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ONE D&D PLAYTEST COLLATION

This document is to help One D&D playtesters. It's a single point of reference for all the UA material in PHB format. With the conclusion of Playtest 8, there will be no more updates to this document.

VERSION

Last updated Feb 20th, Version 1.6.8

LAST UPDATE FOR PLAYERS HANDBOOK

LEGAL STUFF

Aside from commentary, all content belongs to WotC. Content sources include:

- UA 2022 CHARACTER ORIGINS
- UA 2022 EXPERT CLASSES
- UA 2022 CLERIC AND REVISED SPECIES
- UA 2023 DRUID & PALADIN
- UA 2023 PLAYER'S HANDBOOK PLAYTEST 5
- UA 2023 PLAYER'S HANDBOOK PLAYTEST 6
- UA 2023 PLAYER'S HANDBOOK PLAYTEST 7
- UA 2023 BASTIONS AND CANTRIPS
- UA 2023 PLAYER'S HANDBOOK PLAYTEST 8
- System Reference Document 5.1 [SRD] (for context)

Created with <https://homebrewery.naturalcrit.com/>.

WHAT TO EXPECT

This document combines and paraphrases content from the sources to facilitate readability and clarity. Because of this, the entirety of this document is inherently **NOT RAW** (rules as written). It breaks down as:

- 85% verbatim copied from the UA.
- 7% verbatim copied from the SRD.
- 7% collated and/or paraphrased information.
- 1% intentionally rewritten for different meaning.

The expectation around information in this document is that it still plays as intended by the authors of the UA. Of course my interpretation may be incorrect. Feel free to reach out to me for corrections.

RECENT UPDATES

Final Updates for Players Handbook

brinjal66 gave me a number of corrections:

- Multiclassing - (Spell slots for Paladin and Ranger)
- Starting Equipment Corrections to Bard and Rogue

CONTACT ME

You can submit corrections or improvements to me via r/onednd on a thread called 'OneD&D Playtest Collation'. Reddit User: Vladamphir

THE TYPES OF FEEDBACK I'M LOOKING FOR

- Mistakes in transcribing or paraphrasing the UA
- Grammar issues: Spelling, punctuation, etc.
- Suggestions on formatting or paraphrasing

HOW TO USE THIS

As most of this document comes directly from UA, you will just read most sections at face value as UA. I felt it was important to clearly delineate when that is not the case.

TAKEN FROM THE SRD

When something is quoted from the SRD, it will be formatted in a way to make it clear it's source.

Information formatted in this way, is pulled directly from the SRD.

EDITED BY ME - RULES THE SAME

When something is changed by me, it will be formatted in a way to make it clear it has been altered.

This was reworded by me, and this information was removed by me, but the rules of gameplay should be exactly the same.

COMMENTS BY ME - NOT RULES

[IN PURPLE] Commentary from me about playtesting.

ADDED BY ME - RULES CHANGED

If I see an apparent oversight, where I believe there is critically missing text, It will be formatted this way.

UA information amended with my rule changes.

COMBINED

If I bring something in from the SRD and I alter it, the formatting styles are combined.

Some information formatted in this way, is pulled copied directly from the SRD.

BUILD A CHARACTER

This chapter is not yet entirely covered in the UA, and has no available content in the SRD.

CHOOSE A CLASS

A character class's description includes a section on how to create a member of that class. That section tells you how to determine your Hit Points, which proficiencies and armor training you gain from the class, the equipment the class provides at 1st level, and how to use the multiclassing rules with the class.

Each character class grants special features at certain levels in the class. Those features are listed on the class's table and detailed in the class's description.

DETERMINING YOUR ORIGIN

After choosing your character's Class, it's time to consider the character's origin. Who are the character's ancestors? And how did the character spend the years leading up to a life of adventure? To help answer those questions, you need to choose a Species and a Background ~~and a language~~.

A character's Species represents ancestry and confers game traits to the character.

A character's Background is a collection of characteristics that represent the place and occupation that were most formative for the character.

Species and Background together help bring your character's backstory into focus, and they distinguish the character from other members of the same Class. For example, two characters might both be members of the Fighter Class, but if one is a Human Guard and the other is a Dwarf Gladiator, the two bring different capabilities and flavor to the Class.

~~After choosing a Species and a Background, you choose a language that your character knows, in addition to the Common tongue and whatever language you gained from the Background you chose.~~

The combination of Species and Background ~~and languages~~ provides fertile soil for your imagination, as you ponder your character's earliest days and imagine the character's family, occupation, hometown, and more.

The Character Origin Overview table lists the traits your character gains from Species and Background.

CHARACTER ORIGIN OVERVIEW

Species

Trait	Description
Creature Type	Every character and monster in the game has a Creature Type.
Size	A character's Size determines the amount of space the character occupies.
Speed	Speed fuels a character's movement.
Life Span	This life span is an average for a member of the Species.
Special Traits	Each Species provides special traits—a collection of abilities that characters gain from their ancestors.

Background

Trait	Description
Ability Score Bonus	A Background grants a +2 bonus to one ability score and a +1 bonus to a different one.
Skill Proficiencies	You get two Skill Proficiencies from a Background.
Tool Proficiency	Each Background gives Tool Proficiency with one tool.
Language	<i>A Background grants three languages (see rules).</i>
Feat	Each Background provides a 1st-level Feat—a special ability acquired in the character's past.
Equipment	A Background provides a portion of a character's starting equipment, with the rest coming from Class.

DETERMINE ABILITY SCORES

Generate 6 abilities scores using the preferred method. Then assign them and adjust based on your background and/or other creation choices.

CLASSES

Characters who have levels in a Class are exceptional; most of the inhabitants of the multiverse aren't members of a Class.

PRIMARY ABILITY

The primary ability of a character class is foundational for some of the class's features, so when you create your character, that ability is a great place to put one of your highest scores.

Similarly, whenever you gain the Ability Score Improvement feat, consider increasing your primary ability.

Finally, to use the multiclassing rules, you must have a score of at least 13 in the primary ability of all your classes.

SPELLCASTING ABILITY

Spellcasting ability helps determine the saving throw DCs of spells cast, and your spell attack modifier.

- Wizards use Intelligence as their spellcasting ability
- Clerics, Druids, and Rangers use Wisdom as their spellcasting ability
- Bards, Paladins, Sorcerers, and Warlocks use Charisma as their spellcasting ability
- *Spell Save DC = 8 + your proficiency bonus + your spellcasting ability modifier*
- *Spell Attack Modifier = your proficiency bonus + your spellcasting ability modifier*

SUBCLASSES

A character class's description is followed by a section dedicated to subclasses for that class. A subclass represents an area of specialization for a class, and the subclass grants special features at certain levels.

You can use a Subclass from an older source, such as the 2014 Player's Handbook or Tasha's Cauldron of Everything. After you gain the Subclass (At level 3 for all UA classes), follow the subclass level progression for features.

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 three levels in wizard and two 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

MULTICLASSING PREREQUISITES

To use the multiclassing rules, you must have a score of at least 13 in the primary ability of all your classes.

MULTICLASSING 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, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

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 *level 1* 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 *level 2* 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 up*) 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 *level 5* character when determining your spell slots: you have four *level 1* slots, three *level 2* slots, and two *level 3* slots. However, you don't know any *level 3* spells, nor do you know any *level 2* ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects

MULTICLASS SPELLCASTER: SPELL SLOTS PER SPELL LEVEL

Level	1	2	3	4	5	6	7	8	9
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

BARBARIAN

Barbarians are warriors defined by their connection to the primal forces of the multiverse, which manifests as a Rage. Far more than a mere emotion, and not limited to anger or fury, a Barbarian's Rage is an incarnation of a predator's ferocity, a storm's unrelenting assault, and the churning turmoil of the sea.

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

Some Barbarians are uncomfortable when hedged in by walls and crowds, preferring to live in regions of

unspoiled natural vitality. Others cherish the primal forces at work in farmlands and recognize the vitality of cities. Barbarians of all sorts embrace their place in the multiverse, valuing keen instincts and raw physicality.

Even without the power of their Rage, Barbarians are skilled in combat and the use of weapons. When they do call on their Rage, it gives them superhuman strength and resilience. It also heightens their senses and reflexes, making the Rage useful beyond combat.

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

THE BARBARIAN

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

CREATING A BARBARIAN

To create a Barbarian, consult the *information in this section*. Then look at the Barbarian table to see the class features you get at each level in this class. The descriptions of those features appear in the “Barbarian Class Features” section.

Primary Ability: Strength

HIT POINTS

Hit Dice: 1d12 per Barbarian level

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

Hit Points per Level after 1st: 1d12 (or 7) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 75 GP on equipment of your choice.

Explorer's Pack, Handaxe (4), 15 GP, (a) Greataxe or (b) Battleaxe, Shield, and 10 GP

MULTICLASSING AND THE BARBARIAN

If *using* the multiclassing rules in the Player's Handbook, here's what you need to know if you choose Barbarian as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Barbarian's primary ability, Strength, to take a level in this Class or to take a level in another Class if you are already a Barbarian.

Proficiencies Gained. If Barbarian isn't your initial Class, you gain proficiency with Martial Weapons when you take your first Barbarian level.

Armor Training. When you gain your first Barbarian level, you gain armor training with shields.

BARBARIAN CLASS FEATURES

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

RAGE

Levels: 1st (see Barbarian Table for higher levels)

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

While active, your Rage has the following effects:

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

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

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

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

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

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

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

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

UNARMORED DEFENSE

Levels: 1st

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

WEAPON MASTERY

Levels: 1st (see *Barbarian Table* for higher levels)

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

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

DANGER SENSE

Levels: 2nd

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

RECKLESS ATTACK

Levels: 2nd

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

BARBARIAN SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a *Barbarian subclass of your choice, such as: The Berserker*. UA Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level and lower.

PRIMAL KNOWLEDGE

Levels: 3rd

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

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

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

EXTRA ATTACK

Levels: 5th

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

FAST MOVEMENT

Levels: 5th

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

FERAL INSTINCT

Levels: 7th

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

INSTINCTIVE POUNCE

Levels: 7th

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

BRUTAL STRIKE

Levels: 9th

If you use Reckless Attack, you can forgo Advantage on the next attack roll you make on your turn with a Strength-based attack. If that attack hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

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

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn.

RELENTLESS RAGE

Levels: 11th

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

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

IMPROVED BRUTAL STRIKE

Levels: 13th, 17th

At 13th level, you have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

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

Sundering Blow. Your blow leaves an opening in the creature's defense for an ally until the start of your next turn. The next attack roll made by another creature against the target gains a bonus to that roll equal to your Rage Damage.

At 17th level, the extra damage your Brutal Strike deals increases to 2d10. In addition, you can use two different Brutal Strike effects when you use your Brutal Strike feature.

PERSISTENT RAGE

Levels: 15th

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

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

INDOMITABLE MIGHT

Levels: 18th

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

PRIMAL CHAMPION

Levels: 20th

You embody primal power. Your Strength and Constitution scores increase by 4, and their maximum is now 26.

BARBARIAN SUBCLASSES

A Barbarian Subclass is a specialization that grants you special abilities at certain Barbarian levels, as specified in the Subclass.

PATH OF THE BERSERKER

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

FRENZY

Levels: 3rd

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

MINDLESS RAGE

Levels: 6th

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

RETALIATION

Levels: 10th

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

INTIMIDATING PRESENCE

Levels: 14th

As a Bonus Action, you can strike terror into others with your menacing presence as you swell with primal power. When you do so, each creature of your choice within 30 feet of you—or 60 feet of you if your Rage is active—must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), provided the creature isn't behind Total Cover. On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the saving throw, ending the effect on itself on a successful save.

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend a use of your Rage, choosing to activate Intimidating Presence instead of Rage.

PATH OF THE WILD HEART

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

ANIMAL SPEAKER

Levels: 3rd

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

RAGE OF THE WILDS

Levels: 3rd

Your Rage taps into the primal power of animals. You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

Bear. When you activate your Rage, choose two damage types, other than Force or Psychic. You have Resistance to the chosen types until the Rage ends.

Eagle. When you activate your Rage and as a Bonus Action while it's active, you can take both the Disengage and the Dash action.

Wolf. While your Rage is active, your allies have Advantage on melee attack rolls against any enemy of yours within 10 feet of you.

ASPECT OF THE WILDS

Levels: 6th

You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

Elephant. You gain proficiency in the Athletics or Insight skill. If you already have proficiency in the skill, you gain Expertise in it instead.

Owl. You gain proficiency in the Investigation or Perception skill. If you already have proficiency in the skill, you gain Expertise in it instead.

Spider. You gain proficiency in the Stealth or Survival skill. If you already have proficiency in the skill, you gain Expertise in it instead.

NATURAL SPEAKER

Levels: 10th

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

POWER OF THE WILDS

Levels: 14th

You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

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

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

Ram. While your Rage is active, when you hit a Large or smaller creature with a melee attack, it must succeed on a Strength saving throw (DC equal to 8 + your Proficiency Bonus + your Strength modifier) or have the Prone condition.

PATH OF THE WORLD TREE

Barbarians who follow the Path of the World Tree believe that their Rage links them to the cosmic ash tree Yggdrasil. This "world tree" grows among the Outer Planes, connecting them to each other and to the many worlds of the Material Plane, and the greatest plants on every world are said to be distant descendants of mighty Yggdrasil. These Barbarians draw on their connection to the world tree as a source of vitality and as a means of travel across the multiverse.

VITALITY OF THE TREE

Levels: 3rd

Your Rage taps into the lifeforce of the World Tree. You gain the following benefits:

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

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

BRANCHES OF THE TREE

Levels: 6th

While your Rage is active, whenever a creature you can see starts its turn within 30 feet of you, you can use your Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC equal to 8 plus your Proficiency Bonus plus your Strength modifier) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. The space the target teleports to must be on a surface or liquid that can support it; otherwise, the target doesn't teleport.

After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

BATTERING ROOTS

Levels: 10th

Tendrils of the World Tree extend from your Melee weapons. During your turn, while you wield a Melee weapon with the Heavy or Versatile property, your reach with that weapon increases by 10 feet. When you hit with this weapon, you can activate the Push or Topple property in addition to any other Mastery property you are using with that weapon.

TRAVEL ALONG THE TREE

Levels: 14th

You can briefly travel along the World Tree. When you activate your Rage and as a Bonus Action while it's active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, when you teleport using this feature, you can bring up to six willing creatures who are within 10 feet of yourself, and the range you can teleport increases to 500 feet. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space. You can teleport other creatures with you only once per Rage.

PATH OF THE ZEALOT

For Barbarians who walk the Path of the Zealot, their Rage is not merely a connection to nature; it is a gift from a god. These Barbarians often experience their Rage as an ecstatic experience of union with their gods, infusing them with divine power to pursue the gods' purposes in the world.

DIVINE FURY

Levels: 3rd

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

Necrotic or Radiant; you choose the type each time you deal the damage.

WARRIOR OF THE GODS

Levels: 3rd

A divine entity helps ensure you can continue to fight. When a spell or magic item restores any of your Hit Points, you can roll a d12 and regain additional Hit Points equal to the number rolled. You can use this benefit a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, if a spell, such as the Raise Dead spell, has the sole effect of restoring you to life (but not undeath), the caster doesn't need Material components to cast the spell on you.

FANATICAL FOCUS

Levels: 6th

If you fail a saving throw while your Rage is active, you can reroll it, and you must use the new roll. You can use this feature only once per active Rage.

ZEALOUS PRESENCE

Levels: 10th

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

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend a use of your Rage to activate Zealous Presence instead of Rage.

RAGE BEYOND DEATH

Levels: 14th

When your Relentless Rage successfully restores your Hit Points, you can assume the form of a spectral warrior. While in this form, you gain the following benefits:

- You have a Fly Speed equal to your Speed and can hover. You can move through creatures and objects as if they were Difficult Terrain, but you take 1d10 Force damage if you end your turn inside a creature or an object.
- When you're hit by an attack roll, you can use your Reaction to turn that hit into a miss.

The form lasts for 1 minute or until you regain any Hit Points or drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

BARD

Invoking magic through music, dance, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions.

Bards believe that the creators of the multiverse spoke and signed it into existence and that remnants of those Words of Creation still resound and glimmer on every plane of existence. The magic of Bards is an attempt to harness those words—which transcend any language—and direct them to create new wonders.

Because the Words of Creation resonate throughout the cosmos, different Bards choose different approaches to their magic. Some Bards practice their arts in temples or monasteries, drawing on the power of the Outer Planes to channel divine magic. Others listen to bird song and the music of the wind, associate with Druid circles, and wield primal magic. Still others immerse themselves in the study of magical lore, collecting scraps of mystic knowledge wherever their journeys take them as they master the secrets of arcane magic. Ultimately, though, these various paths converge as the most accomplished Bards learn to access almost the entire breadth of magical potential.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They have a wide-ranging knowledge of many subjects and develop an aptitude to do almost anything well. Bards become masters of many things, including performing music, working magic, and making jests.

Not every singer or poet in a tavern or jester in a royal court is a Bard. Harnessing the Words of Creation requires hard work and some measure of natural talent that most troubadours and jongleurs lack. A Bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

THE BARD

Level	Prof. Bonus	Features	Bardic Die	Cantrips	Prepared Spells	— Spell Slots per Spell Level —								
						1	2	3	4	5	6	7	8	9
1st	+2	Bardic Inspiration, Spellcasting	d6	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Expertise, Jack of All Trades	d6	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard Subclass	d6	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	d6	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Font of Inspiration	d8	3	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	d8	3	10	4	3	3	—	—	—	—	—	—
7th	+3	Countercharm	d8	3	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	d8	3	12	4	3	3	2	—	—	—	—	—
9th	+4	Expertise	d8	3	14	4	3	3	3	1	—	—	—	—
10th	+4	Magical Secrets	d10	4	15	4	3	3	3	2	—	—	—	—
11th	+4	—	d10	4	16	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	d10	4	16	4	3	3	3	2	1	—	—	—
13th	+5	—	d10	4	17	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	d10	4	17	4	3	3	3	2	1	1	—	—
15th	+5	—	d12	4	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	d12	4	18	4	3	3	3	2	1	1	1	—
17th	+6	—	d12	4	19	4	3	3	3	2	1	1	1	1
18th	+6	Superior Inspiration	d12	4	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	d12	4	21	4	3	3	3	3	2	1	1	1
20th	+6	Words of Creation	d12	4	22	4	3	3	3	3	2	2	1	1

CREATING A BARD

To create a Bard, consult the *information in this section*. Then look at the Bard table to see the class features you get at each level in this class. The descriptions of those features appear in the “Bard Class Features” section.

Primary Ability: Charisma

HIT POINTS

Hit Dice: 1d8 per Bard level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Dexterity, Charisma

Skills: Any three skills of your choice

Weapons: Simple Weapons

Tools: Three musical instruments of your choice

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice.

Dagger (2), Entertainer's Pack, Leather Armor, Musical Instrument (one of your choice), 26 GP

MULTICLASSING AND THE BARD

If *using* the multiclassing *rules*, here's what you need to know if you choose Bard as one of your classes..

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Bard's primary ability, Charisma, to take a level in this Class or to take a level in another class if you are already a Bard.

Proficiencies. If Bard isn't your initial class, here are the proficiencies you gain when you take your first Bard level: One skill of your choice, and one musical instrument of your choice.

Armor Training. When you gain your first Bard level, you gain Light Armor Training

Spell Slots. Add all your Bard levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the *rules of each class to determine the number of spells you prepare for it*.

BARD CLASS FEATURES

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

BARD SPELL LIST

UA 7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Bard entry as it's presented in UA 6.

SPELLCASTING

Levels: 1st (see Bard Table for higher levels)

You have learned to cast spells through your bardic arts. *See the Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Bard.

Chosen Spell List. At 1st level, choose a spell list: Arcane, Divine, or Primal. The chosen list is your Bard spell list and represents the magical tradition in which you learned your bardic arts. Whichever list you choose, it includes the Vicious Mockery cantrip for you.

Cantrips. You know two cantrips of your choice from your Bard spell list.

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

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

Spell Slots. The Bard table shows how many spell slots you have to cast your spells of *level 1* 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.

Prepared Spells of Level 1+. You prepare the list of spells of *level 1* and higher that are available for you to cast with this feature. To start, choose four *level 1* spells from your Bard spell list.

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

If another Bard feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

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

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

Spellcasting Focus. You can use a musical instrument that you are proficient with as a Spellcasting Focus for the spells you cast with your Bard features.

BARDIC INSPIRATION

Levels: 1st (see Bard Table for higher levels)

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

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

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

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

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

EXPERTISE

Levels: 2nd, 9th

Each time you gain this feature, you gain Expertise in two of your skill proficiencies of your choice.

Performance and Persuasion are iconic choices for a Bard if you have Proficiency in them.

JACK OF ALL TRADES

Levels: 2nd

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

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

BARD SUBCLASS AND FEATURES

Levels: 3rd, 6th, 14th

You gain a Bard subclass of your *choice, such as:* College of Dance, College of Glamour, College of Lore, or College of Valor. *UA* Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Bard levels. For the rest of your

career, you gain each of your subclass's features that are of your Bard level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

FONT OF INSPIRATION

Levels: 5th

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

In addition, if you have no uses of Bardic Inspiration left, you can give yourself one use by expending a spell slot (no action required). You can do so only once per turn.

COUNTERCHARM

Levels: 7th

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

MAGICAL SECRETS

Levels: 10th

You have collected magical knowledge from a wide spectrum of disciplines. As a result, your Bard spell list now includes the Arcane, Divine, and Primal spell lists.

SUPERIOR INSPIRATION

Levels: 18th

When you roll Initiative and have no uses of Bardic Inspiration left, you regain two expended uses of it.

WORDS OF CREATION

Levels: 20th

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

BARD SUBCLASSES

A Bard subclass is a specialization that grants you special abilities at certain Bard levels, as specified in the subclass.

Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions. This section presents four colleges: College of Dance, College of Glamour, College of Lore, and College of Valor.

COLLEGE OF DANCE

Bards of the College of Dance know that the Words of Creation can't be contained within speech or even song; they are uttered by the movements of celestial bodies and flow through the motions of even the smallest creatures. To these Bards, dance is art freed from the constraints of a single point in space and time; it is meaning unconfined by narrow definitions of words and structures of grammar. The College of Dance practices a way of being in harmony with the ever-whirling cosmos, emphasizing agility, speed, and grace.

DAZZLING FOOTWORK

Levels: 3rd

Your practice of dance gives you the ability to gracefully dodge and make agile strikes. While you aren't wearing armor or wielding a Shield, you gain the following benefits:

Unarmored Defense. Your base Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

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

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

INSPIRING MOVEMENT

Levels: 3rd

When an enemy you can see ends its turn within 5 feet of an ally of yours who is within 60 feet of you, you can use your Reaction and expend one use of your Bardic Inspiration to move up to half your Speed. Then roll your Bardic Inspiration die, and the ally can move up to a number of feet equal to 5 times the number rolled. None of this feature's movement provokes Opportunity Attacks.

LEADING EVASION

Levels: 6th

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 you take only half damage if you fail. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

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

TANDEM FOOTWORK

Levels: 6th

When you roll Initiative, you can spend one use of your Bardic Inspiration if you don't have the Incapacitated condition. When you do so, roll your Bardic Inspiration die, and choose a number of creatures within 60 feet of yourself (you can choose yourself), up to a number equal to your Charisma modifier (minimum of one creature). Each of them gains a bonus to their Initiative equal to the number rolled.

IRRESISTIBLE DANCE

Levels: 14th

You always have the Otto's Irresistible Dance spell prepared. You can cast it without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a Long Rest. You can also restore your use of the feature by expending four uses of your Bardic Inspiration (no action required).

COLLEGE OF GLAMOUR

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

BEGUILING MAGIC

Levels: 3rd

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

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

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

MANTLE OF INSPIRATION

Levels: 3rd

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of them gains a number of Temporary Hit Points equal to 2 times the number rolled on the Bardic Inspiration die, and then each of them can use its Reaction to move up to its Speed without provoking Opportunity Attacks.

MANTLE OF MAJESTY

Levels: 6th

You always have the Command spell prepared.

As a Bonus Action, you cast Command without expending a spell slot, and you take on an unearthly appearance for 1 minute or until your Concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a Bonus Action without expending a spell slot.

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

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

UNBREAKABLE MAJESTY

Levels: 14th

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

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

COLLEGE OF LORE

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

BONUS PROFICIENCIES

Levels: 3rd

You gain proficiency with three skills of your choice.

CUTTING WORDS

Levels: 3rd

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

MAGICAL DISCOVERIES

Levels: 6th

You learn two spells of your choice. These spells can come from the Arcane, Divine, or Primal spell list or any combination thereof. A spell you choose must be a cantrip or a spell for which you have spell slots, as shown on the Bard table.

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

PEERLESS SKILL

Levels: 14th

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

COLLEGE OF VALOR

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

COMBAT INSPIRATION

Levels: 3rd

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

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

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

MARTIAL TRAINING

Levels: 3rd

You gain proficiency with Martial Weapons and armor training with Medium Armor and Shields.

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

EXTRA ATTACK

Levels: 6th

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

BATTLE MAGIC

Levels: 14th

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

CLERIC

Clerics draw power from the realms of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel that energy to bolster people and to battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples or shrines dedicated to whatever deity or other immortal force unlocked their magical ability. Harnessing divine magic doesn't rely on specific training, yet a Cleric might learn formulaic prayers and ancient rites that help them focus their minds and spirits on drawing power from the Outer Planes. Even a Cleric who declines to worship their divine benefactor might perform their benefactor's rites if doing so helps the Cleric feel connected to the immortal realms.

