed Fighting or Martial Arts class feature

- If you would normally be hit with a ranged attack and are not unaware, you may make a Dexterity save as a reaction. If your save is greater than the

attack, it is deflected.

Deft Hands

You have exceptional manual dexterity.

Prerequisite: Sleight of Hand proficiency

- You gain expertise in the Sleight of Hand skill.
- You gain a bonus equal to your proficiency bonus on Dexterity checks made to disable devices and traps.
- Once per short rest you can gain advantage on any Sleight of Hand skill check or any Dexterity check made to disable devices or traps.

Demon Slayer

You've been trained to fight creatures of the lower planes and survive.

Prerequisite: Wis 13+, Arcana or Religion proficiency

- You gain a +1 bonus to attacks against demons or devils and a +1 bonus to your AC against their attacks.
- You may reroll a failed save against a devilish or demonic creature's special ability. You may only use this ability once per short rest.
- Your critical threat range against demons and devils increases by +1.

Diehard

You are especially hard to kill.

- You gain +1 bonus to your Constitution score.
- You gain a +2 bonus on death saves.
- You do not die immediately until you reach an amount of negative hit points equal to your Con score plus your level.

Dirty Fighter

You'll use anything to your advantage in combat.

Prerequisite: Int 13+

- As a bonus action, you can cause a foe to suffer disadvantage on their attacks this round. The target gains an Intelligence or Dexterity save (their choice) with a DC of 8 + your proficiency bonus + your Intelligence bonus. If they save, there is no effect.

- By expending a bonus action, you gain +1d4 on all attack rolls against a single target during this round.

Disarm Expertise

You are skilled at disarming an enemy.

Prerequisites: Str or Dex 13+

- When you perform a disarm maneuver, you

do so with advantage on your ability check.

- Opponents suffer disadvantage when they attempt to disarm you.

- You do not suffer disadvantage when attempting to disarm two-handed weapons.

Disorienting Blow

You make a hammering attack that disorients your target.

Prerequisite: Str 13+

- Your Strength or Dexterity score (choose one) increases by +1.

- You may make an attack with a -2 to hit penalty. If that attack hits, your target is unable to use reactions or bonus actions until the beginning of their next turn.

Disrupting Strike

With a well-placed attack, you make it harder for a nearby opponent to cast spells.

- If you make a successful melee or ranged attack against an opponent casting a spell within 30 feet, the concentration DC to successfully cast the spell is increased by +4.

Disruptive Spell

Your magical energies cling to enemies, interfering with their spellcasting.

Prerequisite: Ability to cast 2nd level spells

- Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell) for the duration of the spell. Targets that avoid the spell's effects avoid this feat's effect as well. A disruptive spell uses up a spell slot one level higher than the spell's actual level.

Distant Spell

Your spells are capable of a far reach.

Prerequisite: Ability to cast 2nd level spells

- When you cast a spell that has a range of 5 feet or greater, you can increase the spell level by one to double the range of the spell.

- When you cast a spell that has a range of touch, you can increase the spell level by one to make the range of the spell 30 feet.

Dodging Expertise

Your training and reflexes allow you to react swiftly to avoid an opponent's attacks.

Prerequisite: Dex 13+

- You gain a +1 bonus to your AC as long as you

are not unaware of an attack.

- Once per short or long rest you can use a reaction to take the Dodge action.

Dragon Slayer

You've been trained to fight dragonkind and survive.

Prerequisite: Wis 13+, Arcana or Nature proficiency

- You gain a +1 to attacks made against dragons and a +1 bonus to AC against their attacks.

- You add a bonus equal to your proficiency bonus on all saves against dragon fear or breath weapons.

- Your critical threat range against dragons increases by +1.

Dreadful Carnage

Slaying an enemy demoralizes your other nearby foes.

Prerequisites: Str 15+

- Whenever you reduce an enemy to 0 or fewer hit points, you can make an Intimidate skill check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

Demoralized Condition. Demoralized targets suffer disadvantage on all attacks and skill tests against you for a number of rounds equal to your proficiency bonus. Resisting the Intimidate skill is a Wisdom save DC 8 + the creature's proficiency bonus + Strength or Charisma bonus.

Duelist

You are a consummate sword master. To you, combat is an art form.

Prerequisite: Dex 13+

- You gain a +1 bonus to AC when fighting with a single weapon and no shield.

- As a reaction when you are attacked by a melee attack you can add your proficiency bonus to your AC against that attack.

Dungeoneer

You are a master of underground and dungeon exploration.

Prerequisite: Perception proficiency

- When searching for (or passing by) secret doors, you gain advantage on skill checks to notice them.

- You add your proficiency bonus on Dexterity saves made to avoid the effects of traps.

- When searching for traps, you do not suffer any movement penalties.

Eagle-Eyed

Your eyesight is especially keen, and you pick up on minute details.

Prerequisites: Perception or Investigation proficiency

- You gain expertise with the Perception and Investigation skills.
- You can read lips of targets you can see as long as you speak the same language.
- You never suffer disadvantage on Perception checks due to distance.

Elemental Channel

Choose one elemental subtype, such as air, earth, fire, or water. You can channel divinity energy to turn or destroy outsiders that possess your chosen elemental subtype.

Prerequisite: Channel Divinity class feature.

- Your Wisdom score increases by +1.
- Instead of its normal effect, you can choose to have your ability to Channel Divinity turn or destroy outsiders of your chosen elemental subtype.
- Thanks to your connection to an element, the save DC for your Channel Divinity ability increases by +1 against foes with that elemental subtype.

Elemental Focus

Your spells of a certain element are more difficult to resist.

Prerequisite: Ability to cast 1st level spells

- Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.
- Once per long rest when you cast a spell with your chosen energy type, you can force an opponent to suffer disadvantage on their saving throw.

Elemental Mastery

You are a master of the elemental forces, marrying the elements to magic.

Prerequisite: Ability to cast spells.

- Choose an energy type (acid, cold, fire, lightning or thunder). When you cast spells of this type, your target does not gain any resistance to that energy type.
- Once per short rest when you cast a spell of the chosen energy type you can reroll the damage and take the best result.

Elemental Spell

You can manipulate the elemental nature of your spells.

Prerequisite: Ability to cast 1st level spells

- Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type.

Empowered Spell

Your channel additional energy into your spells, causing them to deal great harm.

Prerequisite: Ability to cast 2nd level spells.

- When you roll damage for a spell, you can increase the spell's level by one to reroll a number of the damage dice up to your primary casting stat modifier (minimum of one). You must use the new rolls.

Endurance

Harsh conditions or long exertions do not easily tire you.

Prerequisite: Con 13+

- Your Constitution score increases by +1.
- You have advantage on all saves made to resist exhaustion, running out of breath, starvation and thirst, heat and cold.
- You can sleep in armor you are proficient in.

Extended Spell

Your spells can last a great deal longer than normal.

Prerequisite: Ability to cast 2nd level spells.

- When you cast a spell that has a duration of 1 minute or longer, you can increase your spell's level to double its duration, to a maximum duration of 24 hours.

Extra Channel

You can channel divine energy more often.

Prerequisite: Channel Divinity class feature.

- You can channel energy three additional times per long rest.

Extra Fighting Style

Your versatility training in combat allows you to gain an additional fighting style.

Prerequisite: Fighting Style class feature.

- Choose an extra combat style from your class.

Extra Ki

Your ki pool is greater than most.

Prerequisite: Ki class feature.

- Your ki pool increases by 3.

Extra Lay On Hands

You can use your Lay on Hands ability more often.

Prerequisite: Lay on Hands class feature.

- You treat your effective paladin level as +3 higher when determining your Lay on Hands pool.

Extra Inspiration

Your performances are greatly inspiring.

Prerequisite: Bardic Inspiration class feature.

- You gain three additional bardic inspiration dice whenever you use the bardic inspiration class feature.

Extra Rage

You can use your rage ability more than normal.