Not every acolyte or officiant at a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Some of the most influential high priests are incapable of harnessing divine magic, and a few of them feel threatened when a Cleric appears. Many can pray, and some mortals claim to speak for the gods. But few can marshal the power of those gods the way a Cleric can.

THE CLERIC

Level	Prof. Bonus	Features	Channel Divinity	Cantrips	Prepared Spells	— Spell Slots Per Spell Level —								
						1	2	3	4	5	6	7	8	9
1st	+2	Divine Order, Spellcasting	—	3	4	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity	2	3	5	3	—	—	—	—	—	—	—	—
3rd	+2	Cleric Subclass	2	3	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	4	7	4	3	—	—	—	—	—	—	—
5th	+3	Smite Undead	2	4	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	3	4	10	4	3	3	—	—	—	—	—	—
7th	+3	Blessed Strikes	3	4	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	12	4	3	3	2	—	—	—	—	—
9th	+4	Commune	3	4	14	4	3	3	3	1	—	—	—	—
10th	+4	Divine Intervention	3	5	15	4	3	3	3	2	—	—	—	—
11th	+4	—	3	5	16	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	3	5	16	4	3	3	3	2	1	—	—	—
13th	+5	—	3	5	17	4	3	3	3	2	1	1	—	—
14th	+5	Improved Blessed Strikes	3	5	17	4	3	3	3	2	1	1	—	—
15th	+5	—	3	5	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	3	5	18	4	3	3	3	2	1	1	1	—
17th	+6	Subclass Feature	3	5	19	4	3	3	3	2	1	1	1	1
18th	+6	—	4	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	5	21	4	3	3	3	3	2	1	1	1
20th	+6	Greater Divine Intervention	4	5	22	4	3	3	3	3	2	2	1	1

CREATING A CLERIC

To create a Cleric, consult the *information in this section*. Then look at the Cleric table to see the class features you get at each level in this class. The descriptions of those features appear in the “Cleric Class Features” section.

Primary Ability: Wisdom

HIT POINTS

Hit Dice: 1d8 per Cleric level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): History, Insight, Medicine, Persuasion, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 110 GP on equipment of your choice.

Chain Shirt, Holy Symbol, Mace, Priest's Pack, Shield, 7 GP

MULTICLASSING AND THE CLERIC

If *using* the multiclassing *rules*, here's what you need to know if you choose Cleric as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Cleric's primary ability, Wisdom, to take a level in this class or to take a level in another class if you are already a Cleric.

Armor Training. When you gain your first Cleric level, you gain armor training with the following: Light Armor, Medium Armor, and Shields.

Spell Slots. Add all your Cleric levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the *rules of each class to determine the number of spells you prepare for it*.

Channel Divinity. If you have more than one class with the Channel Divinity feature, a class's uses of the feature can be expended only on that class's Channel Divinity options.

CLERIC CLASS FEATURES

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

CLERIC SPELL LIST

UA 7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Cleric entry as it's presented in UA 6.

SPELLCASTING

Levels: 1st (see Cleric Table for higher levels)

You have learned to cast spells through prayer, meditation, and devotion. *See the Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Cleric.

Cantrips. You know three cantrips of your choice from the Divine spell list. Rather than choosing, you may start with Guidance, Sacred Flame, and Thaumaturgy.

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

When you reach 4th and 10th level in this class, you learn another cantrip of your choice from the Divine spell list, as shown in the Cantrips column of the Cleric table.

Spell Slots. The Cleric table shows how many spell slots you have to cast your spells of *level 1* 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.

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

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

If another Cleric feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing one or more of the spells there with other Divine spells for which you have spell slots. Preparing a new list requires time spent in prayer and meditation: at least 1 minute per spell level for each spell you add to the list.

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

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for the spells you prepare for this class.

DIVINE ORDER

Levels: 1st

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

Protector. Trained for battle, you gain Martial Weapon proficiency and Heavy Armor training.

Thaumaturge. You know one extra cantrip from the Divine spell list (see your Spellcasting feature for information on preparing spells). In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

CHANNEL DIVINITY

Levels: 2nd (see Cleric Table for higher levels)

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

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

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

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at them. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant (your choice) damage equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach certain Cleric levels: 7th level (2d8), 13th level (3d8), and 18th level (4d8).

Turn Undead. As a Magic action, you present your Holy Symbol and speak a prayer censuring Undead creatures. Each Undead within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it has the Frightened and Incapacitated conditions for 1 minute. This effect ends early on the creature if it takes any damage, you have the Incapacitated condition, or you die.

CLERIC SUBCLASS AND FEATURES

Levels: 3rd, 6th, 17th

You gain a Cleric subclass of your *choice, such as:* Life Domain, Light Domain, Trickery Domain, or War Domain. *UA* Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

SMITE UNDEAD

Levels: 5th

You can cause your Turn Undead feature to smite the undying; whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

BLESSED STRIKES

Levels: 7th

Divine power infuses you in battle. You gain one of the following options of your choice:

Divine Strike. Once on each of your turns when you hit a creature with an attack with a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant (your choice) damage.

Potent Spellcasting. You add your Wisdom modifier to the damage you deal with any Divine cantrip.

If you get either option from another source, you use only the option you chose for this feature.

COMMUNE

Levels: 7th

In the past, you have reached the divine source of your power through prayer. Now you can also have brief conversations; you always have the Commune spell prepared.

DIVINE INTERVENTION

Levels: 10th

You can call on your deity or pantheon to intervene on your behalf. As a Magic action, choose any Divine spell of 5th level or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing material components. You then can't use this feature again until you finish a Long Rest.

IMPROVED BLESSED STRIKES

Levels: 14th

The option you chose for Blessed Strikes grows more powerful:

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

Potent Spellcasting. When you cast a Divine cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

GREATER DIVINE INTERVENTION

Levels: 20th

You are able to call on even more powerful divine intervention. When you use your Divine Intervention feature, you can choose Wish when you select a spell. If you do so, you can't use Divine Intervention again until you finish 2d4 Long Rests.

When you cast Wish with this feature, you are immune to the stress caused by using Wish to do something other than casting a spell.

CLERIC SUBCLASSES

A Cleric subclass is a specialization that grants you special abilities at certain Cleric levels, as specified in the subclass.

Each Cleric subclass is named after a domain of existence that is favored by a god, a pantheon, or a religious order. When you choose a subclass, you decide why your Cleric chose that domain. This section presents four domains: Life Domain, Light Domain, Trickery Domain, and War Domain

LIFE DOMAIN

The Life Domain focuses on the vibrant positive energy—one of the fundamental forces of the multiverse—that sustains all life. Clerics who tap into this domain are masters of healing, using that force of life to cure many hurts.

Existence itself relies on the positive energy associated with this domain, so a Cleric of any religious tradition might choose it. This domain is associated with agricultural deities, sun gods, gods of healing or

endurance, and gods of home and community. Religious orders of healing also seek the powers of this domain

DOMAIN SPELLS

Levels: 3rd (see table below for higher levels)

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

LIFE DOMAIN SPELLS

Cleric Level	Prepared Spells
--------------	-----------------

3rd	Aid, Bless, Cure Wounds, Lesser Restoration
5th	Mass Healing Word, Revivify
7th	Aura of Life, Death Ward
9th	Greater Restoration, Mass Cure Wounds

DISCIPLE OF LIFE

Levels: 3rd

Your healing spells are empowered by life itself. When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

PRESERVE LIFE

Levels: 3rd

As part of casting a prepared Abjuration spell from the Divine spell list, you can expend uses of Channel Divinity to create a spell slot to use for the casting. You must expend a number of Channel Divinity uses equal to the spell's level. For example, you can expend one use of Channel Divinity to create a *level 1* spell slot for a casting of Shield of Faith if you have that spell prepared.

BLESSED HEALER

Levels: 6th

The healing spells you cast on others heal you as well. Immediately after you cast a spell with a spell slot that restores Hit Points to one creature other than you, you regain Hit Points equal to 2 plus the spell slot's level.

SUPREME HEALING

Levels: 17th

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.

LIGHT DOMAIN

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities’ discerning vision, charged with chasing away lies and burning away darkness.

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce every shadow and deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul’s improvement.

Religious orders focused on combating the Undead also draw on the power of this domain.

DOMAIN SPELLS

Levels: 3rd (see table below for higher levels)

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

LIGHT DOMAIN SPELLS

Cleric

Level

Prepared Spells

3rd	Burning Hands, Faerie Fire, Moonbeam, See Invisibility
5th	Daylight, Fireball
7th	Arcane Eye, Wall of Fire
9th	Flame Strike, Scrying

WARDING FLARE

Levels: 3rd

When a creature that you can see within 30 feet of you makes an attack roll, you can use your Reaction to impose Disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses.

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

RADIANCE OF THE DAWN

Levels: 3rd

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to emit sunlight in a 30-foot-radius sphere centered on yourself. Any magical darkness—such as that created by the Darkness spell—in the sphere is dispelled. Additionally, each creature of your choice in the sphere must make a Constitution saving throw, taking Radiant damage equal to 2d10 + your Cleric level on a failed save, or half as much damage on a successful one.

REVEALING LIGHT

Levels: 6th

As a Bonus Action, you can present your Holy Symbol and cast See Invisibility without expending a spell slot. When you cast it in this way, your allies also gain the benefit of the spell while within 10 feet of you. Until the spell ends, you emit Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. You can end the spell early as a Bonus Action.

Once you use this feature, you can’t do so again until you finish a Long Rest.

CORONA OF LIGHT

Levels: 17th

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

TRICKERY DOMAIN

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

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

DOMAIN SPELLS

Levels: 3rd (see table below for higher levels)

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

TRICKERY DOMAIN SPELLS

Cleric	
Level	Prepared Spells
3rd	Charm Person, Disguise Self, Invisibility, Pass without Trace
5th	Hypnotic Pattern, Nondetection
7th	Confusion, Dimension Door
9th	Hold Monster, Mislead

BLESSING OF THE TRICKSTER

Levels: 3rd

As an action, you can choose yourself or a willing creature within 30 feet of yourself to gain Advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

INVOKE DUPLICITY

Levels: 3rd

You can use your Channel Divinity to create an illusory duplicate of yourself.

As a Bonus Action, you can expend one use of your Channel Divinity to teleport up to 30 feet to an unoccupied space you can see, and you create a perfect visual illusion of yourself in the space you left. The illusion lasts for 1 minute, but it ends early if you have the Incapacitated condition or dismiss it as a Bonus Action.

While the illusion persists, you gain the following benefits:

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

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

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

TRICKSTER'S MAGIC

Levels: 6th

If you cast a spell of the Illusion school using a spell slot, you can change the spell's casting time to a Bonus Action for this casting, provided the spell's casting time is normally an action.

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

IMPROVED DUPLICITY

Levels: 17th

The illusion of your Invoke Duplicity has grown more powerful. When you create it, you can teleport up to 120 feet rather than 30 feet, and when you move it, you can move it up to 60 feet rather than 30 feet. In addition, when you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage. Finally, when the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

WAR DOMAIN

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

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

DOMAIN SPELLS

Levels: 3rd (see table below for higher levels)

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

WAR DOMAIN SPELLS

Cleric

Level **Prepared Spells**

3rd Divine Favor, Magic Weapon, Shield of Faith, Spiritual Weapon

5th Crusader's Mantle, Spirit Guardians

7th Freedom of Movement, Stoneskin

9th Destructive Wave, Hold Monster

WAR PRIEST

Levels: 3rd

Your training with weapons allows you to use the Mastery property of one kind of Simple or Martial weapon with which you have proficiency. Whenever you finish a Long Rest, you can change the kind of weapon you chose to another eligible kind.

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

GUIDED STRIKE

Levels: 3rd

When you or a creature within 30 feet of you misses with an attack roll, you can use your Reaction to expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit

WAR GOD'S BLESSING

Levels: 6th

Whenever you cast Shield of Faith on another creature, the spell also affects you.

In addition, you can cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Short Rest or Long Rest.

AVATAR OF BATTLE

Levels: 17th

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

DRUID

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, weather, and the four elements, Druids can heal, transform themselves, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from a nature deity, from nature itself, or both, and they typically unite with other Druids in performing rites to mark the passage of the seasons and other natural cycles. The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

Druids master primal magic, which is oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm. Druids also gain the ability to take on animal forms, and some Druids focus on this practice, even to the point where they feel more natural in an animal form.

For Druids, nature exists in a precarious balance. The four elements that make up a world—air, earth, fire, and water—must remain in equilibrium. If one element were to gain power over the others, the world could be destroyed, drawn into one of the elemental planes and broken apart into its component elements. Thus, Druids oppose cults of Elemental Evil and others who promote one element to the exclusion of others.

Druids are also concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature, not in opposition to it. Druids are often found guarding sacred sites or watching over regions of unspoiled nature. But when a significant danger arises, threatening nature's balance or the lands they protect, Druids take a more active role as adventurers who combat the threat.

THE DRUID

Level	Prof. Bonus	Features	Wild		Prepared Spells	— Spell Slots per Spell Level —								
			Shape	Cantrips		1	2	3	4	5	6	7	8	9
1st	+2	Druidic, Primal Order, Spellcasting	—	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Wild Companion, Wild Shape	2	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Wild Resurgence.	2	3	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	3	3	10	4	3	3	—	—	—	—	—	—
7th	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9th	+4	Commune with Nature	3	3	14	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	3	4	15	4	3	3	3	2	—	—	—	—
11th	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13th	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	3	4	17	4	3	3	3	2	1	1	—	—
15th	+5	Improved Elemental Fury	3	4	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17th	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18th	+6	Beast Spells	4	4	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	21	4	3	3	3	3	2	1	1	1
20th	+6	Archdruid	4	4	22	4	3	3	3	3	2	2	1	1

CREATING A DRUID

To create a Druid, consult the *information in this section*. Then look at the Druid table to see the class features you get at each level in this class. The descriptions of those features appear in the “Druid Class Features” section.

Primary Ability: Wisdom

HIT POINTS

Hit Dice: 1d8 per Druid level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

Skills (Choose 2): Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival

Weapons: Simple Weapons

Tools: Herbalism Kit

ARMOR TRAINING

Light Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 50 GP on equipment of your choice.

Sickle, Druidic Focus (Quarterstaff), Leather Armor, Shield, Explorer's Pack, Herbalism Kit, 9 GP

MULTICLASSING AND THE DRUID

If *using* the multiclassing *rules*, here's what you need to know if you choose Druid as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Druid's primary ability, Wisdom, to take a level in this class or to take a level in another class if you are already a Druid.

Armor Training. When you gain your first Druid level, you gain armor training with the following: Light Armor and Shields

Spell Slots. Add all your Druid levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the *rules of each class to determine the number of spells you prepare for it*.

DRUID CLASS FEATURES

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

SPELLCASTING

Levels: 1st (see *Druid Table for higher levels*)

You have learned to cast spells through studying the mystical forces of nature. *See the Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Druid.

Cantrips. You know two cantrips of your choice from the Druid spell list. Rather than choosing, you may start with the *Druidcraft* and *Produce Flame* cantrips.

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

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

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

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

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

If another Druid feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this *Spellcasting* feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing one or more of the spells there with other Druid spells for which you have spell slots. Preparing a new list requires time spent in meditation: at least 1 minute per spell level for each spell you add to the list.

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

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for the spells you prepare for this class.

DRUIDIC

Levels: 1st

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

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

PRIMAL ORDER

Levels: 1st

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

Magician. You know one extra cantrip from the Druid spell list (see your Spellcasting feature for information on preparing spells). In addition, your mystical connection to nature gives you a bonus to your Intelligence (Nature) checks. The bonus equals your Wisdom modifier (minimum of +1).

Warden. Trained for battle, you gain Martial Weapon proficiency and Medium Armor training

WILD COMPANION

Levels: 2nd

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

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

WILD SHAPE

Levels: 2nd

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

Known Forms. You know a number of forms for this feature equal to 2 plus half your Druid level (round up), chosen from among Beast stat blocks in the Player's Handbook that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed. Rather than choosing, you may start with the Riding Horse, Spider, and Wolf.

Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

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

When choosing a new form, you may look in the Monster Manual or elsewhere for eligible Beasts if the DM permits you to do so.

BEAST SHAPES

Druid Level	Max CR	Fly Speed
2nd	1/4	No
4th	1/2	No
8th	1	Yes

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

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

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

Game Statistics. Your game statistics are replaced by the statistics of the Beast, but you retain your Hit Points; Hit Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining 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.

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

No Spellcasting. You can't cast spells, but 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 the Call Lightning spell, that you've already cast.

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

DRUID SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a Druid subclass of your *choice, such as:* Circle of the Land, Circle of the Moon, Circle of the Sea, or Circle of the Stars. *UA* Subclasses are detailed after this class's description (for this playtest, use Circle of Stars from Tasha's Cauldron of Everything).

A subclass is a specialization that grants you special abilities at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

WILD RESURGENCE

Levels: 5th

If you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required). You can do so only once per turn.

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

ELEMENTAL FURY

Levels: 7th

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

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

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

COMMUNE WITH NATURE

Levels: 9th

You are an expression of nature itself and can commune with the natural world all around you; you always have the Commune with Nature spell prepared.

IMPROVED ELEMENTAL FURY

Levels: 15th

The option you chose for Elemental Fury grows more powerful:

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

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

BEAST SPELLS

Levels: 18th

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

ARCHDRUID

Levels: 20th

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

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

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. You must then finish a Long Rest before you can do so again. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot.

Longevity. The primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

DRUID SUBCLASSES

A Druid subclass is a specialization that grants you special abilities at certain Druid levels, as specified in the subclass.

Druids form loose associations, which they call circles, to facilitate their gatherings and preserve their traditions. This section presents three circles: Circle of the Land, Circle of the Moon, and Circle of the Sea.

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.

COMBAT CIRCLE SPELLS

Levels: 3rd

Your connection to nature infuses you with the ability to cast certain spells. Whenever you finish a Long Rest, choose one type of land: arid, polar, temperate, or tropical. Consult the table below that corresponds to the chosen type; you have the spells prepared there that are listed for your Druid level and lower.

ARID LAND

Druid Level	Circle Spells
3rd	Blur, Burning Hands, Fire Bolt
5th	Fireball
7th	Blight
9th	Wall of Stone

POLAR LAND

Druid Level	Circle Spells
3rd	Fog Cloud, Hold Person, Ray of Frost
5th	Sleet Storm
7th	Ice Storm
9th	Cone of Cold

TEMPERATE LAND

Druid Level	Circle Spells
3rd	Misty Step, Shocking Grasp, Sleep
5th	Lightning Bolt
7th	Freedom of Movement
9th	Tree Stride

TROPICAL LAND

Druid Level	Circle Spells
3rd	Acid Splash, Ray of Sickness, Web
5th	Stinking Cloud
7th	Polymorph
9th	Insect Plague

LAND'S AID

Levels: 3rd

You can channel the power of the land itself to bolster friends and harm foes. As a Magic action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself. Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius sphere centered on that point. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 Necrotic damage on a failed save, or half as much damage on a successful one.

In addition, one creature of your choice in that area regains 2d6 Hit Points.

When you reach certain Druid levels, the damage and healing increase by 1d6: 10th level (3d6) and 14th level (4d6).

NATURAL RECOVERY

Levels: 6th

Tapping into nature, you can conserve and recover your magical power. You can cast one of the spells of 1st-level or higher that you have prepared from your Circle Spells feature without expending a spell slot, and you must finish a Long Rest before you do so again.

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

NATURE'S WARD

Levels: 10th

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

NATURE'S WARD

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

NATURE'S SANCTUARY

Levels: 14th

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

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

CIRCLE OF THE MOON

Druids of the Circle of the Moon draw on the magic of the moon to transform themselves and to guard the wilds. Their order gathers under the full moon to share news and perform rituals. They wander the deepest parts of the wilderness, where they might go for weeks before crossing paths with another person, let alone another Druid.

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

CIRCLE SPELLS

Levels: 3rd

Your connection to this circle ensures that you always have certain spells ready. When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

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

CIRCLE OF THE MOON SPELLS

Druid Level	Prepared Spells
3rd	Cure Wounds, Moonbeam, Starry Wisp*
5th	Vampiric Touch
7th	Fount of Moonlight
9th	Dawn

CIRCLE FORMS

Levels: 3rd

You have learned ancient techniques that allow you to channel lunar magic when you assume a Wild Shape form, granting you the following benefits:

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

Armor Class. Your AC equals 13 plus your Wisdom modifier until you leave the form.

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

IMPROVED CIRCLE FORMS

Levels: 6th

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

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

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

MOONLIGHT STEP

Levels: 10th

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a spell slot of level 2 or higher for each use you want to restore (no action required).

LUNAR FORM

Levels: 14th

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

Improved Lunar Radiance. Each of your attacks in a Wild Shape form deals an extra 1d10 Radiant damage on a hit.

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

CIRCLE OF THE SEA

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

COMBAT CIRCLE SPELLS

Levels: 3rd

Your connection to this circle ensures that you always have certain spells ready. When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.

CIRCLE OF THE SEA SPELLS

Druid

Level	Prepared Spells
3rd	Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave
5th	Sleet Storm, Lightning Bolt
7th	Control Water, Ice Storm
9th	Conjure Elemental, Hold Monster

WRATH OF THE SEA

Levels: 3rd

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

At the end of each of your turns, you can choose another creature you can see within 10 feet of yourself. The target must succeed on a Constitution saving throw against your Spell Save DC or take Thunder damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

AQUATIC AFFINITY

Levels: 6th

You always have the Water Breathing spell prepared. In addition, you gain a Swim Speed equal to your Speed. If you use Wild Shape to assume a form that lacks a Swim Speed, that form gains your Swim Speed.

STORMBORN

Levels: 10th

Your Wrath of the Sea confers two more benefits while active:

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

Resistance. You have resistance to Cold, Lighting, and Thunder damage.

OCEANIC GIFT

Levels: 14th Whenever you use Wrath of the Sea, you can manifest the aura around one willing creature within 60 feet of you rather than manifesting it around yourself. The creature gains all the benefits of the aura and uses your Spell Save DC and Wisdom modifier for it. In addition, you can manifest the aura around both the other creature and yourself if you expend two uses of your Wild Shape, instead of one, when manifesting the aura.

FIGHTER

Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Fighters learn the basics of all combat styles. Every Fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, and use a bow. Fighters master various weapon techniques, allowing them to get the best use from a wide variety of weapons, and a wellequipped Fighter always has the right tool at hand

for any combat situation. Likewise, a Fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes Fighters superior combatants everywhere.

The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a Fighter. There are great risks but also great rewards: gold, magic weaponry, and glory.

THE FIGHTER

Level	Prof. Bonus	Class Features	Second Wind	Weapon Mastery
1st	+2	Fighting Style Second Wind, Weapon Mastery	2	3
2nd	+2	Action Surge (One Use), Tactical Mind	2	3
3rd	+2	Fighter Subclass	2	3
4th	+2	Ability Score Improvement	3	4
5th	+3	Extra Attack, Tactical Shift	3	4
6th	+3	Ability Score Improvement	3	4
7th	+3	Subclass Feature	3	4
8th	+3	Ability Score Improvement	3	4
9th	+4	Indomitable (One Use), Master of Armaments	3	4
10th	+4	Subclass Feature	4	5
11th	+4	Two Extra Attacks	4	5
12th	+4	Ability Score Improvement	4	5
13th	+5	Indomitable (Two Uses), Studied Attacks	4	5
14th	+5	Ability Score Improvement	4	5
15th	+5	Subclass Feature	4	5
16th	+5	Ability Score Improvement	4	6
17th	+6	Action Surge (Two Uses), Indomitable (Three Uses)	4	6
18th	+6	Subclass Feature	4	6
19th	+6	Ability Score Improvement	4	6
20th	+6	Three Extra Attacks	4	6

CREATING A FIGHTER

To create a Fighter, consult the *information in this section*. Then look at the Fighter table to see the class features you get at each level in this class. The descriptions of those features appear in the “Fighter Class Features” section.

Primary Ability: Strength or Dexterity

HIT POINTS

Hit Dice: 1d10 per Fighter level

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

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 175 GP on equipment of your choice.

Chain Mail, Light Crossbow, Crossbow Bolts (20), Quiver, Dungeoneer's Pack, 11 GP, (a) Greatsword or (b) Longsword, Shield, and 25 GP

MULTICLASSING AND THE FIGHTER

If *using* the multiclassing *rules*, here's what you need to know if you choose Fighter as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Fighter's primary ability, Strength or Dexterity, to take a level in this class or to take a level in another class if you are already a Fighter.

Proficiencies Gained. If Fighter isn't your initial Class, you gain proficiency with Martial Weapons when you take your first Fighter level.

Armor Training. When you gain your first Fighter level, you gain armor training with the following: Light Armor, Medium Armor, and Shields.

FIGHTER CLASS FEATURES

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

FIGHTING STYLE

Levels: 1st

You have honed your martial prowess and gain a Fighting Style feat of your choice (those feats have this feature as a prerequisite).

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

SECOND WIND

Levels: 1st (see *Fighter Table for higher levels*)

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

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

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

WEAPON MASTERY

Levels: 1st (see *Fighter Table for higher levels*)

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

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

ACTION SURGE

Levels: 2nd, 17th

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

Once you use this feature, you must finish a Short Rest or Long Rest before you can use it again. Starting at level 17, you can use it twice before a rest but only once on a turn.