Prerequisite: Rage class feature.

- You can rage for 3 additional times per day.

Extra Skills

You have a versatile skill set.

- Choose any three skills you are not already proficient in. You gain proficiency with those skills.

Favored Defense

Your cunning is your shield against your quarry's attacks.

Prerequisite: Favored enemy class feature.

- Your Wisdom or Intelligence (choose one) increases by +1.
- You add half of your proficiency bonus to your AC when attacked by a favored enemy.

Feint Expertise

You are skilled at faking out an enemy in combat.

Prerequisite: Int 13+

- When you perform a feint maneuver, you do so with advantage on your ability check.
- Opponents suffer disadvantage when they attempt to feint you.
- You can attempt to feint a target a number of times equal to your Intelligence modifier.

Fight On

You can keep fighting even after you should be dead.

Prerequisites: Con 13+

- Once per long rest and as a reaction, you can gain a number of temporary hit points equal to your 1d8 + your Constitution modifier. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Fleet

You are faster than most.

Prerequisite: Dex 13+

- While you are wearing light or no armor, your base speed increases by an additional 5 feet.
- When you move at least 30 feet during your turn, your AC increases by +1.

Fortuitous

You have an uncanny amount of luck.

Prerequisites: Cha 15+ or Halfling

- You gain four d4s you can use towards lucky moments each day.
- You can add these dice to any attack, skill check or saving throw, even after you see the results. You may also use more than one die.
- You can use these dice to subtract from a foe's attack or skill check against you, or on their save against one of your abilities.

Giant Slayer

You've been trained to fight creatures much larger than yourself and survive.

Prerequisite: Dwarf or Wis 13+ and Nature proficiency

- You gain advantage on all attacks made against creatures at least two size categories larger than you.
- You gain a +2 bonus to AC when fighting creatures at least two sizes larger than you. If the creature is only one size larger, you only gain a +1 bonus to AC.
- Your critical threat range against giants increases by +1.

Grappling Expertise

You are adept at grappling and close-quarter physical combat.

Prerequisite: Str 13+

- If you have a creature grappled, you gain advantage on all attacks against them.
- If you have a creature grappled, you can spend a bonus action to attempt to pin the creature. Make another grapple check. If you succeed, both you and the creature are restrained and immobile.
- You can grapple creatures up to one size larger than you without them escaping automatically.

Great Cleave

Prerequisite: Str 13, Cleave

If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing

it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. There is no limit to the number of times you can use it per round.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Prerequisite: Con 13+

- Increase your Constitution score by +1.
- You gain proficiency in Constitution saves.

Great Strength

You are herculean in strength, capable of great feats of endurance.

Prerequisite: Str 13+

- Increase your Strength score by +1.
- You gain proficiency in Strength saves.

Great Weapon Expertise

You are a master of wielding heavy weapons.

- When wielding a heavy weapon, you may reroll damage once per round, keeping better result.
- When wielding a heavy weapon, you can take a penalty of -5 to hit to grant a +5 bonus to your damage.
- If you hit a foe with a heavy weapon, you may spend a bonus action to make a Shove attack against that same target.

Healing Chakra

You can use Ki to heal yourself and others.

Prerequisites: Wis 15+, Ki class feature

- As an action, you can spend a Ki point to automatically stabilize another creature. They become conscious with a number of hit points equal to your Wisdom modifier.
- If you fail a death save, you can expend a point of Ki to reroll that save.
- As an action you can expend a point of Ki to heal another creature. They regain 1d6 points plus your Wisdom modifier.

Heavy Armor Expertise

You know how to use heavy armor to its fullest.

Prerequisite: Heavy Armor Proficiency

- Increase your Strength score by +1.
- If you are wearing heavy armor, you reduce all physical damage taken by 3 points.

Heavy Armor Proficiency

You can wear heavy armor without penalty.

- Increase your Strength score by +1.
- You gain proficiency with heavy armors.

Heighten Spell

Your spells are incredibly difficult to resist.

Prerequisite: Ability to cast 3rd level spells.

- When you cast a spell that forces a creature to make a saving throw to resist its effects, you can increase the spell by one spell slot to give targets of the spell disadvantage on the first saving throw made against the spell.

Herbal Healer

You know which plants and herbs to use to make herbal poultices and unguents.

Prerequisites: Wis 13+, Nature proficiency

- You gain proficiency with the herbalist kit.
- You can spend one hour to create a number of herbal healing salves equal to your proficiency bonus. These salves add +1d6 hit points to a target's recovery dice during rest. Your salves are only good for 24 hours.
- You can spend one hour to create a powerful healing salve that functions as lesser restoration.

Heroic Defiance

You struggle on when others would fall.

- Once per day as an immediate action you can delay the onset of one harmful condition or affliction (such as frightened, paralyzed, stunned, and so on). Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.
- You may reroll failed saving throws three times each day. You may use the new result if it would benefit you to do so. You can use one reroll anytime after a long rest.

Improved Channel Divinity

Your divine energy is harder to resist.

Prerequisite: Channel Divinity class feature.

- Add +1 to the DC of saving throws made to resist the effects of your channel divinity abilities.
- You treat your effective cleric level as +2 levels higher for the purposes of calculating affected undead with the Destroy Undead class feature.

Improved Critical

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Weapon Specialization

- When using the weapon you selected for Weapon Specialization, your threat range is increased by +1.

Improvised Weapon Mastery

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

- Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (1d10 if the improvised weapon is two-handed).
- Improvised weapons in your hands also have a critical threat range of 19–20.

Initiate

You have studied with spellcasters, and picked up a few tricks.

- Choose two cantrips and a first level spell from the spell list of any single class. You may cast the cantrips at will and the first level spell once per long rest. Your primary casting stat and save DCs are determined by the casting stat of the class chosen.

Inspiring Leadership

You are capable of awe-inspiring leadership, and that leadership gives your allies strength.

Prerequisite: Cha 13+

- If you spend at least 5 minutes giving a rousing speech you can make a Charisma or Performance check with a DC of 15. If you succeed, all allies within 30' gain 5 temporary hit points. If you succeed with a DC of 20 or better, this bonus increases to 10 temporary hit points. No creature can benefit from these temporary hit points again until they have taken at least a short rest.

Iron Will

You are more resistant to mental effects.

Prerequisite: Wis 13+

- Increase your Wisdom score by +1.
- You gain proficiency in Wisdom saves.

Ironskin

Through body hardening techniques, you can shrug off some blows without the use of armor. Cannot be taken if your race already has a natural armor bonus to AC.

Prerequisite: Con 15+

- Your Constitution score increases by +1.
- You may add your Con bonus to AC when not wearing armor.

Keen Intellect

Your intellect is practiced and sharp.

Prerequisite: Int 15+

- Your Intelligence score increases by +1.
- You can recall anything you've seen or heard within a number of weeks equal to your Intelligence modifier.
- Once per long rest you can gain advantage on any Intelligence-based skill check.
- By discussing a problem with your allies, you turn any Insight or Investigation check to a group check.

Light Armor Proficiency

You know how to wear light armor without penalty.

- Increase your Strength or Dexterity score (choose one) by +1.
- You gain proficiency with light armors.

Lightning Reflexes

You have faster reflexes than normal.

Prerequisite: Dex 13+

- Increase your Dexterity score by +1.
- You gain proficiency in Dexterity saves.

Lightning Stance

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17+

- If you Dash during your turn, you also gain the benefits of the Dodge action.

Lookout

You help your allies avoid being surprised.

Prerequisite: Perception proficiency

- Your Dexterity or Wisdom score (choose one) increases by +1.
- Allies within 30' may use your Perception checks to determine surprise.

Linguistics Expert

You are a scholar of languages, ancient tongues and scripts.

Prerequisite: Int 13+

- You learn three languages of your choice.
- You can get rough impressions of the meaning of written and spoken languages you don't know with a DC 15 Intelligence check.
- You can also create secret codes. The DC to understand your codes is equal to your Intelligence score + your proficiency bonus.