TACTICAL MIND

Levels: 2nd

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

FIGHTER SUBCLASS AND FEATURES

Levels: 3rd, 7th, 10th, 15th, 18th

You gain a *Fighter subclass of your choice, such as: Champion. UA Subclasses are detailed after this class's description.*

A subclass is a specialization that grants you special abilities at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 6th, 8th, 12th, 14th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

EXTRA ATTACK

Levels: 5th

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

TACTICAL SHIFT

Levels: 5th

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

INDOMITABLE

Levels: 9th, 13th, 17th

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. 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 level 13 and three times between Long Rests starting at level 17.

MASTER OF ARMAMENTS

Levels: 9th

You are a master of weapons. Whenever you finish a Long Rest, you can choose any of the kinds of Mastery weapons you're using and replace the Mastery property of each with another Mastery property. The chosen kind of weapon must qualify for the new property. For example, you could replace the Longsword's Sap property with the Push property.

These property changes apply only for you, not for others, and the changes end for you when you finish your next Long Rest.

TWO EXTRA ATTACKS

Levels: 11th

Your Extra Attack feature now confers two extra attacks rather than one.

STUDIED ATTACKS

Levels: 13th

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

THREE EXTRA ATTACKS

Levels: 20th

Your Extra Attack feature now confers three extra attacks rather than two.

FIGHTER SUBCLASSES

A Fighter Subclass is a specialization that grants you special abilities at certain Fighter levels, as specified in the Subclass.

BATTLE MASTER

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

COMBAT SUPERIORITY

Levels: 3rd

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

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

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

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

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

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

STUDENT OF WAR

Levels: 3rd

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

KNOW YOUR ENEMY

Levels: 7th

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

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

IMPROVED COMBAT SUPERIORITY

Levels: 10th

Your Superiority Die becomes a d10.

RELENTLESS

Levels: 15th

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

ULTIMATE COMBAT SUPERIORITY

Levels: 15th

Your Superiority Die becomes a d12.

MANUEVER OPTIONS

The Maneuvers are presented here in alphabetical order.

Ambush. When you make a Dexterity (Stealth) check or an initiative roll, you can expend one Superiority Die and add the die to the roll, provided you don’t have the Incapacitated condition.

Bait and Switch. When you’re within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn’t have the Incapacitated condition. This movement doesn’t provoke Opportunity Attacks. Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

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

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

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

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

Evasive Footwork. When you move at least 5 feet on your turn, you can expend one Superiority Die, rolling the die and adding the number rolled to your AC until the end of the turn.

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

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

Lunging Attack. As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 10 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the attack's damage roll.

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

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

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

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

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

Rally. As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus your Intelligence, Wisdom, or Charisma modifier (your choice).

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

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

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

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

CHAMPION

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

IMPROVED CRITICAL

Levels: 3rd

Your attack rolls with weapons and Unarmed Strikes can score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

Levels: 3rd

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

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

Levels: 7th

You gain another Fighting Style feat of your choice.

HEROIC WARRIOR

Levels: 10th

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

SUPERIOR CRITICAL

Levels: 15th

Your attack rolls with weapons and Unarmed Strikes can now score a critical hit on a roll of 18–20.

SURVIVOR

Levels: 18th

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

Defy Death. You have Advantage on death saving throws. Moreover, when you roll 18–20 on a death save, you gain the benefit of rolling a 20 on a death save.

Heroic Rally. 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 your Hit Points remaining. You don't gain this benefit if you have 0 Hit Points.

ELDRITCH KNIGHT

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

SPELLCASTING

Levels: 3rd (see *Eldritch Knight Spellcasting Table* for higher levels)

You have learned to cast spells. See the **Player's Handbook** *Spellcasting* chapter for rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips. You know two cantrips of your choice from the Wizard spell list. Whenever you gain a Fighter level, you can replace one of this feature's cantrips with another cantrip of your choice from the Wizard spell list.

When you reach level 10 in this class, you learn another Wizard cantrip of your choice.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of level 1 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.

Prepared Spells of Level 1+. You prepare a list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list, two of which must be from the Abjuration and Evocation schools of magic.

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

Changing Your Prepared Spells. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Eldritch Knight spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you prepare for this subclass.

ELDRITCH KNIGHT SPELLCASTING

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

WAR BOND

Levels: 3rd

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

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

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

WAR MAGIC

Levels: 7th

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

ELDRITCH STRIKE

Levels: 10th

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

ARCANE CHARGE

Levels: 15th

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

IMPROVED WAR MAGIC

Levels: 18th

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

MONK

Monks use rigorous combat training and mental discipline to align themselves with the multiverse and tap into internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler focus of defense and speed, this power infuses all that a Monk does.

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

implements of combat mastery. A Monk's mightiest attacks can stun their opponents.

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

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

THE MONK

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

CREATING A MONK

To create a Monk, consult the *information in this section*. Then look at the Monk table to see the class features you get at each level in this class. The descriptions of those features appear in the “Monk Class Features” section.

Primary Ability: Dexterity and Wisdom

HIT POINTS

Hit Dice: 1d8 per Monk level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Dexterity

Skills (Choose 2): : Acrobatics, Athletics, History, Insight, Religion, Stealth

Weapons: Simple Weapons, Martial Weapons that have the Light property

Tools: Choose one type of Artisan’s Tool or Musical Instrument

ARMOR TRAINING

None

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 65 GP on equipment of your choice.

Artisan’s Tools, Dagger (5), Explorer’s Pack, Musical Instrument, Spear, 9 GP

MULTICLASSING AND THE MONK

If *using* the multiclassing rules in the Player’s Handbook, here’s what you need to know if you choose Monk as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Monk’s primary abilities, Dexterity and Wisdom, to take a level in this class or to take a level in another class if you are already a Monk.

MONK CLASS FEATURES

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

MARTIAL ARTS

Levels: 1st (see Monk Table for higher levels)

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

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

You gain the following benefits while you are unarmed or wielding only Monk Weapons and you aren’t wearing armor or wielding a shield:

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

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

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

UNARMORED DEFENSE

Levels: 1st

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

MONK’S DISCIPLINE

Levels: 2nd

Your self-discipline and martial training allow you to harness a well of extraordinary energy within yourself. Your access to this energy is represented by a number of Discipline Points. Your Monk level determines the number of points you have, as shown in the Discipline Points column of the Monk table.

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

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

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

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

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

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

UNCANNY METABOLISM

Levels: 2nd

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

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

UNARMORED MOVEMENT

Levels: 2nd

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

DEFLECT ATTACKS

Levels: 2nd

You can use your Reaction to deflect melee and ranged attacks against you that deal Bludgeoning, Piercing, or Slashing damage. When you do so, the total damage you take from the attack is reduced by 1d10 plus your Dexterity modifier plus your Monk level.

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

MONK SUBCLASS AND FEATURES

Levels: 3rd, 6th, 11th, 17th

You gain a Monk subclass of your *choice, such as:* Warrior of Mercy, Warrior of Shadow, Warrior of the Four Elements, or Warrior of the Open Hand. **UA** Subclasses are detailed after this class's description (for this playtest, use Way of Mercy from Tasha's Cauldron of Everything for Warrior of Mercy).

A subclass is a specialization that grants you special abilities at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

SLOW FALL

Levels: 4th

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

EXTRA ATTACK

Levels: 5th

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

STUNNING STRIKE

Levels: 5th

Once per turn when you hit a creature with a Monk Weapon or an Unarmed Strike, you can spend 1 Discipline Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target takes Force damage equal to a roll of your Martial Arts die plus your Wisdom modifier.

EMPOWERED STRIKES

Levels: 6th

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

EVASION

Levels: 7th

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.

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

ACROBATIC MOVEMENT

Levels: 9th

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

HEIGHTENED DISCIPLINE

Levels: 10th

Your training has pushed your body and mind to new levels. Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits:

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

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

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

SELF-RESTORATION

Levels: 10th

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

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

DEFLECT ENERGY

Levels: 13th

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

DISCIPLINED SURVIVOR

Levels: 14th Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 Discipline Point to reroll it and take the second result.

PERFECT DISCIPLINE

Levels: 15th

When you roll Initiative and have 3 Discipline Points or fewer, you regain expended Discipline Points until you have 4.

SUPERIOR DEFENSE

Levels: 18th

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

BODY AND MIND

Levels: 20th

You have honed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 4. Your maximum for those scores is now 26.

MONK SUBCLASSES

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

WARRIOR OF SHADOW

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

SHADOW ARTS

Levels: 3rd

Through rigorous training, you have learned to draw on the power of the Shadowfell, gaining the following benefits:

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

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

Shadowy Figments. You know the Minor Illusion cantrip and use Wisdom as the spellcasting ability for it.

SHADOW STEP

Levels: 6th

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

IMPROVED SHADOW STEP

Levels: 11th

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

CLOAK OF SHADOWS

Levels: 17th

As a Bonus Action while entirely within Dim Light or Darkness, you can spend 3 Discipline Points to shroud yourself with magical darkness for 1 minute, until you have the Incapacitated condition, or until you end your turn in Bright Light. While shrouded in darkness, you gain the following benefits:

Invisibility. You have the Invisible condition.

Partially Incorporeal. You can move through creatures and objects as if they were difficult terrain, but you take 1d10 Force damage if you end your turn inside a creature or an object.

Shadow Flurry. You can use your Flurry of Blows without spending any Discipline Points.

WARRIOR OF THE ELEMENTS

The tradition of the Four Elements encompasses Monks who tap into the power of the Elemental Planes through their practice of martial arts. Some of these Monks focus on a single element, learning to wreathe their fists in fire and cause explosive bursts of flame, or to wield mighty gusts of icy wind. Others weave the elements together and learn a variety of techniques to harness the appropriate elemental force for each particular circumstance.

ELEMENTAL ATTUNEMENT

Levels: 3rd

You have attuned yourself with the elemental forces of the multiverse. You know the Elementalism cantrip. In addition, at the start of your turn, you can spend 1 Discipline Point to imbue yourself with elemental energy. The energy lasts for 10 minutes or until you have the Incapacitated condition. You gain the following benefits for the duration:

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

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

ENVIROMENTAL BURST

Levels: 6th

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

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

Before or after you take this action, you can make one Unarmed Strike as a Bonus Action.

STRIDE OF THE ELEMENTS

Levels: 11th

When you use your Step of the Wind, you gain a Fly Speed and Swim Speed equal to your Speed for 10 minutes.

ELEMENTAL EPITOME

Levels: 17th

When you use the Elemental Attunement feature, you also gain the following benefits for the duration:

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

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage is the same type you chose for this feature's damage resistance. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with an Unarmed Strike. The damage is the same type you chose for this feature's damage resistance.

WARRIOR OF THE HAND

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

OPEN HAND TECHNIQUE

Levels: 3rd

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

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

Push. The target must succeed on a Strength saving throw, or you push it up to 15 feet away from yourself.

Topple. The target must succeed on a Dexterity saving throw, or it has the Prone condition.

WHOLENESS OF BODY

Levels: 6th

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

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

FLEET STEP

Levels: 11th

You can easily stride out of harm's way. When you take a Bonus Action other than Step of the Wind, you can also use Step of the Wind as part of that Bonus Action.

QUIVERING PALM

Levels: 17th

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 4 Discipline 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. Alternatively, when you take the Attack action on your turn, you can replace one of the attacks with this action. To use this action, you and the target must be on the same plane of existence. When you use this action, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

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

PALADIN

Paladins are united by their oaths to stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

A Paladin swears to stand against corrupting influences and to hunt the forces of ruin wherever they lurk. Different Paladins focus on various aspects of these causes, but all are bound by the oaths that grant them power to do their sacred work.

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

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic. Sometimes their oaths lead them into the service of the crown as leaders of elite groups of knights, but even then, their loyalty is first to their sacred oaths, not to crown and country.

Adventuring Paladins take their work seriously. A delve into an ancient ruin or a dusty crypt can be a quest driven by a higher purpose than the acquisition of treasure. Malign forces lurk in dungeons, and even the smallest victory against them can tilt the cosmic balance away from oblivion.

THE PALADIN

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

CREATING A PALADIN

To create a Paladin, consult the *information in this section*. Then look at the Paladin table to see the class features you get at each level in this class. The descriptions of those features appear in the “Paladin Class Features” section.

Primary Ability: Strength, Charisma

HIT POINTS

Hit Dice: 1d10 per Paladin level

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

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 150 GP on equipment of your choice.

Chain Mail, Shield, Javelin (6), Longsword, Holy Symbol, Priest's Pack, 9 GP

MULTICLASSING AND THE PALADIN

If your group uses the multiclassing rules in the Player's Handbook, here's what you need to know if you choose Paladin as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Paladin's primary abilities—Strength and Charisma—to take a level in this class or to take a level in another class if you are already a Paladin.

Proficiencies Gained. If Paladin isn't your initial class, you gain proficiency with Martial Weapons when you take your first Paladin level.

Armor Training. When you gain your first Paladin level, you gain armor training with the following: Light Armor, Medium Armor, and Shields

Spell Slots. Add half your Paladin levels (rounded up) to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the *rules of each class to determine the number of spells you prepare for it*.

Channel Divinity. If you have more than one class with the Channel Divinity feature, a class's uses of the feature can be expended only on that class's Channel Divinity options.

PALADIN CLASS FEATURES

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

PALADIN SPELL LIST

UA 7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Paladin entry as it's presented in UA 6.

SPELLCASTING

Levels: 1st (see *Paladin Table for higher levels*)

You have learned to cast spells through prayer, meditation, and devotion. *See the Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Paladin.

Spell Slots. The Paladin 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.

Prepared Spells of Level 1+. You prepare the list of spells of *level 1* and higher that are available for you to cast with this feature. To start, choose two *level 1* spells from the Divine spell list. Rather than choosing, you may start with Heroism and Searing Smite.

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

If another Paladin feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

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

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

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for the spells you prepare for this class.

LAY ON HANDS

Levels: 1st

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 five times your Paladin level.

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

In addition, you can expend 5 Hit Points from the pool of healing to remove the Poisoned condition from the creature, rather than using those points to restore Hit Points.

WEAPON MASTERY

Levels: 1st

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

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

PALADIN'S SMITE

Levels: 2nd (see table below for higher levels)

You have mastered smiting your targets with divine energy. You always have certain spells ready; when you reach a Paladin level specified in the Smite Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast one of your prepared spells from this feature without expending a spell slot, and you must finish a Long Rest before you use this benefit again.

SMITE SPELLS

Paladin Level	Spells
2nd	Divine Smite, Thunderous Smite
5th	Shining Smite
9th	Blinding Smite
13th	Staggering Smite
17th	Banishing Smite

FIGHTING STYLE

Levels: 2nd

You have honed your martial prowess. You gain one of the following Fighting Style feats of your choice: Defense, Dueling, Great Weapon Fighting, or Protection.

CHANNEL DIVINITY

Levels: 3rd

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

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

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

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

PALADIN SUBCLASS AND FEATURES

Levels: 3rd, 7th, 15th, 20th

You gain a Paladin subclass of your *choice, such as:* Oath of Devotion, Oath of Glory, Oath of the Ancients, or Oath of Vengeance. *UA* Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

EXTRA ATTACK

Levels: 5th

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

FAITHFUL STEED

Levels: 5th

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

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

AURA OF PROTECTION

Levels: 6th

You radiate a protective, invisible aura that extends 10 feet from you in every direction, but it doesn't extend through Total Cover. The aura is inactive while you have the Incapacitated condition.

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

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which one when entering the auras.

ABJURE FOES

Levels: 9th

As a Magic action, you can expend one use of your Channel Divinity to overwhelm foes with divine awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself.

Each target must succeed on a Wisdom saving throw or have the Dazed and Frightened conditions for 1 minute or until it takes any damage.

AURA OF COURAGE

Levels: 10th

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

RADIANT STRIKES

Levels: 11th

You are so suffused with divine might that your weapon strikes carry supernatural power with them. When you hit a target with an attack roll using a melee weapon or an Unarmed Strike, the target takes an extra 1d8 Radiant damage.

RESTORING TOUCH

Levels: 14th

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

AURA EXPANSION

Levels: 18th

Your Aura of Protection now extends 30 feet from you rather than 10 feet.

PALADIN SUBCLASSES

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

Each of this class's subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at 3rd level, is the culmination of a 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 was already true in the Paladin's heart.

BREAKING YOUR OATH

A Paladin tries to hold to the highest standards of conduct, but even the most dedicated Paladin is fallible. Sometimes the right path proves too demanding, and sometimes the heat of emotion causes a Paladin to transgress their oath.

A Paladin who has broken a vow typically seeks absolution from a priest of the same 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 their oath and shows no sign of repentance, the consequences might be more serious. At the DM's discretion, an impenitent Paladin might be forced to take a more appropriate subclass or even to abandon the class and adopt another one.

OATH OF DEVOTION

The Oath of Devotion binds Paladins to the loftiest ideals of justice and order. These Paladins meet the ideal of the knight in shining armor. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels 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.

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

Levels: 3rd (see table below for higher levels)

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

OATH OF DEVOTION SPELLS

Paladin Level Spells

3rd	Protection from Evil And Good, Shield of Faith
5th	Aid, Zone of Truth
9th	Beacon of Hope, Dispel Magic
13th	Freedom of Movement, Guardian of Faith
17th	Commune, Flame Strike

SACRED WEAPON

Levels: 3rd

As a Bonus Action, you can expend one use of your Channel Divinity to imbue one melee weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that.

You can end this effect as a Bonus Action. This effect also ends if you aren't holding or carrying the weapon or if you have the Incapacitated condition.

AURA OF DEVOTION

Levels: 7th

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

SMITE OF PROTECTION

Levels: 15th

Your magical smites now radiate protective energy. Whenever you cast any of your Paladin's Smite spells, you and your allies in your Aura of Protection have Half Cover until the start of your next turn.

HOLY NIMBUS

Levels: 20th

As a Bonus Action, you can imbue your Aura of Protection with holy power, granting the following benefits for 1 minute or until you end them as a Bonus Action:

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

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

Sunlight. The aura is filled with bright light that is sunlight.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a 5th-level spell slot (no action required).

OATH OF GLORY

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

TENETS OF GLORY

Though the exact words and strictures of the Oath of Glory vary, Paladins of this oath share these tenets.

Actions over Words. Strive to be known by glorious deeds, not words.

Challenges are but Tests. Face hardships with courage, and encourage your allies to face them with you.

Hone the Body. Like raw stone, your body must be worked so its potential can be realized.

Discipline the Soul. You must marshal the discipline to overcome failings within yourself that threaten to dim the glory of you and your friends.

OATH SPELLS

Levels: 3rd (see table below for higher levels)

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

OATH OF GLORY SPELLS

Paladin Level	Spells
3rd	Guiding Bolt, Heroism
5th	Enhance Ability, Magic Weapon
9th	Haste, Protection from Energy
13th	Compulsion, Freedom of Movement
17th	Commune, Flame Strike

INSPIRING SMITE

Levels: 3rd

Immediately after you deal damage to a creature with any of your Paladin's Smite spells, you can expend one use of your Channel Divinity and distribute Temporary Hit Points to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals 2d8 + your Paladin level, divided among the chosen creatures however you like.

PEERLESS ATHLETE

Levels: 3rd

As a Bonus Action, you can expend one use of your Channel Divinity to augment your athleticism. For 1 hour, you have Advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet (this extra distance costs movement as normal).

AURA OF ALACRITY

Levels: 7th

Your Speed increases by 10 feet, and the Speed of any ally who starts their turn in your Aura of Protection increases by 10 feet until the end of that turn.

GLORIOUS DEFENSE

Levels: 15th

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

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

LIVING LEGEND

Levels: 20th

You can empower yourself with the legends—whether true or exaggerated—of your great deeds. As a Bonus Action, you gain the following benefits for 1 minute:

Charismatic. You are blessed with an otherworldly presence, gaining Advantage on all Charisma checks.

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

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

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a 5th-level spell slot (no action required).

OATH OF THE ANCIENTS

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

TENETS OF THE ANCIENTS

Though the exact words and strictures of the Oath of Ancients vary, Paladins of this oath share these tenets.

Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song, laughter, and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

OATH SPELLS

Levels: 3rd (see table below for higher levels)

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

OATH OF THE ANCIENTS SPELLS

Paladin Level	Spells
3rd	Ensnaing Strike, Speak with Animals
5th	Misty Step, Moonbeam
9th	Plant Growth, Protection from Energy
13th	Ice Storm, Stoneskin
17th	Commune with Nature, Tree Stride

NATURE'S WRATH

Levels: 3rd

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

AURA OF WARDING

Levels: 7th

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

UNDYING SENTINEL

Levels: 15th

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

Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

ELDER CHAMPION

Levels: 20th

As a Bonus Action, you can imbue your Aura of Protection with primal power, granting the following benefits for 1 minute or until you end them as a Bonus Action:

Diminish Defiance. Enemies in the aura have

Disadvantage on saving throws against your spells and Channel Divinity options.

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

Swift Spells. Whenever you cast a spell that has a casting time of 1 action, you can cast it using a Bonus Action instead.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a 5th-level spell slot (no action required).

OATH OF VENGEANCE

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

TENETS OF VENGEANCE

Though the exact words and strictures of the Oath of Vengeance vary, Paladins of this oath share these tenets.

Fight the Greater Evil. Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked. Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary. My qualms can't get in the way of exterminating my foes.

Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by my misdeeds.

OATH SPELLS

Levels: 3rd (see table below for higher levels)

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

OATH OF VENGEANCE SPELLS

Paladin Level	Spells
3rd	Bane, Compelled Duel
5th	Hold Person, Misty Step
9th	Haste, Protection from Energy
13th	Banishment, Dimension Door
17th	Hold Monster, Scrying

VOW OF ENMITY

Levels: 3rd

As a Bonus Action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You gain Advantage on attack rolls against the creature for 1 minute.

If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required). You can make this transfer no more than once per turn.

RELENTLESS AVENGER

Levels: 7th

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

SOUL OF VENGEANCE

Levels: 15th

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

AVENGING ANGEL

Levels: 20th

As a Bonus Action, you can imbue your Aura of Protection with holy power, granting the following benefits for 10 minutes or until you end them as a Bonus Action:

Flight. You sprout spectral wings on your back. You have a Fly Speed equal to your Speed and can Hover.

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

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a 5th-level spell slot (no action required).

RANGER

Far from the bustle of cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch.

Wanderers of the wilderness, Rangers specialize in facing monsters that threaten the world. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

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

THE RANGER

Level	Prof. Bonus	Class Features	Prepared Spells	— Spell Slots per Spell Level —				
				1	2	3	4	5
1st	+2	Deft Explorer, Spellcasting, Weapon Mastery	2	2	—	—	—	—
2nd	+2	Favored Enemy, Fighting Style	3	2	—	—	—	—
3rd	+2	Ranger Subclass	4	3	—	—	—	—
4th	+2	Ability Score Improvement	5	3	—	—	—	—
5th	+3	Extra Attack	6	4	2	—	—	—
6th	+3	Roving	6	4	2	—	—	—
7th	+3	Subclass Feature	7	4	3	—	—	—
8th	+3	Ability Score Improvement	7	4	3	—	—	—
9th	+4	Conjure Barrage, Deft Explorer Improvement	9	4	3	2	—	—
10th	+4	Tireless	9	4	3	2	—	—
11th	+4	Subclass Feature	10	4	3	3	—	—
12th	+4	Ability Score Improvement	10	4	3	3	—	—
13th	+5	—	11	4	3	3	1	—
14th	+5	Nature's Veil	11	4	3	3	1	—
15th	+5	Subclass Feature	12	4	3	3	2	—
16th	+5	Ability Score Improvement	12	4	3	3	2	—
17th	+6	Conjure Volley	14	4	3	3	3	1
18th	+6	Feral Senses	14	4	3	3	3	1
19th	+6	Ability Score Improvement	15	4	3	3	3	2
20th	+6	Foe Slayer	15	4	3	3	3	2

CREATING A RANGER

To create a Ranger, consult the *information in this section*. Then look at the Ranger table to see the class features you get at each level in this class. The descriptions of those features appear in the “Ranger Class Features” section.

Primary Ability: Dexterity, Wisdom

HIT POINTS

Hit Dice: 1d10 per Ranger level

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

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Dexterity

Skills (Choose 3): Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 150 GP on equipment of your choice.

Arrows (20), Explorer's Pack, Longbow or Shortbow, Quiver, Scimitar, Shortsword, Studded Leather Armor, Druidic Focus (Sprig of Mistletoe) 7 GP

MULTICLASSING AND THE RANGER

If your group uses the multiclassing rules in the Player's Handbook, here's what you need to know if you choose Ranger as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Ranger's primary abilities, Dexterity and Wisdom, to take a level in this class or to take a level in another class if you are already a Ranger.

Proficiencies Gained. If Ranger isn't your initial class, here are the proficiencies you gain when you take your first Ranger level: Martial Weapons and one skill of your choice from the Ranger's skill list.

Armor Training. When you gain your first Ranger level, you gain the following armor training: Light Armor, Medium Armor, and Shield.

Spell Slots. Add half your Ranger levels (rounded up) to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the *rules of each class to determine the number of spells you prepare for it*.

RANGER CLASS FEATURES

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

RANGER SPELL LIST

UA 7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Ranger entry as it's presented in UA 6.

SPELLCASTING

Levels: 1st (see Ranger Table for higher levels)

You have learned to channel the magical essence of nature to cast spells. *See the Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Ranger.

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.

Prepared Spells of Level 1+. You prepare the list of spells of *level 1* and higher that are available for you to cast with this feature. To start, choose two *level 1* spells from the Primal spell list. Rather than choosing, you may start with Cure Wounds and Ensnaring Strike.

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

If another Ranger feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

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

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

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for the spells you prepare for this class.

DEFT EXPLORER

Levels: 1st

You are an unsurpassed explorer. Choose one of your proficiencies in a skill that appears on the Ranger skill list. You gain Expertise in that skill.

In addition, choose two types of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You have Advantage on Intelligence (Nature) checks about the chosen terrains, and you have Advantage on Wisdom (Survival) checks to track creatures in them.

Whenever you finish a Long Rest, you can meditate and replace one of the chosen terrain types with a different one from the list.

WEAPON MASTERY

Levels: 1st

Your training with weapons allows you to use the Mastery property of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Longswords.

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

FAVORED ENEMY

Levels: 2nd

You are adept at focusing on a single foe. You always have the Hunter's Mark spell prepared. You can cast it a number of times equal to your Wisdom modifier (minimum of once) without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

FIGHTING STYLE

Levels: 2nd

You have honed your martial prowess. You gain one of the following Fighting Style feats of your choice: Archery, Defense, Dueling, or TwoWeapon Fighting

RANGER SUBCLASS AND FEATURES

Levels: 3rd, 7th, 11th, 15th

You gain a Ranger subclass of your *choice, such as:* Beast Master, Fey Wanderer, Gloom Stalker, or Hunter. **UA** Subclasses are detailed after this class's description (for this playtest, use Fey Wanderer from Tasha's Cauldron of Everything).

A subclass is a specialization that grants you special abilities at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

EXTRA ATTACK

Levels: 5th

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

ROVING

Levels: 6th

Your Speed increases by 10 feet while you aren't wearing Heavy Armor.

You also have a Climb Speed and a Swim Speed equal to your Speed.

CONJURE BARRAGE

Levels: 9th

Channeling nature's might, you can cause your weapon to multiply and strike at creatures before you; you always have the Conjure Barrage spell prepared.

DEFT EXPLORER IMPROVEMENT

Levels: 9th

Choose one of your proficiencies in a skill that appears on the Ranger skill list. You gain Expertise in that skill.

In addition, choose two more terrain types for your Deft Explorer feature.

TIRELESS

Levels: 10th

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

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

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

NATURE'S VEIL

Levels: 14th

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

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

CONJURE VOLLEY

Levels: 17th

Propelled by primal spirits, your weapon can strike a group of targets far away; you always have the Conjure Volley spell prepared.

FERAL SENSES

Levels: 18th

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

FOE SLAYER

Levels: 20th

You become an unparalleled hunter of your foes. When your attack roll misses the target of your Hunter's Mark, you can add your Wisdom modifier to the attack roll, potentially turning it into a hit.

In addition, whenever you hit that target with an attack roll and deal damage to it, you can add your Wisdom modifier to the damage.

RANGER SUBCLASSES

A Ranger subclass is a specialization that grants you special abilities at certain Ranger levels, as specified in the subclass.

This section presents the Beast Master, Gloom Stalker, and Hunter subclasses.

BEAST MASTER

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

PRIMAL COMPANION

Levels: 3rd

You magically summon a primal beast, which draws strength from your bond with nature. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your Proficiency Bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its supernatural origin.

In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action, unless you take a Bonus Action on your turn to command it to take a different action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you have the Incapacitated condition, the beast can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its Hit Points restored.

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

BEAST OF THE LAND

Medium Beast

Armor Class 13 + PB (natural armor)

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

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus equals your Proficiency Bonus

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a Maul attack on the same turn, the target takes an extra 1d6 Slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your Spell Save DC or have the Prone condition.

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Maul. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. Hit: 1d8 + 2 + PB Bludgeoning, Piercing, or Slashing damage (your choice when you summon the beast).

BEAST OF THE SEA

Medium Beast

Armor Class 13 + PB (natural armor)

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

Speed 5 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 90 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus equals your Proficiency Bonus

Amphibious. You can breathe air and water.

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Binding Strike. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. Hit: 1d6 + 2 + PB Bludgeoning or Piercing damage (your choice), and the target has the Grappled condition (escape DC equals your Spell Save DC). Until this grapple ends, the beast can't use this attack on another target.

BEAST OF THE SKY

Small Beast

Armor Class 13 + PB (natural armor)

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

Speed 10 ft., Fly 60 ft.

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

Senses darkvision 90 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus equals your Proficiency Bonus

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

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Shred. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. Hit: 1d4 + 3 + PB Slashing damage.

EXCEPTIONAL TRAINING

Levels: 7th

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

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

BESTIAL FURY

Levels: 11th

When you command your Primal Companion beast to take the Attack action, the beast can make two attacks.

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

SHARE SPELLS

Levels: 15th

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

GLOOM STALKER

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

GLOOM STALKER MAGIC

Levels: 3th (see table below for higher levels)

The magic of the Shadowfell ensures you always have certain spells ready; when you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

GLOOM STALKER SPELLS

Ranger Level	Spells
3rd	Disguise Self
5th	Rope Trick
9th	Fear
13th	Greater Invisibility
17th	Seeming

DREAD AMBUSER

Levels: 3th

You have mastered the art of creating frightening ambushes, granting you the following benefits:

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

Frighten. Once per turn when you attack a creature and hit it with a weapon, you can deal an extra 1d8 Psychic damage to the target and force it to make a Wisdom saving throw against your Spell Save DC. On a failed save, it has the Frightened condition until the start of your next turn. You can use this benefit a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

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

UMBRAL SIGHT

Levels: 3th

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

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

IRON MIND

Levels: 7th

You have honed your ability to resist the mindaltering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

STALKER'S FLURRY

Levels: 11th

When you use the Frighten effect of your Dread Ambusher feature, you can cause one of the following additional effects:

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

Mass Fear. Each creature within 10 feet of the target must make a Wisdom saving throw against your Spell Save DC. On a failed save, a creature has the Frightened condition until the start of your next turn.

SHADOWY DODGE

Levels: 15th

You can dodge with wisps of supernatural shadow around you. When a creature makes an attack roll against you, you can use your Reaction to impose Disadvantage on that roll. If the attack then misses, you can teleport up to 30 feet to an unoccupied space you can see.

HUNTER

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

HUNTER'S PREY

Levels: 3rd

You gain one of the following feature options of your choice.

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

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

Retaliator. Immediately after a creature within 5 feet of you attacks you, you can use your Reaction to make one attack with a weapon against that creature, whether or not it hit you.

HUNTER'S LORE

Levels: 3rd

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

DEFENSIVE TACTICS

Levels: 7th

You gain one of the following feature options of your choice.

Evasion. When you are subjected to an effect that lets you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

Hunter's Leap. If an enemy you can see enters a space within 5 feet of you, you can use your Reaction to move up to half your Speed without provoking Opportunity Attacks.

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

SUPERIOR HUNTER'S PREY

Levels: 11th

You gain another feature option of your choice from the Hunter's Prey feature.

SUPERIOR HUNTER'S DEFENSE

Levels: 14th

You gain another feature option of your choice from the Defensive Tactics feature.

ROGUE

Rogues rely on cunning, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a versatility that is the cornerstone of any successful adventuring party.

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them broad capabilities that few other characters can match. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

When it comes to combat, Rogues prioritize subtle strikes over brute strength. A Rogue would rather make one precise strike than wear an opponent down with a barrage of blows. Rogues have an almost supernatural knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

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

THE ROGUE

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

CREATING A ROGUE

To create a Rogue, consult the *information in this section*. Then look at the Rogue table to see the class features you get at each level in this class. The descriptions of those features appear in the “Rogue Class Features” section.

Primary Ability: Dexterity

HIT POINTS

Hit Dice: 1d8 per Rogue level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Dexterity, Intelligence

Skills (Choose 4): Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Weapons: Simple Weapons, Martial Weapons that have the Finesse Property

Tools: Thieves’ Tools

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 110 GP on equipment of your choice.

Arrows (20), Burglar’s Pack, Shortbow, Quiver, Dagger(2), Shortsword, Leather Armor, Thieves’ Tools, 18 GP

MULTICLASSING AND THE ROGUE

If your group uses the multiclassing rules in the Player’s Handbook, here’s what you need to know if you choose Rogue as one of your classes

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Rogue’s primary ability, Dexterity, to take a level in this class or to take a level in another class if you are already a Rogue.

Proficiencies Gained. If Rogue isn’t your initial class, here are the proficiencies you gain when you take your first Rogue level: Thieves’ Tools and one skill of your choice from the Rogue’s skill list.

Armor Training. When you gain your first Rogue level, you gain Light Armor training.

ROGUE CLASS FEATURES

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

EXPERTISE

Levels: 1st, 6th

Each time you gain this feature, you gain Expertise in two of your skill proficiencies of your choice.

Sleight of Hand and Stealth are iconic choices for a Rogue if you have proficiency in them.

SNEAK ATTACK

Levels: 1st (see Rogue Table for higher levels)

You know how to turn a subtle attack into a deadly one. Once per turn, you can deal extra damage to one creature you hit with an attack roll if you’re attacking with a Finesse or Ranged weapon and if at least one of the following requirements is met:

Advantage. You have Advantage on the Attack Roll.

Ally Adjacent to Target. At least one of your allies is within 5 feet of the target, the ally doesn’t have the Incapacitated condition, and you don’t have Disadvantage on the attack roll.

To determine the extra damage, roll a number of d6s equal to half your Rogue level (round up), and add the dice together (the Rogue table shows the number of Sneak Attack dice you get at each Rogue level). The extra damage’s type is the same as the weapon’s Damage Type.

THIEVES’ CANT

Levels: 1st

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

WEAPON MASTERY

Levels: 1st

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

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

CUNNING ACTION

Levels: 2nd

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

STEADY AIM

Levels: 3rd

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

ROGUE SUBCLASS AND FEATURES

Levels: 3rd, 9th, 13th, 17th

You gain a Rogue subclass of your *choice, such as:* Arcane Trickster, Assassin, Swashbuckler, or Thief. *UA* Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Rogue levels. For the rest of your career, you gain each of your subclass's features that are of your Rogue level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 10th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

CUNNING STRIKE

Levels: 5th

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

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

Disarm (Cost: 1d6). The target must succeed on a Dexterity saving throw, or it drops one item of your choice that it's holding.

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target can repeat the save, ending the effect on itself on a success. To use this effect, you must have a Poisoner's Kit on your person.

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

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

UNCANNY DODGE

Levels: 5th

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

EVASION

Levels: 7th

You can nimbly dodge out of the way of certain dangers. 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. You can't use this feature if you have the Incapacitated condition.

RELIABLE TALENT

Levels: 7th

You have refined your talents until they approach perfection. Whenever you make an ability check that uses one of your skill or Tool proficiencies, you can treat a d20 roll of 9 or lower as a 10

IMPROVED CUNNING STRIKE

Levels: 11th

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

DEVIOUS STRIKES

Levels: 14th

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

Daze (Cost: 2d6). The target must succeed on a Constitution saving throw, or it has the Dazed condition until the end of its next turn.

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

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

SLIPPERY MIND

Levels: 15th

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

ELUSIVE

Levels: 18th

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

STROKE OF LUCK

Levels: 20th

You have an uncanny knack for succeeding when you need to. If you fail a d20 Test, you can turn the roll into a 20.

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

ROGUE SUBCLASSES

A Rogue subclass is a specialization that grants you special abilities at certain Rogue levels, as specified in the subclass.

This section presents the Arcane Trickster, Assassin, Swashbuckler, and Thief subclasses.

ARCANE TRICKSTER

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

ARCANE TRICKSTER SPELL LIST

UA 7 reverts back to using 2014 PHB class (Wiz) based spell lists. I'm leaving the Trickster entry as it's presented in UA 6.

SPELLCASTING

Levels: 3rd

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

Cantrips. You know three cantrips: Mage Hand and two other cantrips of your choice from the Arcane spell list.

Whenever you gain a Rogue level, you can replace one of your cantrips, except Mage Hand, with another cantrip of your choice from the Arcane spell list.

When you reach 10th level in this class, you learn another Arcane cantrip of your choice.

Spell Slots. The Arcane Trickster Spellcasting 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.

Prepared Spells of 1st+ Level. You prepare a list of spells of 1st level and higher that are available for you to cast with this feature. To start, choose three 1st-level spells from the Arcane spell list, two of which must be from the Enchantment and Illusion schools of magic.

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

Changing Your Prepared Spells. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Arcane spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Trickster spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you prepare for this subclass.

ARCANE TRICKSTER SPELLCASTING

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

MAGE HAND LEGERDEMAIN

Levels: 3rd

When you cast Mage Hand, you can make the spectral hand invisible. You can control the hand as a Bonus Action, instead of an action, and through it, you can use Thieves' Tools and make Dexterity (Sleight of Hand) checks.

MAGICAL AMBUSH

Levels: 9th

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

VERSATILE TRICKSTER

Levels: 13th

You gain the ability to distract targets with your Mage Hand. When you use the Disarm or Trip options of your Cunning Strike, you can also target that option at a creature within 5 feet of the spectral hand.

SPELL THIEF

Levels: 17th

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

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your Reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your Spell Save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least *level 1* and of a level you can cast (it doesn't need to be an Arcane spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed.

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

ASSASSIN

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

BONUS PROFICIENCIES

Levels: 3rd

You gain proficiency with the Disguise Kit and Poisoner's Kit.

ASSASSINATE

Levels: 3rd

You are adept at getting the drop on a target, granting you the following benefits:

Initiative. You have Advantage on Initiative rolls.

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

INFILTRATION EXPERTISE

Levels: 9th

You are expert at posing as someone else to aid your infiltrations. While in a disguise created using your Disguise Kit, you have Advantage on any Charisma (Deception) check you make while pretending to be someone else. You can also unerringly mimic another person's speech, handwriting, or both if you have spent at least one hour studying each one.

ENVENOM WEAPONS

Levels: 13th

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

DEATH STRIKE

Levels: 17th

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

SWASHBUCKLER

As a Swashbuckler, you focus on the art of the blade, bringing speed, elegance, and charm to your combat style—topped off with an exquisite flourish of panache. You excel in single combat, and your methods make a duel look like a flamboyant performance.

FANCY FOOTWORK

Levels: 3rd

You've learned how to land a strike and then slip away without reprisal. If you make a melee attack against a creature during your turn, that creature can't make Opportunity Attacks against you for the rest of that turn.

RAKISH AUDACITY

Levels: 3rd

When you roll Initiative, you can give yourself a bonus to the roll equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need Advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have Disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

PANACHE

Levels: 9th

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

Goad (Cost: 1d6). The target must succeed on a Wisdom saving throw, or until the end of its next turn, the target has Disadvantage on attack rolls against targets other than you and can't make Opportunity Attacks against targets other than you.

Awe (Cost: 3d6). Each creature of your choice within 30 feet of you must succeed on a Wisdom saving throw or have the Charmed condition until the end of your next turn.

DASHING STRIKES

Levels: 13th

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

Parrying Stance (Cost: 2d6). Roll a d6. Until the start of your next turn, you gain a bonus to your AC equal to the number rolled.

Invigorate (Cost: 2d6). Choose a creature you can see within 30 feet of yourself. Until the end of that creature's next turn, whenever it makes an attack roll or a saving throw, it can roll a d6 and add the number rolled to the attack roll or saving throw.

MASTER DUELIST

Levels: 17th

Immediately after you use your Sneak Attack, you can make another attack against the same target, provided you are within 5 feet of it and no other creatures are within 5 feet of you.

THIEF

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

FAST HANDS

Levels: 3rd

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

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

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

SECOND-STORY WORK

Levels: 3rd

You have trained to reach especially hard-to-reach places, granting you these benefits:

Climber. You gain a Climb Speed equal to your Speed. On your turn, you can move on a ceiling without making an ability check, provided there is at least one handhold during the move, but you fall if you end the turn there without a handhold.

Jumper. Your jump distance is determined by your Dexterity rather than your Strength.

SUPREME SNEAK

Levels: 9th

You gain the following Cunning Strike option.

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

USE MAGIC DEVICE

Levels: 13th

In your treasure hunting, you have learned how to maximize use of magic items, granting you the following benefits:

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

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

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

THIEF'S REFLEXES

Levels: 17th

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

SORCERER

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

Sorcerers don't learn magic; the raw, roiling chaos of magic is part of them. The essential art of a Sorcerer is

learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect the source of that magic.

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

THE SORCERER

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

CREATING A SORCERER

To create a Sorcerer, consult the *information in this section*. Then look at the Sorcerer table to see the class features you get at each level in this class. The descriptions of those features appear in the “Sorcerer Class Features” section.

Primary Ability: Charisma

HIT POINTS

Hit Dice: 1d6 per Sorcerer level

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

Hit Points per Level after 1st: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Constitution, Charisma

Skills (Choose 2): Arcana, Deception, Insight, Intimidation, Persuasion, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 50 GP on equipment of your choice.

Arcane Focus (Crystal), Spear, Dagger (2), Dungeoneer's Pack, 28 GP

MULTICLASSING AND THE SORCERER

If *using* the multiclassing *rules*, here's what you need to know if you choose Sorcerer as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Sorcerer's primary ability, Charisma, to take a level in this class or to take a level in another class if you are already a Sorcerer.

Spell Slots. Add all your Sorcerer levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the rules of each class to determine the number of spells you prepare for it.

SORCERER CLASS FEATURES

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

SPELLCASTING

Levels: 1st (see Sorcerer Table for higher levels)

Drawing from your innate magic, you can cast spells.

See the *Spellcasting chapter for the rules on spellcasting*. The information below details how you use those rules as a Sorcerer.

SORCERER SPELL LIST

As you playtest this version of the Sorcerer, please use the Sorcerer spell list in the 2014 Player's Handbook, with the following spells added:

- Sorcerous Burst (cantrip)
- Arcane Eruption (level 4 spell)

If you have Xanathar's Guide to Everything or Tasha's Cauldron of Everything, you may use the Sorcerer spells there too.

Cantrips. You know four cantrips of your choice from the Sorcerer spell list (see the “Sorcerer Spell List” sidebar). Rather than choosing, you may start with Light, Prestidigitation, Shocking Grasp, and Sorcerous Burst. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

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

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

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose two level 1 spells from the Sorcerer spell list. Rather than choosing, you may start with Burning Hands and Detect Magic.

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

If another Sorcerer feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

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

Spellcasting Ability. Charisma is your spellcasting ability for the spells you cast with your Sorcerer features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Sorcerer features.

INNATE SORCERY

Levels: 1st

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

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

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

FONT OF MAGIC

Levels: 2nd

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

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

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

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

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

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

CREATING SPELL SLOTS

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

METAMAGIC

Levels: 2nd

Because your magic flows from within you, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from the "Metamagic Options" section later in this class's description. You gain two more when you become a level 10 Sorcerer and two more when you become a level 17 Sorcerer.

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

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know.

SORCERER SUBCLASS AND FEATURES

Levels: 3rd, 6th, 14th, 18th

You gain a *Sorcerer subclass of your choice, such as: Draconic Sorcery. UA Subclasses are detailed after this class's description.*

A subclass is a specialization that grants you special abilities at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

SORCEROUS RESTORATION

Levels: 5th

When you roll Initiative or finish a Short Rest and have no Sorcery Points remaining, you regain a number of those points equal to your Sorcerer level divided by five (round down).

SORCERY INCARNATE

Levels: 7th

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

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

ARCANE APOTHEOSIS

Levels: 20th

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

METAMAGIC OPTIONS

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

CAREFUL SPELL

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, 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, and it takes no damage if it would normally take half damage on a successful save.

DISTANT SPELL

Cost: 1 Sorcery Point

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

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

Cost: 1 Sorcery Point

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

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

EXTENDED SPELL

Cost: 1 Sorcery Point

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

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

HEIGHTENED SPELL

Cost: 2 Sorcery Point

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

QUICKENED SPELL

Cost: 2 Sorcery Point

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

SEEKING SPELL

Cost: 1 Sorcery Point

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

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

SUBTLE SPELL

Cost: 1 Sorcery Point

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

TRANSMUTED SPELL

Cost: 1 Sorcery Point

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

TWINNED SPELL

Cost: 1 Sorcery Point

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

SORCERER SUBCLASSES

A Sorcerer subclass is a specialization that grants you special abilities at certain Sorcerer levels, as specified in the subclass.

DRACONIC SORCERY

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power, perhaps the location where a great dragon was slain. Or perhaps you handled a treasure taken from a dragon's hoard, some precious item that was infused with draconic power. Or you might claim a dragon for an ancestor or wield draconic magic by virtue of your Dragonborn heritage.

DRACONIC RESILIENCE

Levels: 3rd

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

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

DRAGON SPEECH

Levels: 3rd

You can speak, read, and write Draconic. In addition, your speech can be understood by all creatures of the Dragon type.

ELEMENTAL AFFINITY

Levels: 6th

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

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

DRAGON WINGS

Levels: 14th

Your innate magic can now manifest as draconic wings on your back. As a Bonus Action, you sprout those wings, gaining a Fly Speed equal to your Speed. The wings last until you dismiss them as a Bonus Action or you have the Incapacitated condition.

When the wings manifest, you decide whether they're spectral or physical. If physical, you mustn't be wearing something that obstructs them.

DRACONIC PRESENCE

Levels: 18th

You can channel the dread presence of dragons. As a Bonus Action, you can spend 5 Sorcery Points to draw on this power and exude an aura of awe or fear (your choice) within 60 feet. For 1 minute or until you have the Incapacitated condition, each creature of your choice that starts its turn in this aura must succeed on a Wisdom saving throw against your spell save DC or have the Charmed (if you chose awe) or Frightened (if you chose fear) condition until the creature is outside the aura.

WILD MAGIC SORCERY

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

WILD MAGIC SURGE

Levels: 3rd

Your spellcasting can unleash surges of untamed magic. No more than once per turn, you can roll a d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect (see the 2014 Player's Handbook for that table).

If the magical effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration.

TIDES OF CHAOS

Levels: 3rd

You can manipulate the forces of chance and chaos to gain Advantage on one d20 Test. Once you do so, you must finish a Long Rest before you can use this feature again.

Immediately after you cast a Sorcerer spell with a spell slot before you regain the use of this feature, you automatically roll on the Wild Magic Surge table and regain the use of this feature.

BEND LUCK

Levels: 6th

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a d20 Test, you can use your Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll.

CONTROLLED CHAOS

Levels: 14th

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

WILD BOMBARDMENT

Levels: 18th

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table, provided the effect casts a spell or restores all your expended Sorcery Points. Once you use this feature, you can't do so again until you finish 1d4 Long Rests.

WARLOCK

Warlocks quest for knowledge that lies hidden in the fabric of the multiverse. They make pacts with mysterious beings of supernatural power, unlocking magical effects as they pry into the secrets and mysteries of reality. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks are defined by pacts with otherworldly beings. Most Warlocks begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking out places of power where the influence of these beings can be felt. In no time, each

Warlock is drawn into a binding pact with a powerful patron.

In contrast to Clerics, who are devout servants of the gods they serve, Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. No one makes a pact with extraplanar patrons without intending to use the power thus gained. Rather, most Warlocks spend their days in active pursuit of greater power and deeper knowledge, which typically means some kind of adventure.

THE WARLOCK

Level	Prof. Bonus	Features	Invocations	Prepared Spells	Cantrips	Spell Slots	Slot Level
1st	+2	Eldritch Invocations, Pact Magic	1	2	2	1	1
2nd	+2	Magical Cunning	3	3	2	2	1
3rd	+2	Warlock Subclass	3	4	2	2	2
4th	+2	Ability Score Improvement	3	5	3	2	2
5th	+3	—	5	6	3	2	3
6th	+3	Subclass Feature	5	6	3	2	3
7th	+3	—	6	7	3	2	4
8th	+3	Ability Score Improvement	6	7	3	2	4
9th	+4	Contract Patron	7	9	3	2	5
10th	+4	Subclass Feature	7	9	4	2	5
11th	+4	Mystic Arcanum (Level 6 Spell)	7	10	4	3	5
12th	+4	Ability Score Improvement	8	10	4	3	5
13th	+5	Mystic Arcanum (Level 7 Spell)	8	11	4	3	5
14th	+5	Subclass Feature	8	11	4	3	5
15th	+5	Mystic Arcanum (Level 8 Spell)	9	12	4	3	5
16th	+5	Ability Score Improvement	9	12	4	3	5
17th	+6	Mystic Arcanum (Level 9 Spell)	9	14	4	4	5
18th	+6	—	10	14	4	4	5
19th	+6	Ability Score Improvement	10	15	4	4	5
20th	+6	Eldritch Master	10	15	4	4	5

CREATING A WARLOCK

To create a Warlock, consult the *information in this section*. Then look at the Warlock table to see the class features you get at each level in this class. The descriptions of those features appear in the “Warlock Class Features” section.

Primary Ability: Charisma

HIT POINTS

Hit Dice: 1d8 per Warlock level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice.

Arcane Focus (Orb), Scholar’s Pack, Book (Occult Lore), Sickle, Dagger (2), Leather Armor, 15 GP

MULTICLASSING AND THE WARLOCK

If *using* the multiclassing *rules*, here’s what you need to know if you choose Warlock as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Warlock’s primary abilities— Intelligence, Wisdom, or Charisma—to take a level in this class or to take a level in another class if you’re already a Warlock.