Lunging Attack

You can strike foes that would normally be out of reach.

- You can declare that any attack you make is a lunge attack. This increases the reach of your melee attacks by 5 feet.
- When you do so, you gain a +2 bonus to damage on all lunge attacks, but put yourself in an awkward position, and all attacks made against you have +2 to hit until the beginning of your next turn. You must decide to use this ability at the beginning of your turn, before any attacks are made.
- When lunging, you threaten additional 5 feet.

Lycanthrope Slayer

You've been trained to fight shapeshifters and survive.

Prerequisite: Wis 13+, Arcana proficiency

- You gain a +1 bonus to attacks made against lycanthropes and a +1 bonus to your AC against their attacks.
- You gain advantage on all Insight or Investigation checks made to discover the true nature of a lycanthrope.
- Your critical threat range against lycanthropes increases by +1.

Magical Aptitude

You have a knack for magic.

Prerequisites: Int 13+, Arcana proficiency

- Your Intelligence, Wisdom or Charisma score (choose one) increases by +1.
- You gain expertise in the Arcana skill.
- Once per short rest you can gain advantage on any Arcana skill check.

Mage Killer

You are a hunter and slayer of all who practice spellcraft.

Prerequisite: Arcana proficiency

- Spellcasters that you threaten provoke opportunity attacks when casting spells in your presence.
- If you harm a spellcaster while they are concentrating on a spell, they suffer disadvantage on the concentration check.
- If you see a creature cast a spell, you gain a bonus of +1d4 on all attack rolls against that creature for one minute.

Manyshot

You can fire multiple arrows in a single shot.

Prerequisite: Dex 15+, Rapid Shot

- When you make a ranged attack, you can make another ranged attack against the same target or another target within 10' of that target.

Master Craftsman

You are a master artisan, capable of crafting great works of stunning beauty and effectiveness.

Prerequisite: Int 13+

- You gain proficiency with any two tools of your choice.
- You craft items at a rate of 50 gp per day instead of 25 gp.
- You can craft weapons and armor that are effectively a +1 enhancement bonus, but they do not count as

magical, nor radiate magic.

Medium Armor Expertise

You are well-trained in the use of medium armor to deflect blows.

- You no longer suffer disadvantage on Stealth skill checks.
- Your maximum Dexterity bonus to AC increases by +1 when you are wearing medium armor.

Medium Armor Proficiency

You can wear medium armor without penalty.

- Increase your Strength by +1.
- You gain proficiency with medium armors.

Mobility

You can easily move through a dangerous melee.

Prerequisite: Dex 13+

- If you take the Dash action, you are not hindered by difficult terrain that turn.
- When you exit a creature's threatened area, you do not provoke opportunity attacks.
- You can move through a number of enemy squares equal to your Dexterity bonus each round as though they were friendly.

Mondo Grip

You are adept at wielding larger-sized melee weapons

Prerequisite: Str 15+

- You gain the ability to wield normal-sized two-handed melee weapons in one hand.
- You can wield one-handed melee weapons one size category larger than yourself in one hand.
- You can wield two-handed melee weapons

one size category larger than yourself in two hands.

- You can wield objects as weapons up to 2x the normal weight allowed.

Mounted Warrior

You are adept at warfare on the back of a mount.

Prerequisite: Animal Handling proficiency

- While mounted, you gain advantage on melee attack rolls against foes that are smaller than your mount.
- You do not suffer disadvantage when making ranged attacks while mounted.
- As reaction to attack on your mount, you can make an Animal Handling check and treat this result as your mount's AC or if you have a shield, you can grant your shield's AC to your mount as a reaction. You lose your shield bonus until beginning of your next turn.

Overrun Expertise

You are a master of the overrun maneuver.

Prerequisite: Str 13+

- You gain advantage on all overrun maneuver attempts that you make.
- Opponents suffer disadvantage on overrun maneuver attempts against you.
- If you make a charge as part of a Dash action, you can overrun a target as a free action.

Parry Spell

You can parry an enemy spell back at its caster.

Prerequisites: Dex 13+, Arcana proficiency

- As a reaction, you can attempt to parry any spell that requires an attack roll. You make an attack roll against the attack roll of the incoming spell attack. If you succeed, you parry the spell away harmlessly.
- If you take a -5 penalty to your parry roll and succeed, you can parry that spell back at its caster. Use your parry roll as the spell attack roll.

Parting Shot

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

Prerequisite: Dex 15+

- When you use the disengage action, you can make a single ranged attack at any point during your movement as a bonus action.

Penetrating Strike

Your attacks penetrate the defenses of most foes.

Prerequisites: Weapon Specialization

- Your Strength or Dexterity score (choose one)

increases by +1.

- Once per short rest, your successful attack ignores nonmagical physical damage resistance.

Persistent Spell

You can modify a spell to become more tenacious when its targets resist its effect.

Prerequisite: Ability to cast 3rd level spells

- Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Persuasive

You are skilled at swaying attitudes and intimidating others into your way of thinking.

Prerequisites: Cha 13+, Persuasion proficiency

- You gain expertise with the Persuasion skill.
- Once per short rest you can gain advantage on any Charisma-based skill check.

Point-Blank Shot

You are especially accurate when making ranged attacks against close targets.

Prerequisites: Dex 13+, Perception proficiency

- You gain advantage on any ranged attack made within 30' against targets that do not have cover.
- Ranged attacks made against adjacent targets have neither advantage nor disadvantage.

Polearm Expertise

You are a master of polearm weapons.

- When you attack with a pole weapon or staff, you can use a bonus action to attack with the other end of your weapon, dealing 1d4 bludgeoning damage plus your Strength modifier.
- While using a reach weapon, opponents incur opportunity attacks when they enter and exit your threatened area.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisite: Str 13+

- When wielding any non-light melee weapon, you can choose to suffer a -5 penalty to attack rolls to

gain +10 points of damage.

- In addition, you may reroll 1s on damage rolls when using power attack. You must use the new result.
- You treat object's ACs as if 3 points less.

Physician

You are a capable healer, able to mend wounds and treat ailments.

Prerequisites: Int or Wis 13+, Medicine proficiency

- When you use a healer's kit and stabilize a dying target, they become conscious with 1d4 hit points.
- You can use a healer's kit to tend to a character's wounds. The character regains a recovery die, and this recovery die does not count against their daily total. A character may only benefit from this bonus recovery die once per long rest.
- Under your care, characters expending recovery dice during rest gain a bonus amount of additional hit points equal to your Intelligence or Wisdom modifier (choose one) for each recovery die they spend.

Quick Draw

You can draw weapons faster than most.

Prerequisite: Dex 13+

- You can draw weapons as a free action instead of as part of a move action.
- You gain a +2 bonus on Initiative.
- Even if you are surprised, you can still draw your weapons.

Quicken Spell

You can cast spells in a blink of an eye.

Prerequisite: Ability to cast 4th level spells

- When you cast a spell that has a casting time of 1 action, you can increase the spell one spell slot to change the casting time to 1 bonus action for this casting.
- A quickened spell does not suffer disadvantage when cast adjacent to threatening foes.

Raging Strength

While raging, your attacks do even more damage.

Prerequisites: Str 15+, Rage class feature

- Whenever you are raging, you deal +3 additional points of damage with your melee attacks.
- You can reroll 1s on damage rolls. You must keep the new result.

Raging Vitality

While raging, you are full of vigor and health.

Prerequisites: Con 15+, rage class feature.

- Whenever you are raging, you gain a number of temporary hit points equal to your level. These temporary hit points do not stack with temporary hit points from any other source. These temporary hit points are removed when you exit rage.

- While raging, you have advantage on Constitution checks and Constitution saves.

Rapid Shot

You can make an additional ranged attack.