Armor Training. When you gain your first Warlock level, you gain armor training with the following: Light Armor.

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

WARLOCK CLASS FEATURES

As a Warlock, you gain the following class features when you reach the specified levels in this class. These features are listed on the Warlock table.

PACT MAGIC

Levels: 1st (see Warlock Table for higher levels)

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. *See the Spellcasting chapter for the rules on spellcasting.* The information below details how you use those rules as a Warlock.

WARLOCK SPELL LIST

As you playtest this version of the Warlock, please use the Warlock spell list in the 2014 Player’s Handbook, with the following spells added:

- Bane (level 1 spell)
- Detect Magic (level 1 spell)
- Speak with Animals (level 1 spell)

If you have Xanathar’s Guide to Everything or Tasha’s Cauldron of Everything, you may use the Warlock spells there too.

Cantrips. You know two cantrips of your choice from the Warlock spell list (see the “Warlock Spell List” sidebar). Rather than choosing, you may start with Eldritch Blast and Prestidigitation. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

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

Spell Slots. The Warlock table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. To cast one of those spells, you must expend a spell slot. You regain all expended Pact Magic spell slots when you finish a Short Rest or Long Rest.

For example, when you’re a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell Witch Bolt, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose two level 1 spells from the Warlock spell list. Rather than choosing, you may start with Charm Person and Hex.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock table. Whenever that number increases, choose additional spells from the Warlock spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of level 1–3.

If another Warlock feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Charisma is the spellcasting ability for the spells you cast with your Warlock features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Warlock features

ELDRITCH INVOCATIONS

Levels: 1st (see Warlock Table for higher levels)

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Blade or Pact of the Tome. Invocations are described in the “Eldritch Invocation Options” section later in this class's description.

If an invocation has a prerequisite, you must meet it to learn that invocation, and you can learn the invocation at the same time that you meet its prerequisite. For example, if an invocation requires you to be a Warlock of level 5 or higher, you can select the invocation once you reach level 5 in this class.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock table.

You can't pick the same invocation more than once unless an invocation's description says otherwise.

MAGICAL CUNNING

Levels: 2nd

If all your Pact Magic spell slots are expended, you can perform an esoteric rite for 1 minute, at the end of which you regain half of those spell slots (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

WARLOCK SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a *Warlock subclass of your choice, such as: Fiend Patron. UA Subclasses are detailed after this class's description.*

A subclass is a specialization that grants you special abilities at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level and lower.

ABILITY SCORE IMPROVEMENT*

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

CONTACT PATRON

Levels: 11th

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the Contact Other Plane spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so again until you finish a Long Rest.

MYSTIC ARCANUM

Levels: 11th, 13th, 15th, 17th

Your patron bestows on you a magical secret called an arcanum. Choose one level 6 spell from the Warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can do so again.

As shown on the Warlock table, you gain another Warlock spell of your choice that can be cast in this way when you reach levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

ELDRITCH MASTER

Levels: 20th

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

ELDRITCH INVOCATION OPTIONS

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

AGONIZING BLAST

Prerequisite: *At Least One Warlock Cantrip*

Choose one of your known Warlock cantrips that deals damage. You can add your spellcasting ability modifier to that spell's damage rolls.

Whenever you gain a Warlock level, you can change which of your damaging Warlock cantrips benefits from this invocation.

ARMOR OF SHADOWS

Prerequisite: *None*

You can cast Mage Armor on yourself without expending a spell slot

ASCENDEANT STEP

Prerequisite: *Level 5+ Warlock*

You can cast Levitate on yourself without expending a spell slot.

DEVIL'S SIGHT

Prerequisite: *None*

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet.

ELDRITCH MIND

Prerequisite: *None*

You have Advantage on Constitution saving throws that you make to maintain Concentration on a spell.

ELDRITCH SMITE

Prerequisite: *Level 5+ Warlock, Pact of the Blade*

Once per turn when you hit a creature with your pact weapon, you can expend a Warlock spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

ELDRITCH SPEAR

Prerequisite: *At Least One Warlock Cantrip*

Choose one of your known Warlock cantrips that deals damage and that has a range of at least 10 feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Whenever you gain a Warlock level, you can change which of your damaging Warlock cantrips benefits from this invocation.

FIENDISH VIGOR

Prerequisite: *None*

You can cast False Life on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

GAZE OF TWO MINDS

Prerequisite: *Level 5+ Warlock*

You can use a Bonus Action to touch a willing creature 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 a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

GIFT OF THE DEPTHS

Prerequisite: *Level 5+ Warlock*

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

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

GIFT OF THE PROTECTORS

Prerequisite: *Level 9+ Warlock, Pact of the Tome*

A new page appears in your Book of Shadows when you conjure it. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Proficiency Bonus.

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

INVESTMENT OF THE CHAIN MASTER

Prerequisite: Level 5+ Warlock, Pact of the Chain

When you cast Find Familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

Aerial or Aquatic. The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the familiar to take the Attack action.

Necrotic or Radiant Damage. Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the familiar takes damage, you can use your Reaction to grant it Resistance against that damage.

LESSONS OF THE FIRST ONES

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one feat of your choice, such as Skilled, that lacks prerequisites.

Repeatable. You can gain this invocation more than once. Each time you do so, you must select a different eligible feat.

LIFEDRINKER

Prerequisite: : Level 9+ Warlock, Pact of the Blade

Whenever you hit a creature with your pact weapon, the creature takes 1d6 extra Necrotic, Psychic, or Radiant damage (your choice), and you can expend one of your Hit Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1).

MASK OF MANY FACES

Prerequisite: None

You can cast Disguise Self without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: Level 5+ Warlock

You can cast Alter Self without expending a Spell Slot.

MISTY VISIONS

Prerequisite: None

You can cast Silent Image without expending a spell slot.

ONE WITH SHADOWS

Prerequisite: Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast Invisibility on yourself without expending a spell slot.

OTHERWORDLY LEAP

Prerequisite: Level 2+ Warlock

You can cast Jump on yourself without expending a spell slot.

PACT OF THE BLADE

Prerequisite: None

As a Bonus Action, you can trace arcane sigils in the air to conjure a pact weapon in your hand—a Simple or Martial melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch. Until the bond ends, you have proficiency with the weapon, you can use its Mastery property, and you can use it as a spellcasting focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls, instead of using Strength or Dexterity, and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

PACT OF THE CHAIN

Prerequisite: Level 2+ Warlock

You learn the Find Familiar spell and can cast it as an action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, skeleton, slaad tadpole, 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 TOME

Prerequisite: None

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short Rest or Long Rest. This Book of Shadows (you determine its appearance) contains eldritch magic that only you can access, granting you the following benefits:

Cantrips and Rituals. When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spell Slot. You gain a level 1 spell slot. Once you expend it, you can't gain another slot from this feature until you finish a Long Rest.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

The book disappears if you conjure another book with this feature or if you die.

REPELLING BLAST

Prerequisite: Eldritch Blast Cantrip

When you hit a Large or smaller creature with Eldritch Blast, you can push that creature up to 10 feet straight away from you.

THIRSTING BLADE

Prerequisite: Level 5+ Warlock, Pact of the Blade

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon, instead of once, when you take the Attack action on your turn.

When you reach level 11 in this class, this Extra Attack confers two extra attacks rather than one.

VISIONS OF DISTANT REALMS

Prerequisite: Level 9+ Warlock

You can cast Arcane Eye without expending a spell slot.

WHISPERS OF THE GRAVE

Prerequisite: Level 7+ Warlock

You can cast Speak with Dead without expending a spell slot.

WITCH SIGHT

Prerequisite: Level 15+ Warlock

You have Truesight with a range of 30 feet.

WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you special abilities at certain Warlock levels, as specified in the subclass.

ARCHFEY PATRON

Your pact draws on the power of the Feywild, the mysterious realm of the Fey. When you choose this subclass, you might make a deal with a single mighty archfey, such as the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; Oberon, the Green Lord; Hyrsam, the Prince of Fools; or an ancient hag. Or you might call on a wide spectrum of Fey, forging a complex web of favors and debts. Your patron's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges.

PATRON SPELLS

Levels: 3rd (see table below for higher levels)

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Archfey Spells table, you thereafter always have the listed spells prepared.

ARCHFEY SPELLS

Warlock

Level	Spells
3rd	Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep
5th	Blink, Plant Growth
7th	Dominate Beast, Greater Invisibility
9th	Dominate Person, Seeming

STEPS OF THE FEY

Levels: 3rd

Your patron bestows on you the ability to move between the boundaries of the planes. You can cast Misty Step without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast that spell, you can choose one of the following additional effects.

Refreshing Step. Immediately after you teleport, one creature you can see within 10 feet of you gains 1d10 Temporary Hit Points.

Taunting Step. Creatures within 5 feet of the space you left must succeed on a Wisdom saving throw against your spell save DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

MISTY ESCAPE

Levels: 6th

You can vanish in a puff of mist in response to harm. You can cast Misty Step as a Reaction in response to taking damage.

In addition, the following effects are now among your Steps of the Fey options.

Disappearing Step. You have the Invisible condition until the start of your next turn or until immediately after you make an attack roll or cast a spell.

Dreadful Step. Creatures within 5 feet of the space you left or the space you appear in (your choice) must succeed on a Wisdom saving throw against your spell save DC or take 2d10 Psychic damage.

BEGUILING DEFENSES

Levels: 10th

Your patron teaches you how to guard your mind and body. You are immune to the Charmed condition.

In addition, immediately after a creature you can see hits you with an attack roll, you can use your Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to the damage you take.

Once you use this Reaction, you can't use it again until you finish a Long Rest unless you expend a spell slot when you use it again.

BEWITCHING MAGIC

Levels: 14th

Your patron bestows on you the ability to weave your magic with teleportation. Immediately after you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast Misty Step as part of the same action and without expending a spell slot.

CELESTIAL PATRON

PATRON SPELLS

Levels: 3rd (see table below for higher levels)

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

CELESTIAL SPELLS

Warlock

Level	Spells
3rd	Cure Wounds, Flaming Sphere, Guiding Bolt, Lesser Restoration, Light, Sacred Flame
5th	Daylight, Revivify
7th	Guardian of Faith, Wall of Fire
9th	Flame Strike, Greater Restoration

HEALING LIGHT

Levels: 3rd

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal one creature that you can see within 60 feet of yourself, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, and restore a number of Hit Points equal to the roll's total.

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

RADIANT SOUL

Levels: 6th

Your link to your patron allows you to serve as a conduit for radiant energy. You have Resistance to Radiant damage, and when you cast a spell that deals Radiant or Fire damage, you can add your Charisma modifier to one Radiant or Fire damage roll of that spell against one of its targets.

CELESTIAL RELIANCE

Levels: 10th

You gain Temporary Hit Points whenever you use your Magical Cunning feature or finish a Short Rest or Long Rest. These Temporary Hit Points equal your Warlock level plus your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain Temporary Hit Points equal to half your Warlock level plus your Charisma modifier.

SEARING VENGEANCE

Levels: 14th

The radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring to your feet with a burst of radiant energy. You regain Hit Points equal to half your Hit Point Maximum and then stand if you so choose. Each creature of your choice that is within 30 feet of you takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

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

FIEND PATRON

Your pact draws on the power of the Lower Planes—the homes of demons, devils, yugoloths, and other Fiends. When you choose this subclass, you might forge a bargain with a demon lord such as Demogorgon, Orcus, Fraz'Urb-luu, or Baphomet; an archdevil such as Asmodeus, Dispat, Mephistopheles, or Glasya; a pit fiend or balor that is especially mighty; or an ultroloth or some other lord of the yugoloths. Alternatively, you might call on a varied array of Fiends without binding yourself to the service of one. In any case, your patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path will be defined by the extent to which you strive against those aims.

PATRON SPELLS

Levels: 3rd (see table below for higher levels)

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

FIEND SPELLS

Warlock Level	Spells
3rd	Burning Hands, Command, Scorching Ray, Suggestion
5th	Fireball, Stinking Cloud
7th	Fire Shield, Wall of Fire
9th	Geas, Insect Plague

DARK ONE'S BLESSING

Levels: 3rd

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your spellcasting ability modifier plus your Warlock level (minimum of 1). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

DARK ONE'S OWN LUCK

Levels: 6th

You can call on your fiendish 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.

You can use this feature a number of times equal to your spellcasting ability modifier (minimum of once), but you can use it no more than once per roll. You regain all uses when you finish a Long Rest.

FIENDISH RESILIENCE

Levels: 10th

Channeling the preternatural resilience of Fiends, you can choose one damage type, other than Force, whenever you finish a Short Rest or Long Rest. You gain Resistance to that damage type until you choose a different one with this feature.

HURL THROUGH HELL

Levels: 14th

When you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a level 5 spell slot when you use it again. You can use this feature only once per turn.

GREAT OLD ONE PATRON

Your pact is rooted in magic that is utterly foreign to the fabric of reality. When you choose this subclass, you might bind yourself to an ineffable being from the Far Realm or an elder god known only in legend—a being such as Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; or some other unfathomable and uncaring being. Or you might rely on eldritch lore invoking the names of several such entities, without yoking yourself to one in particular. The motives of these beings are incomprehensible to mortals, and their knowledge is so immense and ancient that even the greatest libraries pale in comparison to the vast secrets they hold. The Great Old One might be indifferent to your existence, but the secrets you have learned nevertheless allow you to draw your magic from it.

PATRON SPELLS

Levels: 3rd (see table below for higher levels)

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Old One Spells table, you thereafter always have the listed spells prepared.

GREAT OLD ONE SPELLS

Warlock Level	Spells
3rd	Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter
5th	Clairvoyance, Hunger of Hadar
7th	Confusion, Evard's Black Tentacles
9th	Modify Memory, Telekinesis

AWAKENED MIND

Levels: 3rd

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

The telepathic connection lasts for a number of minutes equal to your Warlock level. It ends early if you have the Incapacitated condition or die or if you use this feature to form a connection with a different creature

PSYCHIC SPELLS

Levels: 3rd

When you cast a Warlock spell that deals damage, you can change its damage type to Psychic. In addition, when you cast a Warlock spell that is an Enchantment or Illusion, you can do so without verbal or somatic components.

CLAIRVOYANT COMBATANT

Levels: 6th

You learn to read the attacks of minds you touch. When you form a telepathic bond with a creature using your Awakened Mind, you can force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature has Disadvantage on attack rolls against you, and you have Advantage on attack rolls against that creature for the duration of the bond.

Once you use this feature, you can't use it again until you finish a Short Rest or Long Rest. You can also restore your use of it by expending a spell slot of level 2 or higher (no action required).

THOUGHT SHIELD

Levels: 10th

Your thoughts can't be read by telepathy or other means unless you allow it. You also have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes the same amount of damage that you do.

ELDRITCH HEX

Levels: 10th

Your alien patron grants you a powerful curse. You always have the Hex spell prepared. When you cast Hex and choose an ability, the target also has Disadvantage on saving throws of the chosen ability for the duration of the spell.

CREATE THRALL

Levels: 14th

Your patron grants you the ability to manifest a part of itself. You always have the Summon Aberration spell prepared (for this playtest, use the spell in Tasha's Cauldron of Everything). When you cast the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting and when summoned, the Aberration has a number of Temporary Hit Points equal to your Warlock level plus your Charisma modifier.

In addition, the first time each turn the Aberration hits a creature under the effect of your Hex, the Aberration deals extra Psychic damage to the target equal to the bonus damage of that spell.

WIZARD

Wizards are supreme magic-users, defined by their careful and exhaustive study of magic's inner workings. Drawing on the subtle weave of magic that permeates the cosmos, Wizards cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Beyond the sheer power of the spells they cast, though, Wizards share an approach to magic that is scholarly and exacting. Wizards understand magic at a fundamental level, giving them a precise mastery of their spells. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic, and use those

foundations to alter their spells and even craft entirely new spells. Renowned Wizards such as Bigby, Tasha, Mordenkainen, Yolande, and many more invented iconic spells now used across the multiverse.

Wizards' lives are seldom mundane. The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of the multiverse. Other Wizards sell their services as diviners, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge and power calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

THE WIZARD

Level	Prof. Bonus	Features	Prepared Spells	Cantrips	— Spell Slots per Spell Level —								
					1	2	3	4	5	6	7	8	9
1st	+2	Arcane Recovery , Spellcasting	4	3	2	—	—	—	—	—	—	—	—
2nd	+2	Scholar	5	3	3	—	—	—	—	—	—	—	—
3rd	+2	Wizard Subclass	6	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	7	4	4	3	—	—	—	—	—	—	—
5th	+3	Memorize Spell	9	4	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	10	4	4	3	3	—	—	—	—	—	—
7th	+3	—	11	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	12	4	4	3	3	2	—	—	—	—	—
9th	+4	—	14	4	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	15	5	4	3	3	3	2	—	—	—	—
11th	+4	—	16	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	16	5	4	3	3	3	2	1	—	—	—
13th	+5	—	17	5	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	18	5	4	3	3	3	2	1	1	—	—
15th	+5	—	19	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	21	5	4	3	3	3	2	1	1	1	—
17th	+6	—	22	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	23	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	24	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spells	25	5	4	3	3	3	3	2	2	1	1

CREATING A WIZARD

To create a Wizard, consult the *information in this section*. Then look at the Wizard table to see the class features you get at each level in this class. The descriptions of those features appear in the “Wizard Class Features” section.

Primary Ability: Intelligence

HIT POINTS

Hit Dice: 1d6 per Wizard level

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

Hit Points per Level after 1st: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

Skills (Choose 2): Arcana, History, Insight, Investigation, Medicine, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 55 GP on equipment of your choice.

Arcane Focus (Quarterstaff), Scholar’s Pack, Dagger (2) Robe, 5 GP

MULTICLASSING AND THE WIZARD

If *using* the multiclassing *rules*, here’s what you need to know if you choose Wizard as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Wizard’s primary ability, Intelligence, to take a level in this class or to take a level in another class if you are already a Wizard.

Spell Slots. Add all your Wizard levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the rules of each class to determine the number of spells you prepare for it.

WIZARD CLASS FEATURES

As a Wizard, you gain the following class features when you reach the specified levels in this class. These features are listed on the Wizard table.

ARCANE RECOVERY

Levels: 1st

You have learned to regain some of your magical energy by studying your spellbook. 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 level 6 or higher. For example, if you’re a level 4 Wizard, you can recover up to two levels worth of spell slots, regaining either a level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can’t do so again until you finish a Long Rest.

SPELLCASTING

Levels: 1st (see Wizard Table for higher levels)

As a student of arcane magic, you have learned to cast spells. See the Spellcasting chapter for the rules on spellcasting.* The information below details how you use those rules as a Wizard.

WIZARD SPELL LIST

As you playtest this version of the Wizard, please use the Wizard spell list in the 2014 Player’s Handbook. If you have Xanathar’s Guide to Everything or Tasha’s Cauldron of Everything, you may use the Wizard spells there too.

Cantrips. You know three cantrips of your choice from the Wizard spell list (see the “Wizard Spell List” sidebar). Rather than choosing, you may start with Light, Mage Hand, and Ray of Frost. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

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

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book in your possession: your spellbook. It is a Tiny object that weighs 3 pounds, and it contains 100 pages, which can be read only by you or someone casting Identify. You determine the book’s appearance and materials, such as a gilded tome or a collection of vellum bound together by twine.

The book contains the spells you know of level 1 and higher. It starts with six level 1 spells of your choice from the Wizard spell list. Instead of choosing spells, you can have your book contain the following spells: Detect Magic, Feather Fall, Mage Armor, Magic Missile, Sleep, and Thunderwave.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. The spells are the culmination of arcane research you do regularly.

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

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

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

If another Wizard feature gives spells that you always have prepared, those spells don't count against the number of spells you can prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing one or more of the spells there. Preparing a new list requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast a spell: at least 1 minute per spell level for each spell you add to the list.

Ritual Caster. You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Spellcasting Ability. Intelligence is your spellcasting ability for the spells you cast with your Wizard features.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for the spells you cast with your Wizard features.

EXPANDING AND REPLACING YOUR SPELLBOOK

The spells that you add to your spellbook as you gain levels reflect the magical research you conduct on your own, but you might find other spells during your adventures that you can add to your book. You could discover a spell on a Spell Scroll or in an ancient tome, for example, and then copy the spell into your spellbook, using the process below.

Copying a Spell into the Book. When you find a Wizard spell of level 1 or higher, you can copy it into your spellbook if it is of a spell level you can prepare and if you can spare the time to copy it. For each level of the spell, the transcription process takes 2 hours and costs 50 GP. The cost represents the fine inks you use as well as Material components you expend as you experiment with the spell to master it. Once you have spent this time and money, you can prepare the spell just like the other spells in your spellbook.

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 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 Wizard 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 a backup spellbook.

SCHOLAR

Levels: 2nd

While studying magic, you also specialized in an academic field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Nature, or Religion. You have Expertise in the chosen skill.

WIZARD SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a *Wizard subclass of your choice, such as: Evoker. UA Subclasses are detailed after this class's description.*

A subclass is a specialization that grants you special abilities at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level and lower.

ABILITY SCORE IMPROVEMENT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement Feat or another Feat of your choice for which you qualify.

MEMORIZE SPELL

Levels: 5th

Studying your spellbook for 1 minute, you can expend mental and magical effort to memorize a spell. Choose one spell of level 1 or higher from your spellbook that you don't have prepared. You now have that spell prepared until you use this feature to prepare a different spell.

SPELL MASTERY

Levels: 18th

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell that are in your spellbook and that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Whenever you finish a Long Rest, you can study your spellbook and exchange one of those spells for another eligible spell of the same level from that book.

SIGNATURE SPELLS

Levels: 20th

You gain mastery over two powerful spells and can cast them with little effort. Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't do so again until you finish a Short Rest or Long Rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

WIZARD SUBCLASSES

A Wizard subclass is a specialization that grants you special abilities at certain Wizard levels, as specified in the subclass.

ABJURER

Your study of magic is focused on spells that block, banish, or protect—ending harmful effects, banishing evil influences, and protecting the weak. Abjurers are sought when baleful spirits require exorcism, when important locations must be guarded against magical spying, and when portals to other planes of existence must be closed. Adventuring parties value Abjurers for the protection they provide their companions against a variety of hostile magic and other attacks.

ABJURATION SAVANT

Levels: 3rd

Choose two Abjuration spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free. In addition, whenever you gain access to a new level of spell slots in this class, you can add one Abjuration spell from the Wizard spell list to your spellbook for free.

ARCANE WARD

Levels: 3rd

You can weave magic around yourself for protection. When you cast an Abjuration spell with a spell slot, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to twice your Wizard level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 Hit Points, you take any remaining damage. While the ward has 0 Hit Points, it can't absorb damage, but its magic remains.

Whenever you cast an Abjuration spell with a spell slot, the ward regains a number of Hit Points equal to twice the level of the spell slot. Alternatively, as a Bonus Action, you can expend a spell slot, and the ward regains a number of Hit Points equal to twice the level of the spell slot expended.

Once you create the ward, you can't create it again until you finish a Long Rest.

PROJECTED WARD

Levels: 6th

When a creature that you can see within 30 feet of yourself takes damage, you can use your Reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 Hit Points, the warded creature takes any remaining damage.

SPELL BREAKER

Levels: 10th

You always have the Dispel Magic spell prepared, you can cast it as a Bonus Action, and you can add your Proficiency Bonus to its ability check.

SPELL RESISTANCE

Levels: 14th

You have Advantage on saving throws against spells, and you have Resistance against the damage of spells.

DIVINER

The counsel of a Diviner is sought by those who seek a clearer understanding of the past, present, and future. As a Diviner, you strive to part the veils of space, time, and consciousness so you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

DIVINATION SAVANT

Levels: 3rd

Choose two Divination spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Divination spell from the Wizard spell list to your spellbook for free.

PORTEMENT

Levels: 3rd

Glimpses of the future begin to press in on your awareness. Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any d20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

EXPERT DIVINATION

Levels: 6th

Casting Divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a Divination spell of level 2 or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than level 5.

THE THIRD EYE

Levels: 10th

You can increase your powers of perception. As a Bonus Action, choose one of the following benefits, which lasts until you start a Short Rest or Long Rest. You can't use this feature again until you finish a Short Rest or Long Rest.

Darkvision. You gain Darkvision out to a range of 120 feet.

Greater Comprehension. You can read any language.

See Invisibility. You can cast See Invisibility without expending a spell slot.

GREATER PORTENT

Levels: 14th

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Roll three d20s for your Portent feature rather than two.

EVOKER

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 enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as adventurers.

EVOCATION SAVANT

Levels: 3rd

Choose two Evocation spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Evocation spell from the Wizard spell list to your spellbook for free.

POTENT CANTRIP

Levels: 3rd

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

SCULPT SPELLS

Levels: 6th

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus 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.

EMPOWERED EVOCATION

Levels: 10th

Whenever you cast an Evocation spell from the Wizard spell list, you can add your Intelligence modifier to one damage roll of that spell.

OVERCHANNEL

Levels: 14th

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

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. This damage ignores Resistance and Immunity to damage.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

ILLUSIONIST

You focus your study on magic that dazzles the senses and tricks the mind. Your magic is subtle, but the illusions you craft make the impossible seem real. Some Illusionists—including many Gnome Wizards—are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

ILLUSION SAVANT

Levels: 3rd

Choose two Illusion spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free. In addition, whenever you gain access to a new level of spell slots in this class, you can add one Illusion spell from the Wizard spell list to your spellbook for free.