Prerequisite: Dex 13+

- When making a attack action with a non-loading ranged weapon, you can make an additional attack this round as a bonus action. You gain your full Dexterity bonus to damage on this bonus attack.

Razortooth

Your powerful jaws and steely teeth are deadly enough to give you a bite attack.

Prerequisite: Half-orc or other fanged race

- Your Strength or Constitution score (choose one) increases by +1.
- As a bonus action, you can make a bite attack for 1d4 points of damage. You're considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it.

Ritualist

You know how to cast some ritual spells.

Prerequisites: Int, Wis or Cha 13+

- You can cast spells as rituals. These spells must have the ritual tag. You cannot cast a ritual with a spell level of greater than half your level.
- When you gain this feat, choose two first level spells from a class of your choosing that have the ritual tag. You cast these spells as a member of that class, using their primary casting stat.

- You can add other rituals to your spellbook. The rituals must belong to your chosen ritual casting class. Adding new rituals costs 50 gp per level of spell and takes 2 hours per level of the spell.

Rousing Performance

Your bardic inspiration can affect more than one person.

Prerequisites: Cha 15+, Performance proficiency, Bardic Inspiration class feature.

- When you perform a bardic performance,

until the end of the encounter, all allies within 60' of you gain +1d4 on attacks, saves or skill checks (choose one each time you activate this ability).

Savage Warrior

Your blows strike with fury, driving enemies before you.

Prerequisite: Str 13+, Intimidate proficiency

- You can reroll damage dice results of 1 or 2. You must use the new result, even if they are 1s or 2s.
- You gain expertise with the Intimidate skill.

Selective Spell

Your allies need not fear friendly fire.

Prerequisite: Int 15+, Arcana proficiency, Ability to cast 2nd level spells

- When casting a selective spell with an area effect and an instant duration, you can choose a number of targets in the area equal to your primary spellcasting ability modifier. These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level. Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

Sharp Shot

Your skill with ranged weapons allows you to make amazing shots with ease.

Prerequisite: Dex 15+

- You do not suffer disadvantage when attacking beyond your weapon's normal range. Note that this does not allow you to shoot beyond your weapon's maximum range.
- Your ranged attacks ignore all but total cover and you never suffer disadvantage for firing into melee.
- When making a ranged attack, you can choose to suffer a -5 penalty to the attack roll. If the attack hits, you gain a +10 bonus to the attack's damage.

Shield Expertise

Your skill allows shield fighting without hindrance.

Prerequisites: Str 13+, Shield proficiency

- You can make an attack or Shove action with a shield as a bonus action. Medium-sized shield deals 1d6 points of damage.
- As long as you are aware of an attack and not otherwise incapacitated, you can add +2 to your Dexterity saves against spell or attack effects that only affect you.
- When faced with a Dexterity save for half damage while wielding a shield greater than a buckler, you automatically take half effect (even if you fail), and

if you succeed, you suffer no damage.

Shield of Swings

A wild frenzy of attacks serves to bolster your defenses.

Prerequisite: Extra Attack class feature

- If you attack more than once per round using your extra attack class feature, you gain a +1 bonus to your AC for each extra attack you make that round.

Sidestep

You can reposition yourself after a foe's missed swing.

Prerequisites: Dex 13+

- Your Dexterity score increases by +1.
- Whenever an opponent misses you with a melee attack, you may move 5 feet as a reaction.
- This movement does not provoke opportunity attacks and does not count against your total movement.

Skill Focus

You are particularly adept at a certain skill.

Prerequisite: Proficiency in a chosen skill.

- You gain expertise in a chosen skill.

Slam Expertise

You are skilled at slamming into an enemy and throw them off balance.

Prerequisite: Str 13+

- When you perform a slam maneuver, you do so with advantage on your Strength check.
- You can slam or shove targets up to two sizes larger than you.
- In addition to knocking foe back or prone, your slam also deals 1d6 damage plus your Strength modifier.

Snap Shot

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisite: Dex 13+

- While wielding a ranged weapon you are proficient in, you may attack adjacent foes without suffering disadvantage.
- Make ranged attacks as opportunity attacks and gain +2 damage on all such opportunity attacks.

Spell Assassin

You cast spells with a deadly finality.

Prerequisites: Dex 13+, Ability to cast any spell

- Your range with spells that require attack rolls is doubled.

- You ignore all but total cover when making spell attacks.

- You can subtract -5 on a spell's attack roll and gain +5 to damage.

Spell Focus

Spells you cast of a particular school are more difficult to resist.

Prerequisite: Ability to cast spells.

- Choose a school of magic. You add half your proficiency bonus as an additional bonus to the DC of saving throws against spells from the school of magic you select.

- You gain advantage on all saves against that school of magic.

Spell Mastery

You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks.

Prerequisite: 1st-level wizard.

- Your Intelligence score increases by +1.
- Choose a number of spells that you already know equal to your 3 + your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

Spell Penetration

Your spells break through resistances more easily than most.

Prerequisite: Spell Focus

- When casting a spell of the school you have chosen for Spell Focus, you ignore the resistance of targets.

Spirited Charge

Your mounted charge attacks are capable of dealing a tremendous amount of damage.

Prerequisites: Mounted Warrior

- When mounted and using the Dash action to charge, your threat range increases by +1.
- May choose to subtract -5 from attack rolls using Spirited Charge to deal additional +10 damage.

Stand Still

You can stop foes that try to move past you.

Prerequisites: Str 13+

- When a foe moves through squares you threaten, you can spend a reaction and that enemy can take the rest of his action, but cannot move for the rest of his turn unless it makes a successful overrun attempt.

Stealthy

You are skilled at stealth.

Prerequisites: Dex 13+, Stealth proficiency

- You can make hide checks when you are only lightly obscured from sight.
- If you are hidden and make a ranged attack against an unaware target, you remain hidden.
- You can see in dim light without penalty.

Steel Soul

You are especially resistant to magic.

Prerequisite: Dwarf

- You may add your proficiency bonus as a bonus on all saves against magic.
- Once per short rest you can gain advantage on a save against magic. You may not use this ability again until you've completed a short rest.

Steeled Mind

Your mind is extraordinarily keen, and your mental defenses are nearly impossible to penetrate.

Prerequisite: Int 13+

- Your Intelligence score increases by +1.
- You gain proficiency in Intelligence saves.

Strike Back

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

Prerequisite: Dex 13+

- Your Dexterity score increases by +1.
- You can expend a reaction to make an opportunity attack against any foe that attacks you with reach.

Strong Personality

Your sense of self never wavers, and your ego is rarely challenged.

Prerequisite: Cha 13+

- Increase your Charisma score by +1.
- You gain proficiency in Charisma saves.

Subtle Spell

You can cast spells without others being aware of it.

Prerequisite: Ability to cast 2nd level spells.

- When you cast a spell, you can increase the spell level by one to cast it without any somatic or verbal components.

Sunder Expertise

Your devastating strikes cleave through weapons and

armor and into their wielders, damaging both item and wielder alike in a single terrific strike.

Prerequisite: Str 15+

- You gain advantage on all Sunder attempts.
- Opponents have disadvantage when attempting to make Sunder attempts against you.
- If you sunder a target's weapons, armor or shield, you can spend a bonus action to also deal your weapon's base damage to the target.

Taunt

Your vicious words infuriate others.

Prerequisites: Cha 13+, Intimidate proficiency

- Your Charisma score increases by +1.
- You gain expertise in the Intimidate skill.
- When you use the Intimidate skill, you can force an opponent to make a Wisdom save versus your Intimidate check. If they fail, they must use their next action to move closer and attack you.
- If you use the Intimidate skill to fluster a target, they suffer disadvantage on all Persuasion checks for a number of rounds equal to your proficiency bonus.

Thespian

You are skilled at impersonation and drama.

Prerequisite: Cha 13+

- Your Charisma score increases by +1.
- When impersonating another person's looks, mannerisms or speech, you gain advantage on Deception or Performance skill checks.

Thundering Spell

You can conjure your spells into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

Prerequisite: Ability to cast 3rd level spells

- You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, it becomes deafened for a number of rounds equal to the level of the spell. The target can make a Constitution save equal to the spell's saving throw to negate the deafening effect. If the spell effect also causes the creature to become deafened, the duration of this effect is added to the duration of the spell. A thundering spell uses a spell slot one level higher than the spell. Only spells that inflict damage benefit from this feat.

Toppling Spell

Your spells with that deal damage also knock the

affected creatures prone.

Prerequisite: Ability to cast 3rd level spells.

- The impact of your spell is strong enough to knock the target prone. If a target takes damage from your spell, they must also make a Dexterity or Strength (target's choice) save to avoid being knocked prone versus the saving throw of the spell. A toppling spell uses up a spell slot one level higher than the spell's actual level.

Toughness

You have enhanced physical stamina.

Prerequisite: Con 13+

- You gain a number of hit points equal to twice your level.
- Each time you gain a new level, you gain one additional hit point.
- You recover 1 additional hit point whenever you roll a recovery die.

Trip Expertise

You can easily knock enemies prone and exploit their weakened position.

Prerequisite: Dex 15+

- You gain advantage on all Trip attempts.
- Opponents have disadvantage when attempting to make Trip attempts against you.
- When an opponent stands from prone, you automatically gain an opportunity attack against them.

Twinned Spell

You can cast a spell and have it affect two targets instead of one.

Prerequisite: Ability to cast 2nd level spells.

- When you cast a spell that targets only one creature and doesn't have a range of self, you can choose to double the spell's level to target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature. For example, *magic missile* isn't eligible, but *fire bolt* is.

Two-Weapon Fighter

You can fight with a weapon wielded in each of your hands.

Prerequisite: Dex 13+

- You gain your ability bonus on offhand attacks when dual-wielding two weapons.
- You can use two-weapon fighting with one-handed melee weapons, even if they aren't light weapons.

- You can draw or put away both weapons as a single action when you could normally draw or put away a weapon.

Two-Weapon Fighting Mastery

You are especially skilled at fighting with two weapons.

Prerequisites: Dex 15+, Two-Weapon Fighter

- When fighting with two weapons, you gain a +1 bonus to AC.
- You gain an extra attack action when wielding two weapons.

Two-Weapon Rend

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 15+

- If you hit an opponent with both your primary attack and your offhand bonus attack, you deal an additional +5 points of damage.

Undead Slayer

You've been trained to fight the living dead and survive.

Prerequisite: Int or Wis 13+, Arcana or Religion proficiency

- You gain a +1 bonus to attacks made against undead and a +1 bonus to your AC against their attacks.
- You may reroll a failed save against an undead creature's ability. You may only use this ability once per short rest.
- Your critical threat range against undead increases by +1.

Unarmed Fighting

You are skilled at fighting while unarmed.

Prerequisites: Str and Con 15+

- Increase your Strength or Constitution score by +1.
- You gain proficiency with improvised weapons and unarmed strikes. Your unarmed strikes deal 1d4 damage (1d3 for small creatures and 1d6 for large). You are treated as armed when unarmed fighting.
- If you hit a target with an unarmed strike on your turn, as a bonus action you can make a grapple attack.

Weapon Expert

You know how to handle more weapons than most of your class.

- Your Strength or Dexterity score (choose one) increases by +1.

- You gain proficiency with any five martial weapons.

Weapon Specialization

You are especially skilled with one type of weapon.

Prerequisite: Proficiency with selected weapon

- Choose one weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.
- With your chosen weapon, you also gain a +2 bonus to damage rolls.
- Once per short rest you can gain advantage on an attack roll made with your chosen weapon.

Widen Spell

Cast your spells so that they occupy a larger space.

Prerequisite: Ability to cast 3rd level spells.

- You can increase a spell's level by two to alter a burst, emanation, or spread-shaped spell to increase its area of effect.

MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

Wearing and Wielding Items. Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer. Rare exceptions exist.

Attunement. Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item.

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item.

Activating an Item. Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the thief's Fast Hands can't be used to activate the item.

Command Word. A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the silence spell.

Consumables. Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells. Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

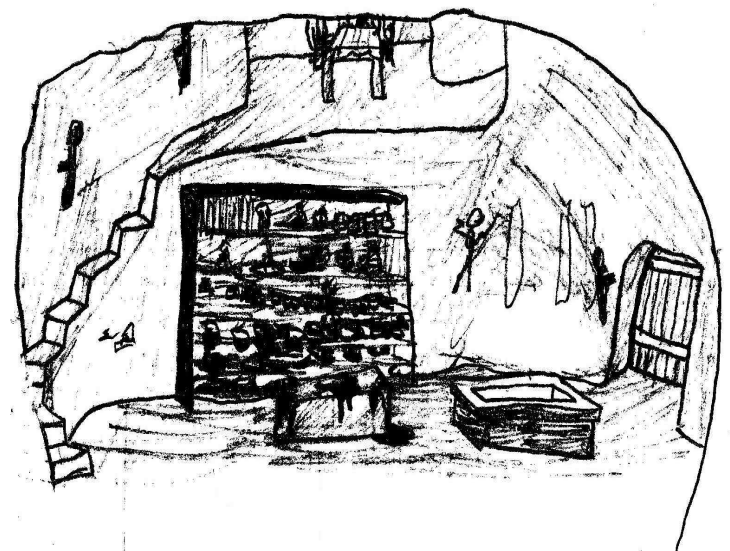
A magic item, such as certain staves, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability—perhaps you have the Use Magic Device feature—your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

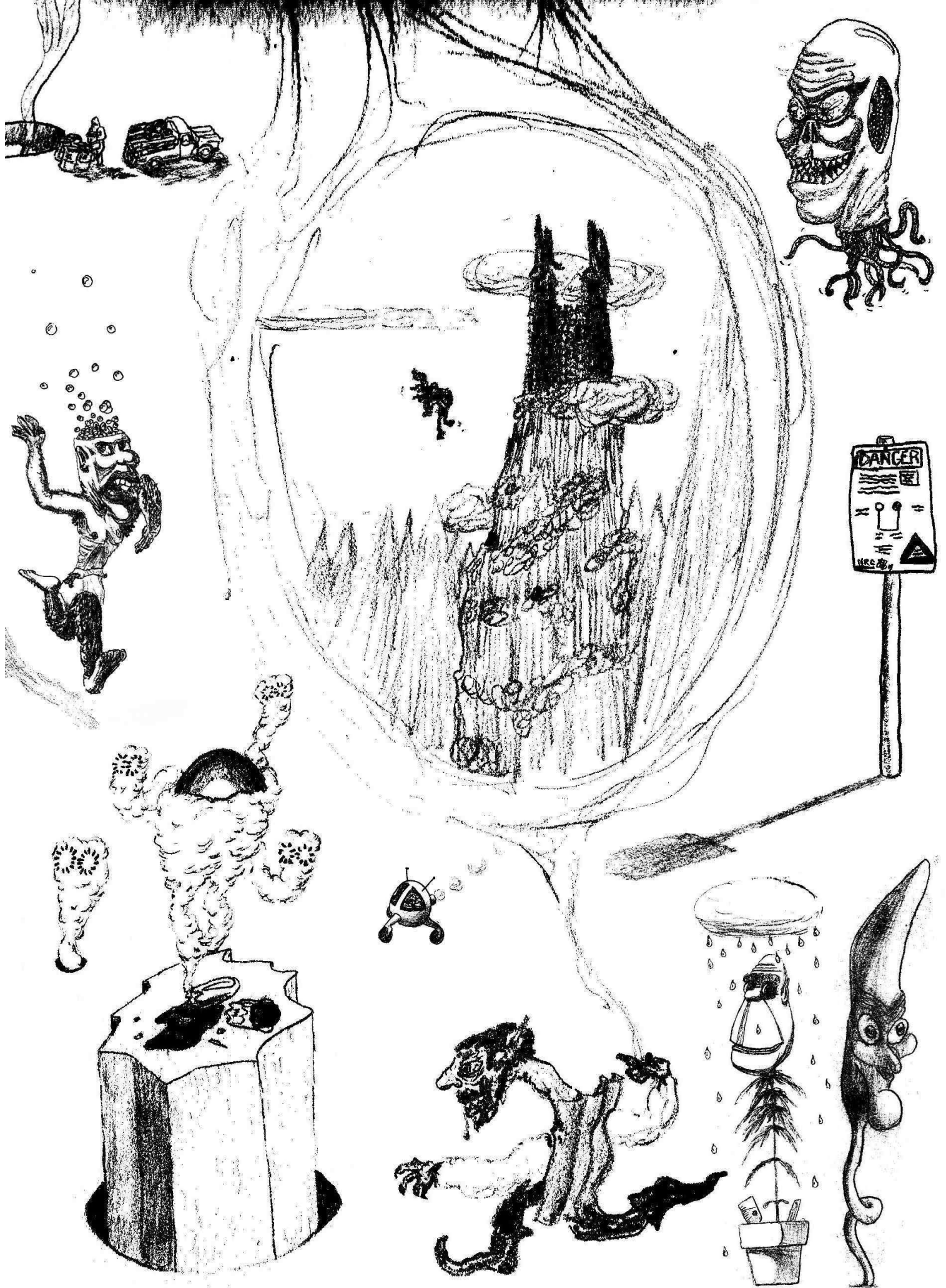
Charges. Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an identify spell is cast on it, as well as when a creature attunes to it. When an item regains charges, the creature attuned to it learns how many charges it regained.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand
- One pair of boots or shoes on the feet