IMPROVED MINOR ILLUSION

Levels: 3rd

You know the Minor Illusion cantrip. If you already know this cantrip, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast Minor Illusion, you can create both a sound and an image with a single casting of it.

MALLEABLE ILLUSIONS

Levels: 6th

After you cast an Illusion spell that has a duration of 1 minute or longer, you can use a Bonus Action to change the nature of that illusion (using the spell's normal parameters of the illusion), provided you can see it.

ILLUSORY SELF

Levels: 10th

You can create an illusory duplicate of yourself in response to danger. When a creature makes an attack roll against you, you can use your Reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a Short Rest or Long Rest. You can also restore your use of it by expending a spell slot of level 2 or higher (no action required).

ILLUSORY REALITY

Levels: 14th

You have learned the secret of weaving shadow magic into your illusions to give them a semireality. When you cast an Illusion spell with a spell slot, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a Bonus Action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or give any conditions.

SPECIES

When you choose your character's Species, you determine whether your character is human or of a fantastical Species, such as Dragonborn or Gnome. This *chapter* provides descriptions and rules for the following Species options: Human, Dwarf, Elf, Gnome, Halfling, Orc, Ardling, Dragonborn, Goliath, and Tiefling.

The peoples of the D&D multiverse hail from many worlds and are members of many different sapient life forms. A player character's Species is the set of game traits that an adventurer gains from being one of those life-forms. A character's upbringing and training are represented in the rules by Class and Background. Some Species can trace their origin to a single world, plane of existence, or god, while other Species first appeared in multiple realms at once. Whatever a Species' origin story, its members have spread across the multiverse and contribute to various cultures.

The description of each Species includes a section of game traits, which your character gains if you select that Species. NPCs of the same ancestry don't necessarily have the same traits, as explained in the *Monster Manual*; the traits here pertain to player characters.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. Here's a list of the game's creature types in alphabetical order:

Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead

These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the description of the Charm Person spell specifies that its target must be a Humanoid.

CHILDREN OF DIFFERENT HUMANOID KINDS

Thanks to the magical workings of the multiverse, Humanoids of different kinds sometimes have children together. For example, folk who have a human parent and an orc or an elf parent are particularly common. Many other combinations are possible. If you'd like to play the child of such a wondrous pairing, choose two Species options that are Humanoid to represent your parents. Then determine which of those Species options provides your game traits: Size, Speed, and special traits. You can then mix and match visual characteristics—color, ear shape, and the like—of the two options. For example, if your character has a halfling and a gnome parent, you might choose Halfling for your game traits and then decide that your character has the pointed ears that are characteristic of a gnome. Finally, determine the average of the two options' Life Span traits to figure out how long your character might live. For example, a child of a halfling and a gnome has an average life span of 288 years.

HUMAN

Found throughout the multiverse, humans are as varied as they are numerous. They are relatively short-lived, but they strive to achieve as much as they can in the years they are given. They are skilled pioneers and artisans. They are builders of nations, roads, cities, and ships. They strive to secure their place in the world and in the annals of history by creating art, amassing wealth, making laws, and questing for immortality. Their ambition and resourcefulness are commended, respected, and feared.

Humans are as diverse in appearance as the people of Earth, and they have many gods. Scholars dispute the origin of humanity, but one of the earliest known human gatherings is said to have occurred in Sigil, the torus-shaped city at the center of the multiverse and the place where the Common tongue was born. From there, humans could have spread to every corner of the multiverse, bringing Sigil's cosmopolitanism with them.

HUMANS OF MANY WORLDS

On any given world in the multiverse, the material culture of humans can change from one region to another. In the Forgotten Realms, for example, the clothing, architecture, cuisine, music, and literature are wildly different in the Western Heartlands than in the frozen north of Icewind Dale. As humans migrate, they bring elements of their cultures with them, giving rise to diverse settlements that contain people with different physical characteristics, not to mention a medley of clothing styles, customs, and beliefs.

HUMAN TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this Species

Speed: 30 feet

Life Span: 80 years on average

As a Human, you have these special traits:

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain Proficiency in one Skill of your choice.

Versatile. You gain a 1st-level Feat of your choice.

DWARF

Resilient like the mountains, dwarves were raised up from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground.

Squat and often bearded, the original dwarves carved cities and strongholds into mountainsides and under the earth. Their oldest legends tell of conflicts with the monsters of mountaintops and the Underdark, whether those monsters were towering giants or subterranean horrors. Inspired by those tales, dwarves of any culture often sing of valorous deeds—especially of the little overcoming the mighty.

DWARVES OF MANY WORLDS

On some worlds in the multiverse, the first dwarven settlements were built in hills or mountains, and the dwarven families who trace their ancestry to those settlements call themselves hill dwarves or mountain dwarves, respectively. Oerth and Krynn (the worlds of the Greyhawk and Dragonlance settings, respectively) are examples of worlds that have such dwarven communities. In other worlds, dwarves have given themselves other cultural designations. For example, on the continent of Faerûn in the Forgotten Realms, the dwarves of the south call themselves gold dwarves, and the dwarves of the north are shield dwarves.

DWARF TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

Life Span: 350 years on average

Darkvision. *Range* of 60 feet.

Dwarven Resilience. You have Resistance to Poison Damage. You also have Advantage on saving throws you make to avoid or end the Poisoned Condition on yourself.

Dwarven Toughness. Your Hit Point Maximum increases by 1, and it increases by 1 again whenever you gain a level.

Forge Wise. Your divine creator gave you an uncanny affinity for working with stone or metal. You gain Tool Proficiency with two of the following options of your choice: Jeweler's Tools, Mason's Tools, Smith's Tools, or Tinker's Tools.

Stonecunning. As a Bonus Action, you gain Tremorsense* with a range of 60 feet for 10 minutes. You must be on a stone surface or touching such a surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

ELF

Created by the god Corellon, the first elves could change their physical forms at will. The elves lost this ability when Corellon exiled them from Arvandor for plotting with another elven deity named Lolth, who tried and failed to usurp Corellon's dominion. When Lolth was cast down into the Abyss, most elves renounced her treachery and earned Corellon's forgiveness, but that which Corellon had taken from the elves was lost forever.

No longer able to shape-shift at will, the elves retreated to the Feywild, where their sorrow was deepened by that plane's influence. Over time, wanderlust and curiosity led many of them to explore other planes of existence, including various worlds in the Material Plane.

Elves have the mystical ability to take on characteristics of the environments with which they are bonded—drow to the Underdark, high elves to fey crossings in the Material Plane, and wood elves to forests. These connections grant elves access to certain kinds of magic.

Elves are blessed with long lives and long memories. From birth, they don't sleep but instead enter a trance when they need to rest. In this state, elves remain aware of their surroundings while immersing themselves in their own memories. What an elf remembers during this reverie depends largely on how long the elf has lived and the events that have shaped the elf's existence.

Elves have pointed ears and tend to be light on their feet. Another common physical characteristic of elves is their lack of facial and body hair.

ELVES OF MANY WORLDS

After leaving the Feywild, elves established deep roots on worlds throughout the multiverse. Within their respective domains, elves often use their magic and other resources to build fabulous enclaves. The subterranean cities and outposts of the drow, the gleaming towers and citadels of the high elves, and the forest sanctuaries of the wood elves are nothing short of architectural wonders, which reflect their builders' otherworldly origins.

Drow. Known for their white hair and duskygray skin tones, drow typically dwell in the Underdark. Noteworthy exceptions include Drizzt Do'Urden and Jarlaxle Baenre, two drow adventurers of the Forgotten Realms who shun their subterranean homeland. Some drow societies avoid the Underdark altogether. On the world of Eberron, for example, drow dwell in gloomy rainforests and cyclopean ruins on the continent of Xen'drik.

High Elves. On some worlds, high elves refer to themselves by other names. For example, the sun elves and moon elves of Toril (the world of the Forgotten Realms setting) are high elves, as are the Silvanesti and Qualinesti of Krynne (the world of Dragonlance) and the Aereni of Eberron.

Wood Elves. Wood elves are known across the multiverse by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves on Oerth (the world of the Greyhawk setting), while the Kagonesti and the Tairnadal are wood elves of Krynne and Eberron, respectively

ELF TRAITS

Use the information below for your character sheet.

ELVEN LINEAGES

Lineage	1st-Level	3rd-Level	5th-Level
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights Cantrip.	Faerie Fire	Darkness
High Elf	You know a Cantrip from the Arcane Spell List. (Recommended: Prestidigitation) Whenever you finish a Long Rest, you can replace that Cantrip with a different Cantrip from the Arcane Spell List.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft Cantrip.	Longstrider	Pass without Trace

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet
Life Span: 750 years on average
Darkvision. Range of 60 feet.

Elven Lineage. You are part of an elven lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table: Drow, the lineage of the Underdark; High Elf, the lineage of fey crossings and other magical locations; or Wood Elf, the lineage of primeval forests. You gain the 1st-level benefit of that lineage.

Starting at 3rd level and again at 5th level, you also gain the ability to cast a Spell with this trait. Once you cast the Spell with this trait, you can't cast that Spell with it again until you finish a Long Rest; however, you can cast the Spell using any Spell Slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the Spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed Condition on yourself.

Keen Senses. You have Proficiency in the Perception Skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

ELVEN CANTRIP SPELL LIST

UA 7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Elf Lineage entry as it's presented in UA Character Origins.

GNOME

Gnomes are magical folk created by gods of hard work, invention, trickery, and life underground. The earliest gnomes were seldom seen by other folk due to the gnomes' secretive nature and their propensity for lairing in sylvan forests, hillside burrows, and sprawling warrens under mountains. What they lacked in size, they made up for in cleverness and cunning. They confounded predators with elaborate traps and low, narrow, labyrinthine tunnels. They also learned useful magic from gods like Garl Glittergold, Baervan Wildwanderer, and Baravar Cloakshadow, who often lived among them (usually in disguise).

Gnomes are petite folk with big eyes, pointed ears, and wistful imaginations. Harkening back to a time when their ancestors hid in tunnels and under thick forest canopies, many gnomes like the feeling of a roof over their head, even if that "roof" is nothing more than a hat.

GNOMES OF MANY WORLDS

Gnomes past and present are known to equate secrecy with safety, which is why gnome settlements are often tucked away or concealed by magical illusions.

Forest Gnomes. Gnomes who have ancestral ties to forests are called forest gnomes. They use their magic to befriend small forest animals and rely on them for news concerning their neighbors—be they malevolent or benign.

Rock Gnomes. Gnomes whose ancestors dwelled under mountains are called rock gnomes. On some worlds, including Krynn (the world of the Dragonlance setting), rock gnomes are also known as tinker gnomes due to their fondness for artifice and clockwork inventions.

GNOMISH LINEAGE

Lineage Benefit

Forest You know the Minor Illusion Cantrip.

Gnome You can cast the Speak with Animals Spell with this trait. You can cast it with the trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any Spell Slots you have to cast the Spell.

Rock You know the Mending and Prestidigitation Cantrips.

Gnome In addition, you can spend 10 minutes casting Prestidigitation to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, a fire starter, or a music box. Casting the Spell in this way consumes 10 GP worth of raw material (string, gears, and the like), which you provide during the casting.

When you create the device, you determine its function by choosing one effect from Prestidigitation; the device produces that effect whenever you or another creature takes a Bonus Action to touch the device and activate it. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both.

You can have three such devices in existence at a time, and each one dismantles itself 8 hours after its creation. You can also touch one of your devices and dismantle it as an Action. After a device is dismantled, the 10 GP of materials used to create it can be reclaimed.

GNOME TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

Life Span: 425 years on average

Darkvision. *Range* of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a gnomish lineage that grants you supernatural abilities.

Choose a lineage from the Gnomish Lineages table: Forest Gnome, the lineage of magic-filled forests, or Rock Gnome, the lineage of primeval mountains. You gain the benefits of that lineage.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the Spells you cast with this trait (choose the ability when you select the lineage).

HALFLING

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings are blessed (some might say cursed) with a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—being not unlike that of a human child—helps them avoid unwanted entanglements and slip into and out of tight spaces.

Anyone who has spent time around halflings, and particularly halfling adventurers, has likely witnessed the storied “luck of the halflings” in action. When a halfling is in mortal danger, it seems as though an unseen force intervenes on the halfling’s behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine.

HALFLINGS OF MANY WORLDS

On many worlds, halflings are walking, talking contradictions: home, tradition, and pastoral pursuits collide with a gods-given love of adventure and a knack for getting into and out of trouble. Halfling communities come in all varieties. For every sequestered halfling shire tucked away in some unspoiled corner of the world, there’s a halfling crime syndicate like the Boromar Clan on the world of Eberron or a territorial mob of halflings like those found on the world of Athas.

Some halfling settlers, particularly ones who prefer to live underground, are thought to have a little bit of dwarven blood coursing through their veins and are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

HALFLING TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

Life Span: 150 years on average

Brave. You have Advantage on saving throws you make to avoid or end the Frightened Condition on yourself.

Halfling Nimbleness. You can move through the space of any creature that is of a Size larger than yours, but you can’t stop there.

Luck. When you roll a 1 on the d20 of a d20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You have Proficiency in the Stealth Skill.

ORC

Orcs trace their creation to Gruumsh, the OneEyed God, an unstoppable warrior and powerful leader. Gruumsh armed his children with certain gifts to help them thrive on worlds beset by monsters. Even when they turn their devotion to other gods, orcs retain the gifts that the One-Eyed God bestowed upon them: might, endurance, determination, and the ability to see in the dark.

Orcs are, on average, tall and broad. They have gray skin, ears that are small and slightly pointed, and prominent lower canines that resemble small tusks. Young orcs are often told about their ancestors’ ancient conflicts with elves in forests, dwarves under mountains, and invaders from evil planes of existence. Inspired by those tales, young orcs often wonder when Gruumsh will call on them to match the heroic deeds of their ancestors, and if they will prove worthy of the One-Eyed God’s grace.

ORCS OF MANY WORLDS

On many worlds, orcs occupy territory claimed by their ancestors. Their settlements and strongholds can be found almost anywhere, above ground and below.

Orcs sometimes flock to the banners of powerful monarchs. King Obould Many-Arrows of Toril (the world of the Forgotten Realms setting) is one such figure, his strength tempered by a willingness to make peace with his enemies.

On worlds such as Eberron, orcs were among those who defended the natural order from the encroachments of Fiends and other extraplanar threats. Their descendants learned to live in harmony with their neighbors and the natural world, and to many of them, Gruumsh’s wars are distant memories.

ORC TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

Life Span: 80 years on average

Adrenaline Rush. You can take the Dash Action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Darkvision. *Range* of 60 feet.

Powerful Build. You count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can’t do so again until you finish a Long Rest.

DRAGONBORN

The ancestors of Dragonborn hatched from the eggs of chromatic and metallic dragons. One story holds that these eggs were blessed by the dragon gods Bahamut and Tiamat, who wanted to populate the worlds of dragons with people created in their image. Another story holds that dragons created the first the Dragonborns' progenitors without the gods' blessings. Whatever their origin, Dragonborn have made homes for themselves on the worlds of the Material Plane.

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned, with horns on their heads. Dragonborn of chromatic ancestry have scales that are black, blue, green, red, or white, whereas dragonborn of metallic ancestry have scales that are the color of brass, bronze, copper, gold, or silver. When two Dragonborn whose scales are of different colors produce a child, their offspring's scales match those of one parent or the other.

Like their draconic ancestors, Dragonborn can exhale acid, cold, fire, lightning, or poison. One can tell the type of energy a Dragonborn breathes by the color of the Dragonborn's scales.

DRAGONBORN OF MANY WORLDS

Like dragons, dragonborn have a mystical bond to the Material Plane and are spread across its many worlds.

On some worlds, the earliest dragonborn settlements were built near dragon lairs so that the dragonborn could pay tribute to their draconic progenitors. Many of these ancient settlements still exist. For example, the dragonruled continent of Argonnessen (on the world of Eberron) has dragonborn cities tucked among its mountain ranges.

On other worlds, dragonborn ply their skills in settlements populated mostly by nondragonborn,

fulfilling an urge to expand their presence and influence, much as dragons do.

DRACONIC ANCESTOR

Dragon	Damage Type
Black	Acid
Blue	Lightening
Brass	Fire
Bronze	Lightening
Copper	Acid
Gold	Fire
Green	Poision
Red	Fire
Silver	Cold
White	Cold

DRAGONBORN TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

Life Span: 80 years on average

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the type of dragon from the Draconic Ancestor table. Your choice affects your Breath Weapon and Damage Resistance traits. The chosen dragon also affects your appearance, with you displaying coloration and other features reminiscent of that dragon.

Breath Weapon. . When you take the Attack Action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot cone or a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity Saving Throw against a DC equal to 8 + your Constitution modifier + your Proficiency Bonus. On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach the following character levels: 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Damage Resistance. You have Resistance to the damage type determined by your Draconic Ancestry trait.

Darkvision. *Range* of 60 feet.

Draconic Flight. When you reach 5th level, you learn how to channel the magical energy of your Draconic Ancestry to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you are Incapacitated or you retract the wings as a Bonus Action. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the energy used by your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

GOLIATH

Towering over most folk, Goliaths are distant descendants of giants. Each Goliath bears the blessings of the first giants—blessings that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of the Goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some Goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, Goliaths have forged their own path in the multiverse—unencumbered by the internecine conflicts that have ravaged giant-kind for ages—and seek heights above those reached by their ancestors.

GOLIATHS OF MANY WORLDS

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GOLIATH TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 7-8 feet tall)

Speed: 35 feet

Life Span: 80 years on average

Powerful Build. You have Advantage on any Saving Throw you make to end the Grappled condition on yourself. You also count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

Cloud's Jaunt (Cloud Giant). As a Bonus Action, you magically Teleport up to 30 feet to an unoccupied space you can see.

Fire's Burn (Fire Giant). When you hit a target with an Attack Roll and deal damage to it, you can also deal 1d10 Fire Damage to that target.

Frost's Chill (Frost Giant). When you hit a target with an Attack Roll and deal damage to it, you can also deal 1d6 Cold Damage to that target and reduce its Speed by 10 feet until the start of your next turn.

Hill's Tumble (Hill Giant). When you hit a Large or smaller creature with an Attack Roll and deal damage to it, you can knock that target Prone.

Stone's Endurance (Stone Giant). When you take damage, you can use your Reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

Storm's Thunder (Storm Giant). When you take damage from a creature within 60 feet of you, you can use your Reaction to deal 1d8 Thunder Damage to that creature.

Large Form. Starting at 5th level, you gain the ability to supernaturally grow. As a Bonus Action, you change your Size to Large, provided you're in a big enough space. This transformation lasts for 10 minutes or until you end it as a Bonus Action. During that duration, you have Advantage on Strength Checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

TIEFLING

Tieflings are either born in the Lower Planes or have one or more fiendish ancestors who originated there. A tiefling (pronounced TEEFling) is linked by blood to a devil, a demon, a yugoloth, or some other Fiend. This connection to the Lower Planes is, for better or worse, the tiefling's fiendish legacy, which comes with the promise of power yet has no effect on the tiefling's moral outlook.

A tiefling chooses whether to embrace or lament their fiendish legacy. The three legacies are as follows:

Abyssal. The heartless entropy of the Abyss, the howling chaos of Pandemonium, and the vast despair of Carceri call to tieflings who have the Abyssal fiendish legacy. Horns, fur, tusks, black blood, and peculiar odors are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.

Chthonic. Tieflings who have the Chthonic fiendish legacy not only feel the tug of Carceri but also the greed of Gehenna and the underworld gloom of Hades. Some of these tieflings look cadaverous. Others possess the unearthly beauty of an incubus or a succubus, or they have physical features in common with a night hag, a yugoloth, or some other Neutral Evil fiendish ancestor.

Infernal. The Infernal fiendish legacy binds tieflings by blood not only to Gehenna but also the raging battlefields of Acheron and the diabolical Nine Hells. Horns, spines, tails, golden eyes, and a faint odor of sulfur or smoke are common physical features of such tieflings, most of whom trace their ancestry to devils.

TIEFLINGS OF MANY WORLDS

FIENDISH LEGACIES

Legacy	1st-Level	3rd-Level	5th-Level
Abyssal	You have Resistance to Poison Damage. You also know the Poison Spray Cantrip.	Ray of Sickness	Hold Person
Chthonic	You have Resistance to Necrotic Damage. You also know the Chill Touch Cantrip.	False Life	Ray of Enfeeblement
Infernal	You have Resistance to Fire Damage. You also know the Fire Bolt Cantrip.	Hellish Rebuke	Darkness

Tieflings born in the Lower Planes often migrate to other planes of existence and never look back. Their descendants are scattered across many worlds and are especially prevalent in Sigil, the torus-shaped city at the center of the multiverse.

The earliest tieflings joined ranks with nontieflings to repel fiendish incursions on many worlds, earning the trust of those who might otherwise have mistaken them for Fiends. Thanks to the victories and sacrifices of these legends, tieflings throughout the multiverse enjoy widespread acceptance.

TIEFLING TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this Race

Speed: 30 feet

Life Span: 100 years on average

Darkvision. *Range* of 60 feet.

Fiendish Legacy. You are the recipient of a fiendish legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table: Abyssal, associated with Chaotic Evil planes; Chthonic, associated with Neutral Evil planes; or Infernal, associated with Lawful Evil planes. You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level Spell with this trait, as shown on the table. Once you cast the Spell with this trait, you can't cast that Spell with it again until you finish a Long Rest.

Otherworldly Presence. You know the Thaumaturgy cantrip. When you cast it with this trait, the Spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

BACKGROUNDS

Your character's Background is a collection of characteristics that represent the place and occupation that were most formative for the character before they embarked on a life of adventure. When you choose a Background, you have three options:

- Build a Background by using the rules in the "Build Your Background" section.
- Select a premade Background from the "Sample Backgrounds" section.
- Select a premade Background from the "Sample Backgrounds" section and then customize it with the rules in the "Build Your Background" section.

No matter which Background you choose, consider these questions from your character's viewpoint:

- How does your Background influence your current worldview?
- Do you embrace or reject your Background?
- Did you form any relationships during your Background that endure today?

BUILD YOUR BACKGROUND

Using the rules here, you can build a Background from scratch or customize a premade Background, focusing on details related to the backstory you have in mind for your character.

When you build a Background, your character gains the features in the "Background Features" section below. As you make choices for those features, think about your character's past. Where did they spend most of their time? What did they do for a living? What capabilities and possessions did they acquire? What language did they learn from their family, associates, or studies? How did their past affect their ability scores?

If you instead decide to customize a premade Background, you can choose any features in that Background and replace them with the features below of the same name. For example, if you want to change a Background's Language feature, you can replace that feature with the Language feature below.

BACKGROUND FEATURES

Ability Scores. When you determine your character's ability scores, choose two of them, and increase one by 2 and the other one by 1. Alternatively, choose three ability scores, and increase each of them by 1.

Skill Proficiencies. Choose two Skills. Your character gains Proficiency in them.

Tool Proficiency. Choose one tool. Your character gains Tool Proficiency with it.

Language. *Your character begins play knowing at least three languages: Common, one language from the Standard Languages Table, and one language from either the Standard or Rare Languages tables.*

Feat. Choose one 1st-level Feat. Your character gains that Feat.

Equipment. Your character gains 50 GP to spend on starting equipment. The character keeps any unspent GP as spare coin.

LANGUAGES

Knowledge of a language means your character can communicate in that language and can read and write it.

The Standard Languages table lists languages that are widespread on D&D worlds in the Material Plane, and the Rare Languages table lists languages that are more rarely known on those worlds. In each table, typical users of a language are mentioned.

STANDARD LANGUAGES

Language	Typical User
Common	Anyone
Common Sign Language	Anyone
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants
Gnomish	Gnomes
Goblin	Goblinoids
Halfling	Halflings
Orc	Orcs

RARE LANGUAGES

Language	Typical User
Abyssal	Demons
Celestial	Celestials
Deep Speech	Aberrations
Draconic	Dragons
Druidic	Druids
Infernal	Devils
Primordial (includes the Aquan, Auran, Ignan, and Terran dialects)	Elementals
Sylvan	Fey
Thieves' Cant	Rogues
Undercommon	Underdark folk

ABILITY SCORE INCREASES FROM ELSEWHERE

Since 2014, characters have received ability score increases from several sources, either from a Species that has the Ability Score Increase trait or from the ability score rules in Tasha's Cauldron of Everything, Monsters of the Multiverse, and other books. If you make a character using one of those older sources and get ability score increases from it, the character doesn't also get ability score increases from Background, unless you forgo the older ability score increases to gain the increases from the Background rules here.

SAMPLE BACKGROUNDS

Here is a collection of sample Backgrounds that you can choose from when making a character. These Backgrounds were built using the rules in the “Build Your Background” section, and each of them contains story-oriented details that are meant inspire you as you think of your character’s backstory.