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), 60% chance of being Medium (31–90), and 10% chance of being another size (91–100).





Psionics Are Different. Psionics are different from magic. Many psionic powers duplicate those of magic, however, *detect magic* and similar spells will not detect psionics. Truesight would show some strange force at work though. Psionics are not affected by dead-magic areas, but anti-magic areas and spells will prevent psionics from working and PSP (Psionic Strength Points) being spent. Note that *globe of invulnerability* and similar spells have NO effect on psionics, they only stop magic. Psionic use does come at a risk as these powers often attract encounters with psionic-using creatures.

There are three types of psionic users: **Creatures** who use psionics, **Wild Talents** who have a natural psionic ability, and the **Psionicist** class type.

Wild Talents. Wild Talents are non-class psionic users and receive 1 PSP per each of their standard levels plus 1 per point of Wisdom and Intelligence over 14, but do not get extra attacks at high level, and can only gain new abilities at the Game Judge's discretion. Wild talents roll d20 for their powers: 1-9 one initiate ability, 11-16 two initiate abilities, 17-19 three abilities (1 adept, 2 initiate), 20 four abilities (2 adept, 2 initiate). The chance for Wild Talent is 1% plus 1 percentage point for each Intelligence and Wisdom ability modifier above 2.

Psionicist

Class Features: As a psionicist, you gain the following class features.

Alignment: Any.

Hit Points

Hit Dice: 1d8 per psionicist level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Nature, Perception, and Religion

Equipment. You start with the following equipment in addition to equipment purchased with starting Gold Pieces:

- (a) a mace or (b) a warhammer
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any

- (a) a scholar's pack or (b) an explorer's pack

To be a psionicist a character must have and Intelligence and Wisdom score of 14 or more. Psionicists gain proficiency against any Enchantment/Charm spell or anything that affects the mind.

Psionicists have three grades of power, which is based on their level, that allow access to more potent abilities as they increase in levels: 1st through 6th level are an Initiate; 7th through 12th levels are an Adept; and 13th through 20th levels are a Master.

Psionic Strength Points. A psionicist has 3 PSP per level, plus 1 PSP per point of Wisdom and Intelligence over 14, so a 1st level psionicist with 18 Wisdom and 17 Intelligence would have 10 PSP. These PSP are used to create his powers.

Power Levels and PSP Cost. Powers are split into three levels: **Initiate**, **Adept**, and **Master**. Initiate powers cost 1 PSP to use, Adept powers cost 2 PSP, Master powers cost 3 PSP. Adding PSP has same effect as using a spell at a commensurably higher spell slot.

Regaining PSP. PSP are regained by a long rest or by using Meditation (i.e. no activity at all). Less rest means less PSP restored.

Using Psionic Powers. To use a psionic power, a psionicist must make the either a Wisdom ability check or an Intelligence ability check, whichever is higher. Wild talents must make successful Intelligence AND Wisdom ability checks. The DC is 10 + spell level. A naturally rolled 1 is always a failure. If the power fails, the PSP are lost.

Gaining Psionic Powers. When a psionicist is created, she knows 1d4+4 Initiate powers. She chooses one of the 5 main disciplines (Clairsentience, Psychokinetic, Psychometabolism, Psychoportation and Telepathy) as her primary discipline.

At each level the character gets a random roll for a new power that the character is allowed access to (1st level can only get Initiate powers, 7th Initiate and Adept powers, and at 13th+ from all three), however, she gets two rolls if she decides to take a power only from her primary discipline (i.e. she gets 2 powers instead of the usual one). Characters may also research new abilities just like a wizard researching spells (a psionicist requires no money, just solitude), but they may choose to research powers from the tables below.

Psionicists may telepathically share knowledge of powers between them, but one of the psionicists must have *sending* to allow communication and few willingly let others into their minds. It takes one month

of study to do this and a Wisdom and Intelligence check must be made for each power shared.

Psionic Attack Modes. Psionic attack modes are special powers, that can be learned just like the others. However, these are the primary weapons of a psionist, just like a warrior, a psionist can make more attacks with these powers each round if they are high level. 1st-6th level: 2 attacks per round; 7th-12th: 3 attacks per round, 13th-18th: 4 attacks per round; 19th-20th: 5 attacks per round. Attack modes cost the listed PSP amount for each attack made with them in a round. Note: Only psionists get more than one attack per round (Wild talents have never more than 1 attack).

Psionic attack modes are also special in that they can damage another psionic creature's amount of PSP on failed saving throws. Psionic creatures that have any PSP remaining cannot be unwillingly affected by most forms of telepathic abilities, except PSP damage inflicted by failed saves versus attack modes. For example, a psionist wants to *charm person* on a wild talent with 5 PSP. The psionist first uses *id insinuation* on round 1, this inflicts 8 PSP damage. The wild talent now has no PSP left, his mind is 'open' and can be attacked by *charm person* on the next and following rounds.

Subtle attacks. A psionic creature can try to attack victims without their knowing it. If the victim fails a Wisdom ability save, he does not know he's been attacked. However, NO special damage, beyond reducing PSP, is inflicted, as the psionist is merely probing into their mind. Rolled each round, the psionist learns one important fact. Secrets, character class, etc. can all be learned. It is not infallible, a creature with high wisdom can give false information on save success, but it is far from easy.

Mind Punch (Initiate) Cost: 1 PSP Range: 90 feet

Victim must make a Wisdom save DC 10 + psionist Intelligence and Wisdom modifiers or lose the use of 1 random ability (language other than its native tongue, proficiency, specific psionic ability, weapon skill, specific memorized spell, breath weapon, etc.) for 1d6 days, but not basic or movement abilities. Against a psionic creature, a failed save inflicts 1d4 PSP damage. The power causes victim to forget things.

Ego Flog (Initiate) Cost: 1 PSP Range: 120 feet

Victim must make a Wisdom save DC 10 + psionist Intelligence and Wisdom modifiers or for 1d4 rounds have ALL rolls penalized by -5, victim can't use any spell above 3rd level, or an Adept or Master psionic power. Against a psionic creature a failed save inflicts 2d4 PSP damage. The victim feels pathetic and worthless.