ACOLYTE

Ability Scores: +2 Wisdom, +1 Intelligence
Skill Proficiencies: Insight, Religion
Tool Proficiency: Calligrapher’s Supplies
Languages: *Common, Celestial, any standard language*
Feat: Magic Initiate (Divine)
Equipment: Book (Prayers), Calligrapher’s Supplies, Holy Symbol, Parchment (10 sheets), Robe, 3 GP

You devoted yourself to service in a temple, either nestled in a town or secluded in a sacred grove. There you performed hallowed rites in honor of a god or pantheon. You served under a priest and studied religion. Thanks to your priest’s instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.

ARTISAN

Ability Scores: +2 Intelligence, +1 Charisma
Skill Proficiencies: Investigation, Persuasion
Tool Proficiency: Artisan’s Tools (one of your choice)
Languages: *Common, Gnomish, any language*
Feat: Crafter
Equipment: Abacus, Artisan’s Tools (same as above), Merchant’s Scale, Pouch (2), Traveler’s Clothes, 25 GP

You began mopping floors and scrubbing counters in an artisan’s workshop for a few coppers per day as soon as you were strong enough to carry a bucket. When you were finally old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. As part of your studies, you picked up Gnomish, the tongue from which so many of the artisan’s terms of art are derived.

CHARLATAN

Ability Scores: +2 Charisma, +1 Dexterity
Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiency: Forgery Kit
Language: *Common, Infernal, any standard language*
Feat: Skilled
Equipment: Costume, Fine Clothes, Forgery Kit, 15 GP

Soon after you were old enough to order an ale, you already had a favorite stool in every tavern within ten miles of where you were born. As you traveled the circuit from public house to watering hole, you learned to prey on the unfortunates who were in the market for a comforting lie or two—perhaps a sham potion or a

forged “treasure map.” You are fluent in Infernal, the ancient language of deception.

CRIMINAL

Ability Scores: +2 Dexterity, +1 Intelligence
Skill Proficiencies: Sleight of Hand, Stealth
Tool Proficiency: Thieves’ Tools
Languages: *Common, Thieves’ Cant, any standard language*

Feat: Alert
Equipment: Crowbar, Dagger (2), Pouch (2), Thieves’ Tools, Traveler’s Clothes, 16 GP

You learned to earn your coin in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded wrongdoers, who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves’ guild and older, more fearsome lawbreakers.

CULTIST

Ability Scores: +2 Intelligence, +1 Charisma
Skill Proficiencies: Arcana, Religion
Tool Proficiency: Disguise Kit
Language: *Common, Abyssal, any standard language*
Feat: Magic Initiate (Arcane)
Equipment: Bell, Common Clothes, Dagger, Disguise Kit, Lamp, Robe, 19 GP

You scarcely recall what drove you into the service of the otherworldly being. Those memories were blotted out long ago by recurrent dreams of midnight gatherings round the obsidian pillar in the glade. By the light of each waning moon, the hierophants instructed you in the being’s creed and the rudiments of the arcane arts. When you came of age, you were ordered to blend in among the nonbelievers and await whatever mission the Great One has in store for you.

ENTERTAINER

Ability Scores: +2 Charisma, +1 Dexterity
Skill Proficiencies: Acrobatics, Performance
Tool Proficiency: Musical Instrument (one of your choice)
Language: *Common, Elvish, any language*
Feat: Musician
Equipment: Costume (2), Musical Instrument (same as above), Perfume, Steel Mirror, Traveler’s Clothes, 8 GP

You spent much of your youth following roving fairs and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You may have learned how to walk a tightrope, how to double pick a lute, or how to recite Elvish poetry with the impeccable trills of an elf poet. To this day, you thrive on applause and long for the stage.

FARMER

Ability Scores: +2 Constitution, +1 Wisdom

Skill Proficiencies: Animal Handling, Nature

Tool Proficiency: Carpenter's Tools

Languages: *Common, Halfling, any language*

Feat: Tough

Equipment: Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, Sickle, Traveler's Clothes, 23 GP

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath. Like many farmers, you made frequent use of the agricultural almanacs produced by the greatest halfling farmers.

GLADIATOR

Ability Scores: +2 Strength, +1 Charisma

Skill Proficiencies: Athletics, Performance

Tool Proficiency: Smith's Tools

Language: *Common, Orc, any language*

Feat: Savage Attacker

Equipment: Chain, Costume, Healer's Kit, Javelin (6), Smith's Tools, Traveler's Clothes, 15 GP

Your first few appearances in the gladiatorial pits led you to appreciate every one of the scars you carry from your instructors and sparring partners. Each scar was a lesson that taught you how to best your opponents and curry favor with the crowds your brawls entertained. Your time in the pits left you with a strong hand and a strong heart. You'll forever share a remarkable bond with the other pit fighters in your stable—humans, dragonborn, dwarves, and orcs—hardened warriors all.

GUARD

Ability Scores: +2 Strength, +1 Wisdom

Skill Proficiencies: Athletics, Perception

Tool Proficiency: Gaming Set (one of your choice)

Languages: *Common, Dwarvish, any language*

Feat: Alert

Equipment: Crossbow Bolt (20), Gaming Set (same as above), Hooded Lantern, Light Crossbow, Manacles, Quiver, Spear, Traveler's Clothes, 12 GP

Your feet begin to ache when you remember the countless hours you spent at your post in the tower. You were trained to keep one eye outside the wall, watching for marauders sweeping from the nearby forest, and your other eye inside the wall, searching for cutpurses and troublemakers. At the end of each shift, you bunked in the mayor's barracks alongside your fellow sentries and the dwarven smiths who kept your armor snug and your weapons sharp.

GUIDE

Ability Scores: +2 Wisdom, +1 Dexterity

Skill Proficiencies: Stealth, Survival

Tool Proficiency: Cartographer's Tools

Languages: *Common, Giant, any language*

Feat: Magic Initiate (Primal)

Equipment: Arrow (20), Bedroll, Cartographer's Tools, Fishing Tackle, Quiver, Shortbow, Tent, Traveler's Clothes, 2 GP

You came of age in the outdoors, far from settled lands. Your home? Anywhere you chose to unfurl your bedroll. There are wonders on the frontier—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you traveled with a pair of friendly druids who were kind enough to instruct you in the fundamentals of channeling the magic of the wild.

HERMIT

Ability Scores: +2 Wisdom, +1 Constitution

Skill Proficiencies: Medicine, Religion

Tool Proficiency: Herbalism Kit

Languages: *Common, Sylvan, any standard language*

Feat: Magic Initiate (Primal)

Equipment: Bedroll, Book (Philosophy), Fishing Tackle, Herbalism Kit, Lamp, Oil (3 flasks), Quarterstaff, Traveler's Clothes, 15 GP

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. In those days, your only companions were the creatures of the forest, who would occasionally visit to bring news of the outside world and supplies. The quiet and solitude you found in your time outside society allowed you to spend many hours pondering the mysteries of creation, attuning your mind to the magical energy flowing through the natural world.

LABORER

Ability Scores: +2 Constitution, +1 Strength

Skill Proficiencies: Athletics, Survival

Tool Proficiency: Mason's Tools

Languages: *Common, Dwarvish, any language*

Feat: Tough

Equipment: Bullseye Lantern, Common Clothes, Handaxe, Light Hammer, Mason's Tools, Mess Kit, Oil (1 flask), Shovel, Waterskin, 15 GP

Your apprenticeship consumed the better part of your youth. First, you learned to cut and polish a stone. After several years of polishing stones, you learned how to cement those stones into a wall. After several years building walls, you learned to join your walls to form a structure. The structures you built were exceptionally durable. The masons who taught you were taught by even older masons who were taught by dwarf artisans of old.

NOBLE

Ability Scores: +2 Charisma, +1 Intelligence

Skill Proficiencies: History, Persuasion

Tool Proficiency: Gaming Set (one of your choice)

Languages: *Common, Draconic, any standard language*

Feat: Skilled

Equipment: Fine Clothes, Gaming Set, Perfume, Signet Ring, 24 GP

You were raised in a castle as a creature of wealth, power, and privilege—none of it earned. Your family are minor aristocrats who saw to it that you received a first-class education, some of which you appreciated and some of which you resented. (Was it truly necessary to read all those ancient histories in their original Draconic?) Your time in the castle, especially the many hours you spent observing your family at court, also taught you a great deal about leadership.

PILGRIM

Ability Scores: +2 Wisdom, +1 Constitution

Skill Proficiencies: Religion, Survival

Tool Proficiency: Musical Instrument (one of your choice)

Languages: *Common, Halfling, any language*

Feat: Healer

Equipment: Bedroll, Healer's Kit, Holy Symbol, Musical Instrument, Rations (2 days), Traveler's Clothes, 16 GP

You and a group of like-minded believers—mostly humans and halflings—once endeavored to walk a thousand miles of road to reach a faraway shrine. Priests counseled at the outset that, long after your journey was complete, you'd come to realize that you found the key to your salvation not at your destination, but somewhere along the road that led there.

SAGE

Ability Scores: +2 Intelligence, +1 Wisdom

Skill Proficiencies: Arcana, History

Tool Proficiency: Calligrapher's Supplies

Languages: *Common, Elvish, any language*

Feat: Magic Initiate (Arcane)

Equipment: Book (History), Calligrapher's Supplies, Parchment (8 sheets), Quarterstaff, Robe, 8 GP

You spent your formative years traveling between manors and monasteries, performing various odd jobs and services in exchange for access to their libraries. You wiled away many a long evening with your nose buried in books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind only yearns for more.

SAILOR

Ability Scores: +2 Dexterity, +1 Wisdom

Skill Proficiencies: Acrobatics, Perception

Tool Proficiency: Navigator's Tools

Languages: *Common, Primordial, any standard language*

Feat: Tavern Brawler

Equipment: Dagger, Fishing Tackle, Navigator's Tools, Silk Rope, Traveler's Clothes, 10 GP

Thus far, you've spent most of your days living the life of a seafarer, wind at your back and decks swaying beneath your feet, as you sailed toward your next adventure. You've perched on barstools in more ports of call than you can remember, faced down mighty storms, and swapped stories with the folk who live beneath the waves.

SOLDIER

Ability Scores: +2 Strength, +1 Constitution

Skill Proficiencies: Athletics, Intimidation

Tool Proficiency: Gaming Set (one of your choice)

Languages: *Common, Goblin, any language*

Feat: Savage Attacker

Equipment: Arrow (20), Gaming Set (same as above), Healer's Kit, Quiver, Shortbow, Spear, Traveler's Clothes, 14 GP

You began training for war at such an early age that you carry only a precious few memories of what life was like before you took up arms. Battle is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned as a youth. Eventually, you put that training to use on the battlefield, protecting the realm by waging war and studying the strategies of goblinoid generals.

URCHIN

Ability Scores: +2 Dexterity, +1 Wisdom

Skill Proficiencies: Insight, Stealth

Tool Proficiency: Thieves' Tools

Languages: *Common, Common Sign Language, any language*

Feat: Lucky

Equipment: Bedroll, Common Clothes, Dagger (2), Gaming Set

You grew up on the streets, surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and did odd jobs for food. At times, when the hunger became unbearable, you resorted to theft. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

FEATS

This section offers a collection of character feats, which are special features not tied to a single character class.

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities separate from what a class provides.

BONUS FEATS AT 20TH LEVEL

A DM can use bonus feats as a form of advancement after characters reach 20th level to provide greater power to characters who have no more levels to gain. With this approach, each character gains one feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon feats are especially appropriate for these bonus feats, but a player can choose any feat for which their 20th-level character qualifies.

PARTS OF A FEAT

The description of a feat contains the following parts, which are presented after the feat's name:

Category. A feat is a member of a category, which is noted in the feat. If you are instructed to choose a feat from a specific category, such as the Background category, that category must appear under the feat's name.

Prerequisite. You must meet any prerequisite specified in a feat to take that feat, unless a special feature allows you to take the feat without the prerequisite. If a prerequisite is a level, your character level must meet or exceed that level. If a prerequisite is a class or a class group, you must have at least 1 level in an eligible class to qualify for the feat.

Repeatable. A feat can be taken only once, unless it contains a section allowing it to be taken more than once.

Benefit. The benefit of the feat is then detailed. If you have a Feat, you gain its benefit.

FEAT DESCRIPTIONS

Here are the descriptions of feats that are available to player characters using *One D&D feats are sorted by character level prerequisite and then alphabetically.*

1ST+ LEVEL FEATS

ALERT

Prerequisite: None

Always on the lookout for danger, you gain the following benefits:

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

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally is Incapacitated.

CRAFTER

Prerequisite: None

You are adept at crafting things and bargaining with merchants, granting you the following benefits:

Tool Proficiency. You gain Tool Proficiency with *three different Artisan's Tools* of your choice.

Discount. Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

Faster Crafting. When you craft an item using a tool with which you have Tool Proficiency, the required crafting time is reduced by 20 percent.

FIGHTING STYLE: ARCHERY

Prerequisite: Fighting Style Feature

You gain a +2 bonus to Attack Rolls you make with Ranged Weapons.

FIGHTING STYLE: DEFENSE

Prerequisite: Fighting Style Feature

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

FIGHTING STYLE: DUELING

Prerequisite: Fighting Style Feature

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.

FIGHTING STYLE: GREAT WEAPON FIGHTING

Prerequisite: Fighting Style Feature

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 you must use the new roll. The weapon must have the Two-Handed or Versatile property to gain this benefit.

FIGHTING STYLE: PROTECTION

Prerequisite: Fighting Style Feature

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 interpose your Shield and impose Disadvantage on the attack roll. You must be wielding a Shield to use this Reaction.

FIGHTING STYLE: TWO-WEAPON FIGHTING

Prerequisite: Fighting Style Feature

When you make the extra attack granted by the Light weapon property, you can add your ability modifier to the damage of the extra attack.

HEALER

Prerequisite: None

You have the training and intuition to administer first aid and other care effectively, granting you the following benefits:

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of you as an Action. That creature can expend one of its Hit Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

LIGHTLY ARMORED

Prerequisite: None

You gain the following Armor Training: Light Armor, Medium Armor, and Shield.

LUCKY

Prerequisite: None

You have inexplicable luck that can kick in at just the right moment, granting you the following benefits:

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus. You can spend the points on the benefits below, and you regain your expended Luck Points when you finish a Long Rest.

Advantage. Immediately after you roll a d20 for a d20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

MAGIC INITIATE

SPELL LISTS

UA 7 reverts back to using 2014 PHB class based spell lists. I'm updating the text to pick from a class list.

Prerequisite: None

Repeatable: Yes, but you must choose a different Spell list each time

You have learned the basics of a particular magical tradition. Choose one **class spell list**. ~~Spell list: Arcane, Divine, or Primal.~~ You gain the following benefits related to that choice:

Two Cantrips. You learn two Cantrips of your choice from the Spell list.

Level 1 Spell. Choose one **level 1** Spell from the Spell list. You always have that Spell prepared. You can cast it once without a Spell Slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the Spell using any Spell Slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these Spells (choose when you select this Feat). See the Spellcasting chapter for the rules on spellcasting.

Whenever you gain a new level, you can replace one of the Spells you chose for this Feat with a different Spell of the same level from the chosen Spell list.

MUSICIAN

Prerequisite: None

You are a practiced musician, granting you the following benefits:

Instrument Training. You gain Tool Proficiency with three Musical Instruments of your choice.

Inspiring Song. As you finish a Short Rest or a Long Rest, you can play a song on a Musical Instrument with which you have Tool Proficiency and give Heroic Inspiration to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

SAVAGE ATTACKER

Prerequisite: None

You have trained to deal particularly damaging strikes. When you take the Attack Action and hit a target with a Weapon as part of that Action, you can roll the Weapon's damage dice twice and use either roll against the target. You can use this benefit only once per turn.

SKILLED

Prerequisite: None

Repeatable: Yes

You have exceptionally broad learning. Choose three Skills in which you lack Proficiency. You gain Proficiency in those Skills.

TAVERN BRAWLER

Prerequisite: None

Accustomed to brawling, you gain the following benefits:

Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning Damage equal to 1d4 + your Strength modifier, instead of the normal damage of an Unarmed Strike.

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Shove. When you hit a creature with an Unarmed Strike as part of the Attack Action on your turn, you can deal damage to the target and also push it 5 feet away. You can use this benefit only once per turn.

Furniture as Weapons. You can wield furniture as a Weapon, using the rules of the Greatclub for Small or Medium furniture and the rules of the Club for Tiny furniture.

TOUGH

Prerequisite: None

Your Hit Point Maximum increases by an amount equal to twice your character level when you gain this Feat. Whenever you gain a level thereafter, your Hit Point Maximum increases by an additional 2 Hit Points.

4TH+ LEVEL FEATS

ABILITY SCORE IMPROVEMENT

Category: General

Prerequisite: 4th+ Level

Repeatable: Yes

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feat. However, if you're at least level 19, that maximum increases to 22.

ACTOR

Prerequisite: 4th+ Level, Charisma 13+

Skilled at mimicry and dramatics, you gain the following benefits:

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Impersonation. While you're disguised as a fictional person or a real person other than yourself, you have Advantage on Charisma Checks (Performance) to convince others that you are that person.

Mimicry. You can mimic the sounds of other creatures, including speech. To mimic a sound or a way of speaking, you must listen to it for at least 1 minute. Any time thereafter, you can make a DC 15 Charisma Check (Performance) to perform the mimicry; on a success, you perform it convincingly for up to 1 hour.

ATHLETE

Prerequisite: 4th+ Level, Strength, Dexterity, or Constitution 13+

You have undergone extensive physical training to gain the following benefits:

Ability Score Increase. Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

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

Hop Up. When you are Prone, you can right yourself with only 5 feet of movement.

Jumping. You have Advantage on any Ability Check you make for the Jump Action.

CHARGER

Prerequisite: 4th+ Level, Proficiency with any Martial Weapon

You have trained to charge headlong into battle, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash. When you take the Dash Action, your Speed increases by 10 feet for that Action.

Charge Attack. If you move at least 10 feet in a straight line immediately before hitting with an attack as part of the Attack Action on your turn, choose one of the following effects: gain a +1d8 bonus to the attack's damage roll, or push the target up to 10 feet, provided the target you want to push is no more than one Size larger than you. You can use this benefit only once on each of your turns.

CROSSBOW EXPERT

Prerequisite: 4th+ Level, Proficiency with any ~~Martial~~ ~~Weapon~~ Crossbow

Thanks to extensive practice with crossbows, you gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Ignore Loading. You ignore the Loading property of crossbows.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your Attack Rolls with crossbows.

Dual Wielding. When you make the extra attack of the Light weapon property, you can add your Ability Modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property.

DEFENSIVE DUELIST

Prerequisite: 4th+ Level, Dexterity 13+

You've learned to deftly parry attacks, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Parry. If you are holding a Finesse Weapon and another creature hits you with a Melee Attack, you can use your Reaction to add your Proficiency Bonus to your Armor Class for that attack, potentially causing the attack to miss you.

DUAL WIELDER

Prerequisite: 4th+ Level, Proficiency with Any Martial Weapon

You master fighting with two weapons, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Enhanced Dual Wielding. When you are holding a Weapon with the Light property in one hand, you can treat a non-Light Weapon in your other hand as if it had the Light property, provided that Weapon lacks the Two-Handed property.

Quick Draw. You can draw or stow two Weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

DURABLE

Prerequisite: 4th+ Level, Constitution 13+

Hardy and resilient, you gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Defy Death. You have Advantage on Death Saving Throws.

Speedy Recovery. As a Bonus Action, you can expend one of your Hit Dice, roll the die, and regain a number of Hit Points equal to the roll.

ELEMENTAL ADEPT

Prerequisite: 4th+ Level, Spellcasting or Pact Magic Feature

Repeatable: Yes, but you must choose a different Damage Type each time for Energy Mastery

In your spellcasting, you can harness a particular form of energy with deadly mastery, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery. Choose one of the following Damage Types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. In addition, when you roll damage for a Spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

GRAPPLER

Prerequisite: 4th+ Level, Strength or Dexterity 13+

You're an accomplished wrestler, granting you the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Attack Advantage. You have Advantage on Attack Rolls against a creature Grappled by you.

Fast Wrestler. You ~~aren't Slowed~~ *don't spend extra movement* when you move a creature Grappled by you, provided the creature is your Size or smaller.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack Action on your turn, you can deal damage to the target and also grapple it. You can use this benefit only once per turn.

Grappler references the slowed condition which was removed in the Druid & Paladin UA.

GREAT WEAPON MASTER

Prerequisite: 4th+ Level, Proficiency with Any Martial **Melee** Weapon

You've learned to use the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Cleave. Immediately after you score a Critical Hit with a Melee Weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Heavy Weapon Mastery. When you hit a creature with a Heavy **Melee** Weapon as part of the Attack Action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus, and you can deal it only once per turn.

HEAVILY ARMORED

Prerequisite: 4th+ Level, Medium Armor Training

You have trained to use Heavy Armor effectively, gaining the following benefits:

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Armor Training. You gain Heavy Armor Training

HEAVY ARMOR MASTER

Prerequisite: 4th+ Level, Heavy Armor Training

You can use your Heavy Armor to deflect strikes, granting you the following benefits:

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Damage Reduction. When you're hit by an attack while you're wearing Heavy Armor, any Bludgeoning, Piercing, or Slashing Damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

INSPIRING LEADER

Prerequisite: 4th+ Level, Wisdom or Charisma 13+

You are adept at encouraging others, granting you the following benefits:

Ability Score Increase. Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Encouraging Performance. At the end of a Short Rest or a Long Rest, you can give an inspiring performance: a speech, a song, or a dance. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who witness the performance. The chosen creatures each gain Temporary Hit Points equal to 2d4 + your Proficiency Bonus.

KEEN MIND

Prerequisite: 4th+ Level, Intelligence 13+

You have trained to rapidly recall or discover vital details, granting you the following benefits:

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Lore Knowledge. Choose one of the following Skills: Arcana, History, Investigation, Nature, or Religion. If you lack Proficiency in the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.

Quick Study. You can take the Study Action as a Bonus Action.

MAGE SLAYER

Prerequisite: 4th+ Level, Proficiency with Any Martial Weapon

You have practiced techniques useful in battling magic-users, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Concentration Breaker. When you damage a creature that is concentrating, it has Disadvantage on the Saving Throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma Saving Throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Long Rest.

MEDIUM ARMOR MASTER

Prerequisite: 4th+ Level, Medium Armor Training

You have practiced moving in medium armor to gain the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Dexterous Wearer. While you are wearing Medium Armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

MOUNTED COMBAT

Prerequisite: 4th+ Level, Proficiency with Any Martial Weapon

You have developed a bond with your mounts, granting you the following benefits:

Ability Score Increase. Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

Mount Handler. You have Advantage on Wisdom Checks (Animal Handling) made to handle or train horses and other Beasts employed as mounts.

Mounted Strike. While mounted, you have Advantage on Attack Rolls against any creature that is within 5 feet of your mount and at least one Size smaller than it.

Leap Aside. If your mount is subjected to an effect that allows it to make a Dexterity Saving Throw to take only half damage, it instead takes no damage if it succeeds on the Saving Throw, and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can be Incapacitated.

Veer. While mounted, you can use your Reaction to force an attack that hits your mount to hit you instead.

OBSERVANT

Prerequisite: 4th+ Level, Intelligence or Wisdom 13+

Quick to notice details around you, you gain the following benefits:

Ability Score Increase. Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Keen Observer. Choose one of the following Skills: Insight, Investigation, or Perception. If you lack Proficiency with the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.

Quick Search. You can take the Search Action as a Bonus Action.

POLEARM MASTER

Prerequisite: 4th+ Level, Proficiency with Any Martial **Heavy Reach** Weapon

You have trained extensively with pole weapons that have Reach, granting you the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Pole Strike. Immediately after you take the Attack Action and attack with a Weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a Melee Attack with the opposite end of the Weapon. The weapon's damage die for this attack is a d4, and it deals Bludgeoning Damage.

Reactive Strike. While you are holding a Weapon that has the Heavy and Reach properties, you can use your Reaction to make one Melee Attack against a creature that enters the Reach you have with that Weapon.

RESILIENT

Prerequisite: 4th+ Level

You have developed the resilience to better withstand certain dangers, granting you the following benefits:

Ability Score Increase. Choose one ability in which you lack Saving Throw Proficiency. Increase the chosen Ability Score by 1, to a maximum of 20.

Saving Throw Proficiency. You gain Saving Throw Proficiency with the chosen ability.

RITUAL CASTER

Prerequisite: 4th+ Level, Intelligence, Wisdom, or Charisma 13+

You have studied ritual magic, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Ritual Spells. Choose two 1st-level Spells that have the Ritual tag ~~from the Arcane, Divine, and Primal Spell Lists~~. You always have those two Spells prepared, and you can cast them with any Spell Slots you have. The Spells' Spellcasting Ability is the ability increased by this Feat.

Quick Ritual. With this benefit, you can cast a Ritual Spell that you have prepared using its regular casting time, rather than the extended time for a Ritual. Doing so doesn't require a Spell Slot. Once you cast the Spell in this way, you can't use this benefit again until you finish a Long Rest.

SENTINEL

Prerequisite: 4th+ Level, Proficiency with Any Martial Weapon

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Guardian. Immediately after a creature within 5 feet of you takes the Disengage Action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the turn.

SHARPSHOOTER

Prerequisite: 4th+ Level, Proficiency with Any Martial Ranged Weapon

You can make shots that others find impossible, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Bypass Cover. Your Ranged Attacks with Weapons ignore Half Cover and Three Quarters Cover.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged Attack Rolls with Weapons.

Long Shots. Attacking at Long Range doesn't impose Disadvantage on your ranged Attack Rolls with Weapons.