Id Insinuation (Adept) Cost: 2 PSP Range: 180 feet

Victim must make a Wisdom save DC 10 + 3 + psionist Intelligence and Wisdom modifiers or be stunned for 1d4 rounds. Against a psionic creature it inflicts 3d4 PSP damage if the save is failed. This power causes the victim's baser self to emerge, overwhelmed with desires to eat, kill and breed, it takes a while for him to regain control.

Psychic Squash (Master) Cost: 3 PSP Range: 40 feet
Victim must make a Wisdom save DC 10 + 6 + psionist Intelligence and Wisdom modifiers or take 2d8 hp and be paralysed for the rest of that round. Inflicts 4d4 PSP damage on a psionic creature that fails its save. Causes victim's nervous system to fire uncontrollably, causing vicious spasms, they also can't think.

Psionic Burst (Master) Cost: 3 PSP Range: 60 feet

Victim must make a Wisdom save DC 10 + 6 + psionist Intelligence and Wisdom modifiers or lose half their current hit points, except for victims with only 20 or fewer hit points, if they fail they are automatically reduced to 0 hp. This loss is purely stun damage and will be recovered in 10 minutes. However, a victim reduced to 0 hp will be rendered deeply unconscious for 1d10 hours, a Constitution ability save DC 20 will reduce this time by half. Against a psionic creature, a failed save inflicts 5d4 PSP damage. This power is a massive mental barrage of devastating power that tries to completely overwhelm the victim's mind.

Disciplines of Psionic Abilities. There are 5 main disciplines of psionics. **Clairensience** (dealing with knowledge and investigation), **Psychokinesis** (Manipulating the physical world), **Psychometabolism** (affecting creatures' bodies), **Psychoportation** (dealing with movement), and **Telepathy** (dealing with affecting creatures' minds). When a character is created, she chooses one of these as her primary discipline, when she goes up a level, she gets two rolls if she decides to take a power from his primary discipline, (i.e. 2 powers instead of the usual one).

Most psionic powers duplicate spells to make it simpler to use psionics, the following lists of psionic abilities are taken from the Players Book spell lists (the numbers marked are for random rolls). A psionist uses them at the same level of effect as the equivalent spell, however, spells and psionics work very differently. Note that some powers are duplicated in different disciplines, this is because they achieve much the same thing, but through different means. Typically Initiate powers are level 1-3 spells, Adept are level 4-6 spells, and Master are level 7-9 spells.

Many psionic powers are ended if the psionist is rendered unconscious or killed, as the powers are sustained by his mind. This mainly applies to Psychokinesis powers, not Psychometabolic (since the effect has already occurred in the victim), charms are weakened slightly when the psionist is unconscious, but not broken unless he's dead.

Initiate Powers:

(1) Clairsentience: (1) *Clairaudience*; (2) *Clairvoyance*; (3) *Comprehend Languages*; (4) *Detect Evil and Good*; (5) *Detect Poison*; (6) *Detect Psionics* (similar to *Detect Magic*); (7) *Know Alignment*; (8) *Locate Object*; (9) *Mirror Image*; (10) *Non-Detection*; (11) *See Invisibility*; (12) *Speak with Animals*.

(2) Psychokinesis (All creatures with Psychokinesis discipline have *telekinesis* in addition to any others): (1) *arcane lock*; (2) *bane*; (3) *blur* (not an illusion); (4) *burning hands*; (5) *darkness*; (6) *entangle*; (7) *feather fall*; (8) *flesh to stone*; (9) *gust of wind*; (10) *heat metal* (only 1 item affected); (11) *knock*; (12) *levitate*; (13) *mage hand*; (14) *mending*; (15) *minor illusion*; (16) *prestidigitation*; (17) *produce fire*; (18) *shatter*; (19) *shield* (doesn't affect *magic missile* spells); (20) *shocking grasp*; (21) *silence*; (22) *silent image*; (23) *unseen servant*; (24) *slow* (1 target only); (25) *thunderwave*; (26) *wind wall*.

(3) Psychometabolism: (1) *aid*; (2) *alter self*; (3) *barkskin*; (4) *contagion* (by touch); (5) *cure wounds*; (6) *darkvision*; (7) *enhance ability*; (8) *enlarge/reduce* (self only); (9) *feign death*; (10) *haste* (self only, no ageing); (11) *heal*; (12) *hold person* (1 target only); (13) *jump*; (14) *lesser restoration*; (15) *protection from energy*; (16) *spider climb*; (17) *vampiric touch*; (18) *water breathing*.

(4) Psychoportation: (1) *blink*; (2) *conjure animals*; (3) *levitate*.

(5) Telepathy (All creatures with Telepathy discipline get *sending* and 1 free attack mode of Initiate level): (1) *alter self* (may also be used on one psionic target with 0 PSP left); (2) *blindness/deafness*; (3) *blur*; (4) *charm person*; (5) *command*; (6) *enthrall*; (7) *detect thoughts*; (8) *fear*; (9) *heroism*; (10) *hideous laughter*; (11) *hold person*; (12) *invisibility*; (13) *major image* (1 target); (14) *modify memory*; (15) *ray of enfeeblement*; (16) *sleep*; (17) *suggestion*; (18) *vicious mockery*.

Adept Powers:

(1) Clairsentience: (1) *arcane eye*; (2) *commune with nature*; (3) *contact other plane*; (4) *find the path*;

(5) *legend lore*; (6) *nondetection*; (7) *screaming*; (8) *true seeing*.

(2) Psychokinesis: (1) *air walk*; (2) *animate object*; (3) *arcane hand*; (4) *cone of cold* (can be reversed for heat damage, maximum damage of each is 7d4+7 hit points); (5) *creation*; (6) *disintegrate*; (7) *fly*; (8) *forbiddance*; (9) *mirage arcana*; (10) *move earth*; (11) *wall of force*; (12) *stone shape*.

(3) Psychometabolism: (1) *blight*; (2) *cure wounds*; (3) *greater restoration*; (4) *hold monster* (by touch, 1 target only); (5) *meld into stone*; (6) *polymorph*; (7) *protection from poison*; (8) *stoneskin* (self only).

(4) Psychoportation: (1) *banishment*; (2) *dimension door*; (3) *conjure woodland beings* (permanently brought to area and likely very angry for not knowing who brought them here); (4) *conjure elemental*; (5) *dimension door*; (6) *fly*; (7) *planar ally*; (8) *teleport*.

(5) Telepathy: (1) *awaken*; (2) *bane*; (3) *bestow curse*; (4) *calm emotions*; (5) *confusion*; (6) *compulsion*; (7) *contagion* (victim thinks he's got disease); (8) *dominate person*; (9) *dream*; (10) *eyebite*; (11) *fear*; (12) *feeblemind*; (13) *geas*; (14) *greater invisibility*; (15) *hold monster*; (16) *major image* (affects 1 target); (17) *major image* (target everyone in 20' radius with no PSPs); (18) *mass suggestion*; (19) *phantasmal killer*; (20) *programmed illusion* (target everyone in 20' radius with no PSP); (21) *telepathic bond*.

Master Powers:

(1) Clairsentience: (1) *foresight*; (2) *glibness*; (3) *wierd*.

(2) Psychokinesis: (1) *arcane sword*; (2) *blade barrier* (from surrounding materials, like rocks); (3) *earthquake*; (4) *fire storm*; (5) *force cage*; (6) *power word stun*; (7) *reverse gravity*; (8) *sunbeam*.

(3) Psychometabolism: (1) *circle of death*; (2) *finger of death*; (3) *regenerate*;

(4) Psychoportation: (1) *passwall*; (2) *maze*; (3) *astral projection*; (4) *plane shift*; (5) *gate*.

(5) Telepathy: (1) *dominate monster*; (2) *imprisonment*; (3) *mind blank*; (4) *symbol* (90 foot range, 20 foot diameter).

(*) Note: This very simple version of psionics developed for 2nd edition by Steven James "Silverblade the Enchanter" (www.silverblades-suitcase.com) that I have adopted for *Advanced Knights of the All Mind 9th Edition*. It is easy to adapt new powers so experiment!

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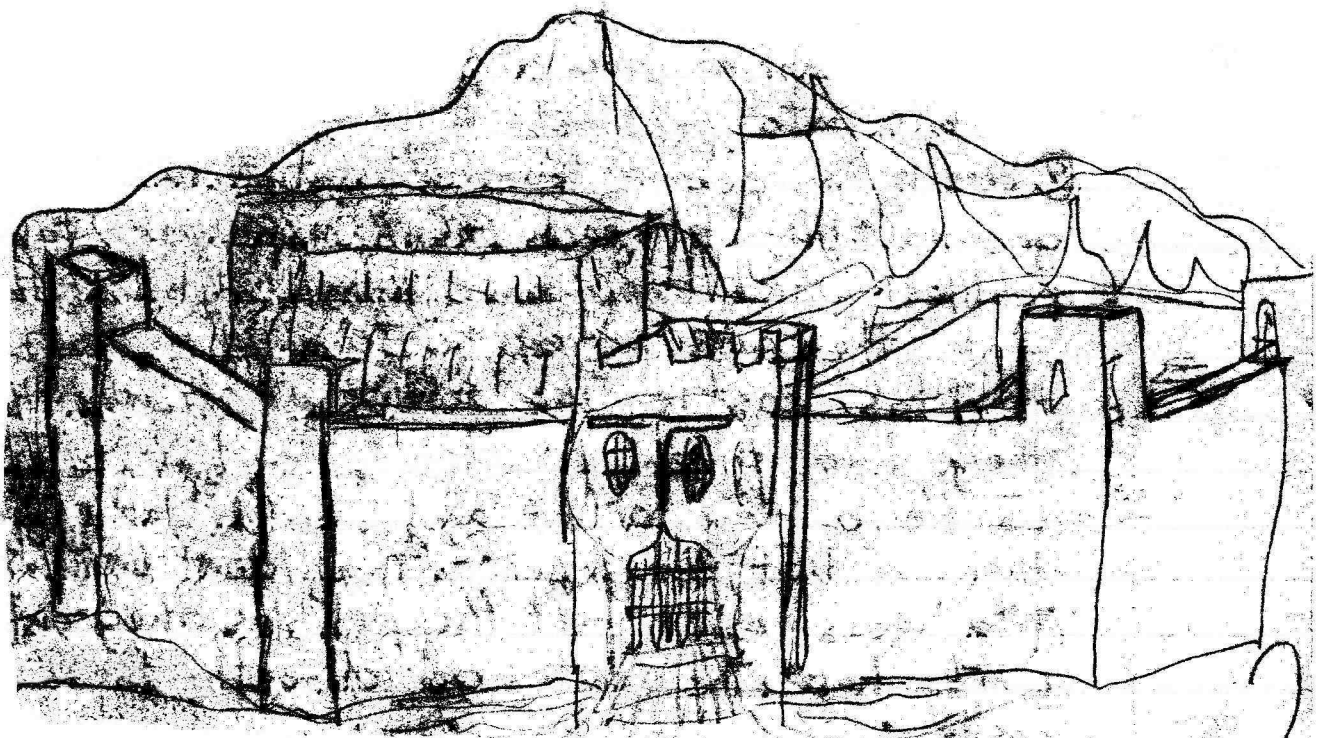
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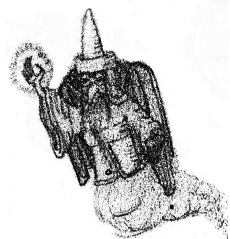
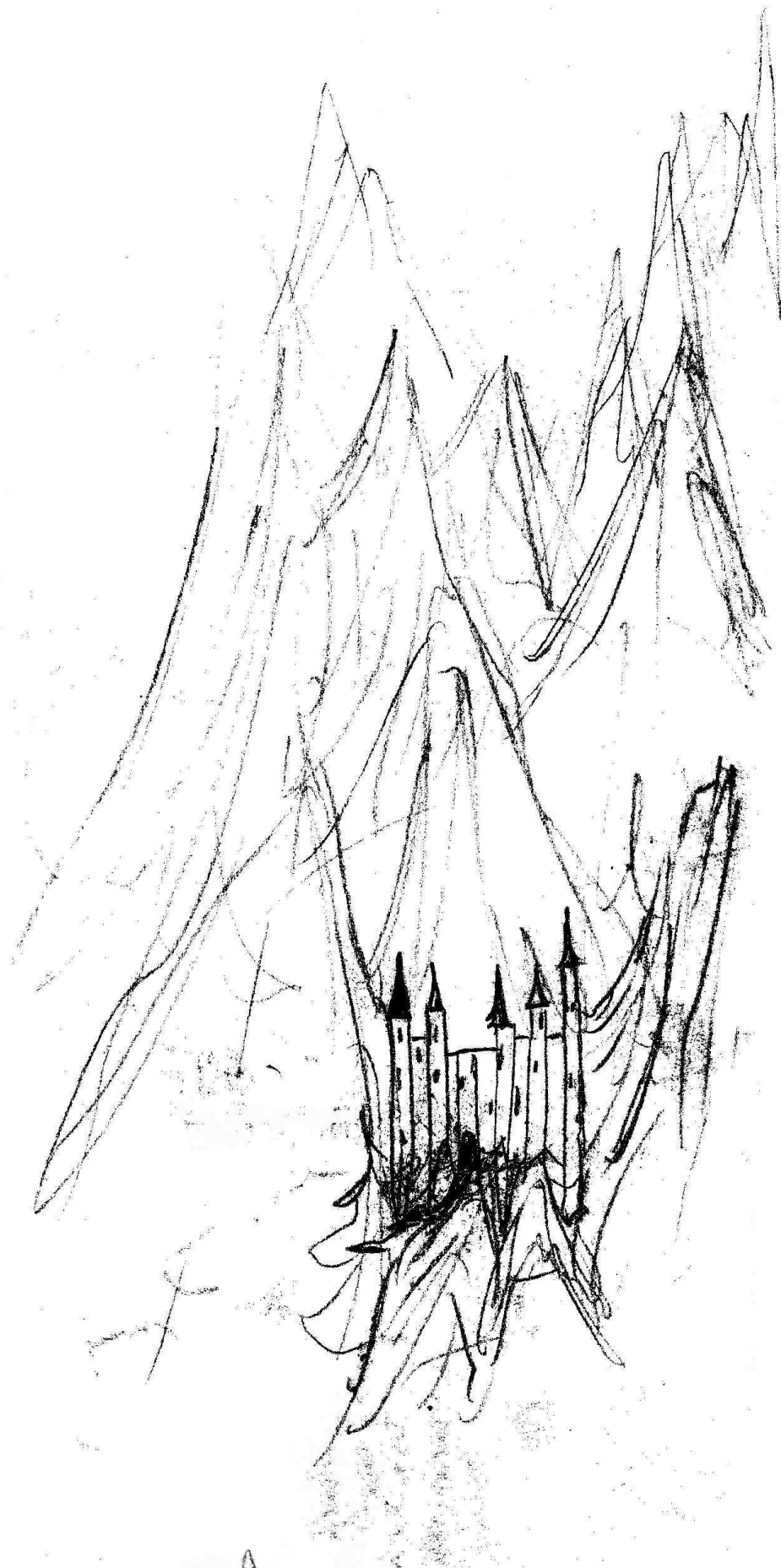
As characters overcome challenges and defeat adversaries the game judge awards experience points.

The table below indicates the number of experience points required for a character to reach each level in addition to specifying the levels where characters gain a proficiency bonus.

Note that the judge in your game might use different tables that allow for characters to advance more quickly or slower and where new abilities are awarded at different levels.

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





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