SHIELD MASTER

Prerequisite: 4th+ Level, Shield Training

You've trained to use shields not just for protection, but also for offense, granting you the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack Action and hit with a Melee Weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength Saving Throw against a DC equal to 8 + your Strength modifier + your Proficiency Bonus. On a failed save, you knock the target Prone or push it 5 feet away. You can use this benefit only once on each of your turns.

Interpose Shield. If you are subjected to an effect that allows you to make a Dexterity Saving Throw to take only half damage, you can use your Reaction to take no damage if you succeed on the Saving Throw and are wielding a Shield, interposing your shield between yourself and the source of the effect.

SKULKER

Prerequisite: 4th+ Level, Dexterity 13+

You are expert at slinking through shadows, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Blindsight. You have Blindsight with a range of 10 feet.

Fog of War. Exploiting the distractions of battle, you have Advantage on any Dexterity Check (Stealth) you make as part of the Hide Action during combat.

Sniper. If you make an Attack Roll while Hidden and the roll misses, making the Attack Roll doesn't end the Hidden Condition on you.

SPEEDSTER

Prerequisite: 4th+ Level, Dexterity or Constitution 13+

You possess exceptional speed and stamina, granting you the following benefits:

Ability Score Increase. Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Speed Increase. Your Speed increases by 10 feet while you aren't wearing Heavy Armor.

Dash Over Difficult Terrain. When you take the Dash Action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

SPELL SNIPER

Prerequisite: 4th+ Level, Spellcasting or Pact Magic Feature

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Bypass Cover. Your Attack Rolls for Spells ignore Half Cover and Three-Quarters Cover. Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your Attack Rolls with Spells.

Increased Range. When you cast a Spell that has a range of at least 10 feet and that requires you to make an Attack Roll, you can increase the Spell's range by 60 feet.

WAR CASTER

Prerequisite: 4th+ Level, Spellcasting or Pact Magic Feature

You have practiced casting spells in the midst of combat, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Concentration. You have Advantage on Constitution Saving Throws that you make to maintain your Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by moving out of your Reach, you can use your Reaction to cast a Spell at the creature, rather than making an Opportunity Attack. The Spell must have a casting time of one Action and must target only that creature.

Somatic Components. You can perform the Somatic Components of Spells even when you have Weapons or a Shield in one or both hands.

WEAPON MASTER

Prerequisite: 4th+ Level

You gain the following benefits:

Ability Score Increase. Increase your Strength, or Dexterity score by 1, to a maximum of 20.

Mastery Property. Your training with weapons allows you to use the Mastery property of one kind of Simple or Martial weapon of your choice, provided you are proficient with it. Whenever you finish a Long Rest, you can change the kind of weapon you chose to another eligible kind.

WEAPON TRAINING

Prerequisite: 4th+ Level

You have practiced extensively with a variety of weapons, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Weapon Proficiency. You gain Martial Weapon Proficiency.

20TH LEVEL FEATS

EPIC BOON PREQUISITES

Playtest 6 shows the intent to abandon the 'Class Groups'. Until more direction is given use this crosswalk for Epic Boons. It's not perfect, but should work 90% of the time.

Expert Group: Skill with Expertise (or Expertise/Deft Explorer Feature)

Warrior Group: Fighting Style Feature

Mage Group: Known Cantrip

Priest Group: Channel Divinity Feature

EPIC BOON OF COMBAT PROWESS

Prerequisite: 20th Level, Expert or Warrior Group

When you miss with a Melee Attack, you can hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF DIMENSIONAL TRAVEL

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 30.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

EPIC BOON OF ENERGY RESISTANCE

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Constitution, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Energy Resistances. You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can meditate and change those choices.

Energy Redirection. When you take damage of a type to which you have Resistance, you can use your Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC equals 8 + your Proficiency Bonus + the ability modifier of the score increased by this feat) or take damage equal to 2d12 + your Constitution modifier.

EPIC BOON OF FATE

Prerequisite: 20th Level, Mage or Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Improve Fate. When another creature within 60 feet of you fails a d20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. You can use this benefit no more than once per turn. You have 8 uses of this benefit, and whenever you finish a Long Rest, you regain 2d4 expended uses.

EPIC BOON OF FORTITUDE

Prerequisite: 20th Level

Your Hit Point Maximum increases by 40. In addition, whenever you regain Hit Points, you regain additional Hit Points equal to your Constitution Modifier. You can regain these additional Hit Points no more than once per round.

EPIC BOON OF IRRESISTIBLE OFFENSE

Prerequisite: 20th Level, Expert or Warrior Group

You gain the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 30.

Overcome Defenses. The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

Overwhelming Strike. When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type. You can use this benefit only once per turn.

EPIC BOON OF LUCK

Prerequisite: 20th Level, Expert Group

Immediately after you roll a d20 for a d20 Test, you can roll a d10 and add the number rolled to the test. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF THE NIGHT SPIRIT

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Merge with Shadows. While entirely within Dim Light or Darkness, you can give yourself the Invisible condition as a Magic action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

Shadowy Form. While entirely within Dim Light or Darkness, you have Resistance to all damage except Force, Psychic, and Radiant.

EPIC BOON OF PEERLESS AIM

Prerequisite: 20th Level, Expert or Warrior Group

If you make a Ranged Attack against a target in range and miss, you can cause the attack to hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF RECOVERY

Prerequisite: 20th Level

You gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 30.

Last Stand. When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point Maximum. Once you use this benefit, you can't use it

again until you finish a Long Rest.

Death Defiant. When you take damage while you have 0 Hit Points, you can make a death saving throw instead of suffering a death saving throw failure.

EPIC BOON OF SKILL PROFICIENCY

Prerequisite: 20th Level

You gain Proficiency in all Skills.

EPIC BOON OF SPEED

Prerequisite: 20th Level, Expert or Warrior Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 30.

Escape Artist. As a Bonus Action, you can take the Disengage Action, which also ends the Grappled and Restrained conditions on you.

Quickness. Your Speed increases by 30 feet.

EPIC BOON OF SPELL RECALL

Prerequisite: 20th Level, Mage or Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Free Casting. Whenever you cast a spell with a Spell Slot of 1st, 2nd, 3rd, or 4th level, roll a d4. If the number you roll equals the slot's level, the slot isn't expended.

EPIC BOON OF TRUESIGHT

Prerequisite: 20th Level, Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Truesight. You have Truesight within a range of 60 feet.

EPIC BOON OF UNDETECTABILITY

Prerequisite: 20th Level, Expert Group

You can't be seen or heard by any means—magical or nonmagical—while you are Hidden.

EPIC BOON OF UNFETTERED

Prerequisite: 20th Level, Expert or Warrior Group

As a Bonus Action, you can take the Disengage Action, which also ends the Grappled and the Restrained Conditions on you.

EQUIPMENT

This chapter is not yet entirely covered in the UA and the UA currently explicitly states to use content from the PHB. Some of the tables in this section are unchanged from the SRD tables which have a purple background. Other tables are SRD tables modified with UA content and have normal formatting.

ARMOR AND SHIELDS

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.

ARMOR TRAINING

Armor training is the new name for armor proficiency. Any existing rule that involves armor proficiency now applies to armor training.

If you wear Light, Medium, or Heavy Armor and lack armor training with that type of armor, you have Disadvantage on any d20 Test you make that involves Strength or Dexterity, and you can't cast spells.

If you equip a Shield and lack armor training with it, you don't gain the Armor Class bonus of the Shield.

GETTING IN 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 minute	1 minute
Heavy Armor	10 minute	5 minute
Shield	1 action	1 action

ARMOR

Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Padded	5 gp	11 + Dex mod	—	Disadv.	8 lb.
Leather	10 gp	11 + Dex mod	—	—	10 lb.
Studded Leather	45 gp	12 + Dex mod	—	—	13 lb.
Medium Armor					
Hide	10 gp	12 + Dex mod (max2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex mod (max2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex mod (max2)	—	Disadv.	45 lb.
Breastplate	400 gp	14 + Dex mod (max2)	—	—	20 lb.
Half plate	750 gp	15 + Dex mod (max2)	—	Disadv.	40 lb.
Heavy Armor					
Ringmail	30 gp	14	—	Disadv.	40 lb.
Chain mail	75 gp	16	Str 13	Disadv.	55 lb.
Splint	200 gp	17	Str 15	Disadv.	60 lb.
Plate	1,500 gp	18	Str 15	Disadv.	65 lb.
Shield					
Shield	10 gp	+2	—	—	6 lb.

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.

WEAPONS

Weapon	Damage	Properties	Mastery	Weight	Cost
Simple Weapons: Melee					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP
Simple Weapons: Ranged					
Crossbow, Light	1d8 Piercing	Ammunition (Range 80/320), Loading, Two-Handed	Slow	5 lb.	25 GP
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Shortbow	1d6 Piercing	Ammunition (Range 80/320), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120)	Slow	—	1 SP
Martial Weapons: Melee					
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glave	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	2 lb.	15 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP
Martial Weapons: Ranged					
Blowgun	1 Piercing	Ammunition (Range 25/100), Loading	Vex	1 lb.	10 GP
Crossbow, Hand	1d6 Piercing	Ammunition (Range 30/120), Light, Loading	Vex	3 lb.	75 GP
Crossbow, Heavy	1d10 Piercing	Ammunition (Range 100/400), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90), Loading	Vex	3 lb.	250 GP

WEAPON PROFICIENCY

Your species, 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 found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their 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

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

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

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

Heavy. A Heavy weapon is unwieldy compared to other weapons. You have Disadvantage on your attack rolls with a Heavy weapon if it's a melee weapon and your Strength score isn't at least 13 and if it's a ranged weapon and your Dexterity score isn't at least 13.

Light. When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage, unless that modifier is negative.

For example, if you take the Attack action on your turn and have a Shortsword in one hand and a Dagger in the other—each of which has the Light property—you can make one attack with each weapon, using your action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action, unless that modifier is negative.

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

Range. A weapon that can be used to make a ranged attack has a range 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, explained in the weapon's description (see “Special Weapons” later in this section).

Thrown. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack.

If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the Finesse property.

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

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

MASTERY PROPERTIES

Each weapon ~~now~~ has a Mastery property, as shown in the weapon tables above. That property is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character.

Here are descriptions of each Mastery property. The properties are provided in alphabetical order.

If a game feature lets you replace a weapon's Mastery property with another one, that weapon must meet any prerequisite specified for the new property.

CLEAVE

Prerequisite: Melee Weapon, Heavy Property

If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage, unless that modifier is negative. You can make this extra attack only once per turn.

GRAZE

Prerequisite: Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can't be increased in any way, other than increasing the ability modifier.

NICK

Prerequisite: Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action, instead of as a Bonus Action. You can still make this extra attack only once per turn.

PUSH

Prerequisite: Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

Prerequisite: : Versatile Property or No Weapon Property

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SLOW

Prerequisite: None

If you hit a creature with this weapon and deal damage to the creature, you can reduce its Speed by 10 feet until the start of your next turn. If you hit the creature more than once with this property, the Speed reduction doesn't exceed 10 feet.

TOPPLE

Prerequisite: Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw with a DC equal to 8 + your Proficiency Bonus + the ability modifier you used to make the attack roll. On a failed save, the creature has the Prone condition.

VEX

Prerequisite: Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

ADVENTURING GEAR

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 (Cost 33 GP, Weight 29 lb.)

A Priest's Pack contains the following items: Backpack (5 lb.), Blanket (3 lb.), Lamp (1 lb.), Holy Water (1 lb.), Rations (7 days; 14 lbs.), Robe (4 lb.), and Tinderbox (1 lb.).

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.

GEAR

Net (Cost 1 GP, Weight 3 lb.)

When you take the Attack action on your turn, you can replace one of your attacks with a throw of the net at a creature within 15 feet of you. The target must succeed on a Dexterity saving throw against a DC equal to 8 + your Proficiency Bonus + your Dexterity modifier. The target succeeds automatically if it's Huge or larger.

On a failed save, the target has the Restrained condition until it escapes the net. To escape, the target must use its action to make a DC 10 Strength (Athletics) check, escaping on a success. A creature within 5 feet of the target can use its action to attempt the same thing. Destroying the net (AC 10; 5 HP; immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

TOOLS

Tools aid your ability checks. See the 'Tool Proficiency' section in the Abilities and Skills Chapter

ABILITIES AND SKILLS

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

D20 TESTS

The term d20 Test encompasses the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects d20 Tests, it affects all three of these rolls.

The DM determines whether a d20 Test is warranted in any given circumstance.

Rules on d20 Tests, ability checks, and saving throws are covered in this chapter. For rules specific to attack rolls, see the Combat chapter

ADVANTAGE AND DISADVANTAGE

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

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

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

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

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. **Heroic Advantage Inspiration** (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

HEROIC ADVANTAGE

When you have Heroic Advantage (also called Inspiration), you can expend it to give yourself Advantage on a d20 Test. You decide to do so immediately after rolling the d20.

GAINING HEROIC ADVANTAGE

The DM can award Heroic Advantage to a player character who's done something that is particularly heroic or in character.

Some game features, such as the Human, also award Heroic Advantage.

ONLY ONE AT A TIME

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

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 GM.

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.

DESIGN NOTE: VOLUNTARILY FAILING A SAVE

The 2024 Player's Handbook will clarify that any creature can voluntarily fail any saving throw.

ABILITY CHECK

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM 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 GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

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 GM.

TYPICAL DIFFICULTY CLASS

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

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.)

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

EXPERTISE

Expertise is a special feature that enhances your use of a particular skill proficiency. If you gain Expertise, you gain it in one skill in which you have proficiency. You can never have Expertise in the same skill proficiency more than once.

When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

TOOL PROFICIENCY

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

USING SKILLS

Each skill may be used in various and creative ways. This section will cover some expected uses of each skill. The DM always decides whether a check is necessary and which ability scores and skills are relevant.

This section is my best attempt at bringing together the comprehensive use of these skills in the UA. There is no explicit rules for these skills yet, and as such there is no normal formatting. Information included in this section is heavily influenced from the reading of the 5e SRD skills.

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.

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 GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

ANIMAL HANDLING

It's unclear what the future of this skill is. UA so far implies that Animal Handling is by default a Charisma skill for influencing animals behavior. Other previous Animal Handling uses may have moved to Insight and Survival. I would hope this gets better addressed in future UA. If this skill is not wisdom based, nature based classes need a class feature to leverage Wisdom on these checks.

When using the Influence action with your Charisma (Animal Handling) check, it measures your ability to influence the behavior or actions of a Beast or Monstrosity. This might include coaxing or inciting the creature.

ARCANA

Arcana refers to the following areas of knowledge: Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)

When using the Study action with your Intelligence (Arcana) check, it measures your ability to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information from these areas of knowledge.

DECEPTION

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions.

When using the Influence action with your Charisma (Deception) check, it measures your ability to deceive a creature that can understand you to take a course of action. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard into letting you pass or trying to con a merchant into buying junk.

HISTORY

History refers to the following areas of knowledge: Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)

When using the Study action with your Intelligence (History) check, it measures your ability to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information from these areas of knowledge.

INSIGHT

When using the Search action with your Wisdom (Insight) check, it measures your ability to determine a Creature's state of mind, such as when searching out a lie or predicting someone's next move. Doing so involves gleanig clues from body language, speech habits, and changes in mannerisms.

INTIMIDATION

When using the Influence action with your Charisma (Intimidation) check, it measures your ability to intimidate a creature to take a course of action. This intimidation can encompass everything from overt threats, hostile actions, and physical violence. Typical situations include trying to pry information out of a prisoner or convincing thugs to back down from a confrontation.

INVESTIGATION

Investigation refers to the following areas of knowledge: Traps, ciphers, riddles, and gadgetry

When using the Study action with your Intelligence (Investigation) check, it measures your ability to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information from these areas of knowledge.

USING INVESTIGATION

Under the RAW UA, I don't believe it's intended to use Investigation as an alternative to Perception for searching. Things are either plainly visible or require the Search (Perception) action. Investigation may provide you information about what you find.

MEDICINE

When using the Search action with your Wisdom (Medicine) check, it measures your ability to determine a Creature's ailment.

Uses an action to administer first aid to an Unconscious creature, which requires a successful DC 10 Wisdom (Medicine) check.

NATURE

Nature refers to the following areas of knowledge: Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)

When using the Study action with your Intelligence (Nature) check, it measures your ability to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information from these areas of knowledge.

PERCEPTION

Your Wisdom (Perception) check is your general awareness of your surroundings and the keenness of your senses.

When using the Search action with your Wisdom (Perception) check, it measures your ability to detect the presence of something. This is typically concealed creatures or objects, such as trying to hear monsters moving stealthily in the forest, see thugs hiding in the shadows of an alley, or spot candlelight under a closed secret door.

PERFORMANCE

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

While you're disguised as a fictional person or a real person other than yourself, use a Charisma (Performance) check to convince others that you are that person.

PERSUASION

When using the Influence action with your Charisma (Persuasion) check, it measures your ability to persuade a creature that can understand you to take a course of action. This persuasion can encompass everything from tact, social graces, or good nature. Typical situations include sweet talking a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk

RELIGION

Religion refers to the following areas of knowledge: Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

When using the Study action with your Intelligence (Religion) check, it measures your ability to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information from these areas of knowledge.

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 GM 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

Your Dexterity (Stealth) check measures your general ability to go unnoticed.

You make a Dexterity (Stealth) check when you take the Hide action.

SURVIVAL

When using the Search action with your Wisdom (Survival) check, it measures your ability to find tracks, food , or natural hazards . You might take this action to follow enemy tracks, hunt wild game, identify signs that owlbears live nearby , guide your group through frozen wastelands, predict the weather, or avoid quicksand.

LIVING IN THE WORLD

AWARENESS

This section covers aspects of perception, knowledge, and any other measure of a creature's awareness of the world around them.

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact is broken as soon as the contacted creature is no longer within the telepathy's range, if the telepath contacts a different creature within range, or if the telepath has the Incapacitated condition.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the nontelepath can communicate mentally to the telepath until the telepathic connection ends.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it's detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and **Tremorsense doesn't count as a form of sight**.

VISION AND LIGHT

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

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

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

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

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

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

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

LINE OF SIGHT INTERPRETATION

Paraphrasing the 5e DMG (p. 251), Line of Sight exists between two spaces if you can trace a line from a corner of the origin space to any point in the target space and the line "doesn't pass through or touch an object of effect that blocks vision". I believe it's intended that Invisibility is an effect that 'blocks vision' and therefore breaks line of sight. Turning away or closing your eyes does not break line of sight.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can effectively see anything that isn't behind Total Cover, even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can effectively see a creature that has the Invisible condition.

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, the creature can't discern color in darkness, only shades of gray.

TRUESIGHT

A creature with Truesight has enhanced vision within a specified range. Within that range, the creature's vision pierces through the following:

- Darkness.** The creature can see in normal and magical darkness.
- Invisibility.** The creature can see creatures that have the Invisible condition and objects that are obscured by magic.
- Visual Illusions.** Visual illusions appear transparent to the creature, and the creature automatically succeeds on saving throws against them.
- Transformations.** The creature discerns the true form of any creature or object it sees that has been transformed by magic.
- Ethereal Plane.** The creature can see into the Ethereal Plane

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 **covers** at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

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

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

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 GM 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.

AWARENESS ACTIONS

SEARCH [ACTION]

When you take the Search Action, you make a Wisdom Check to discern something that isn't obvious. The Search table suggests which Skills are applicable when you take this Action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment
Perception	Concealed creature or object
Survival	Tracks or food or natural hazards

STUDY [ACTION]

When you take the Study Action, you make an Intelligence Check to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which Skills are applicable when you take this Action, depending on the area of knowledge the Intelligence Check is about.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so stealthily, you must succeed on a DC 15 Dexterity (Stealth) check while you're *in a Heavily Obscured area* or behind Three-Quarters Cover or Total Cover, and you must be out of any visible enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom (Perception) check.

The condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a verbal component.

HOW HIDE ENDS

Revealed: The Invisible condition ends if:

- ~~At any time you lose all cover from an enemy and you are not in a Heavily Obscured area.~~
- You make any noise louder than a whisper or cast a spell with a verbal component.
- You make an Attack Roll.

Found: The Invisible condition ends if:

- An enemy finds you with a Wisdom Check (Perception) that exceeds the Stealth check total from your Hide Action.

HOW TO RUN HIDE IN THE UA

This was originally going to be an overview to clarify rules. Instead I've chosen to itemize weak spots in the rules, with tips. Hopefully will be addressed in future UA.

WEAK AREAS IN UA

Who are you hidden from?: The action refers to both 'visible enemies' and just creatures. This leaves a bit to interpretation as to who can affect the action. I would hope future UA to provide explicit rules for unknown, non-visible, and non-hostile creatures. For now, I would recommend not including any of the categories above when evaluating the hide action or ending the condition. I choose to interpret the action with the words "creatures you are hiding from".

How do you determine cover?: Cover previously dealt with barriers that provide physical protection, but now is being used in the context of blocking vision (i.e. Wall of Force vs Window Drapes). The original text for cover specifically refers to obstacles that can protect a target from an attack or effect and is directional between an origin and the target. Until a rewrite of cover is written for UA, I recommend the following; Use the least applicable opaque cover from all creatures you are hiding from. To determine cover while there are no creatures in sight, use a nearby obstacle that could possibly grant cover in combat.

Breaking Line of Sight: The space you occupy and/or you must have an effect or nearby obstacle that breaks line of sight from the creatures you are hiding from. This is true if you have (opaque) Full Cover from them, you are in a Heavily Obscured area, or you have the Invisible Condition. In any of these situations, enemies can't affect you with any effect that requires its target to be seen. Note that traditionally 3/4 cover does not break line of sight, but the OneD&D Hide action specifically including it causes confusion about the scenarios they expect it to be used in.

Location: In 5e there are references to known and unknown location, and its association with hiding. The OneD&D Hide action notably does not include this. While it's conventional wisdom to assume hiding means your location is unknown, by OneD&D RAW a Dwarf can pinpoint Invisible (via Hide) enemies location with Tremorsense without ending it's condition. I recommend the DM arbitrates to determine when a creatures's location is known, but not base it solely on the Hidden condition.

Losing Condition This is likely an oversight, but with the removal of the Hidden condition, they also removed the explicit written rules for being revealed if you lose all cover and are not in a Heavily Obscured area. Remember that the clause, 'an enemy finds you' is directly related to the previous paragraph where 'finding' requires a DC skill check. If I'm interpreting this wrong, it would be nice if it was written a little more clearly.

MOVEMENT

MOVE

When you Move, you can go a distance equal to your Speed or less. For example, if you have a Speed of 30 feet, you can go up to 30 feet when you Move. Difficult Terrain can slow you down.

BREAKING UP YOUR MOVE

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

MOVING AROUND OTHER CREATURES

During your Move, you can pass through the space of an ally, a creature that has the Incapacitated condition, a Tiny creature, or a creature who is two sizes larger or smaller than you.

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

You can't willingly end your Move in a space occupied by another creature.

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.

CHANGES TO YOUR SPEEDS

If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

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.

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain for a creature if the space contains any of the following:

- Creature that isn't Tiny or your ally
- Furniture that is one size smaller than you or larger
- Heavy snow
- Heavy undergrowth
- Ice
- Liquid that's between shin- and waist-deep (any deeper and you need to Swim)
- Narrow opening that is sized for a creature one size smaller
- Pit or another gap of 2–5 feet
- Rubble
- Slope of 20 degrees or more
- *Things the DM may determine as Difficult Terrain*

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 GM'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.

CLIMB SPEED

A Climb Speed can be used to traverse a vertical surface without expending the extra movement normally associated with climbing.

Some creatures have the Spider Climb trait, which allows their Climb Speed to work even on the underside of horizontal surfaces.

SWIM SPEED

A Swim Speed can be used to travel through a liquid without expending the extra movement normally associated with swimming.

FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die.

While flying, you fall if you lack the Hover trait and have the Incapacitated or Prone condition or your Fly Speed is reduced to 0.

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.

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.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm.

Hurdle Jump. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle *during a long jump* (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

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 GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

Jump Reach. 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.

JUMPING OVERVIEW

Not a Jump: A gap or pit 5 feet across or less is just considered difficult terrain.

Long Jump: Used to clear a distance greater than 5 feet.

Hurdle Jump: A Long Jump that leaps over an obstacle taller than 2 feet, but no taller than a quarter of the jump's distance.

High Jump: Used to launch your self straight up in the air.

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

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement, unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you are wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you, unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

MOVEMENT ACTIONS

DASH [ACTION]

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.

TRAVEL

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 (see appendix PH-A).

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

Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 ft.	4 mi.	30 mi.	–5 penalty to passive Perception scores
Normal	300 ft.	3 mi.	24 mi.	
Slow	200 ft.	2 mi.	18 mi.	Able to use stealth

HEALTH

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.

DROPPING TO 0 HIT POINTS

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

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

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

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix PH-A). 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 hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check. A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

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 buffer against damage, a pool of hit points that protect 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 of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22. 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 that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

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 the revivify spell has restored it to life.

DAMAGE RESISTANCE AND VULNERABILITY

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 threequarters.

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 a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix PH-A A). 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.

RESTING

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than eating, drinking, reading, dozing, and standing watch.

BENEFITS OF THE REST

To start a Short Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Spend Hit Dice. You can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend in this way, roll the die, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

INTERRUPTING THE REST

A Short Rest is stopped by the following interruptions:

- Rolling initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits, and it must be started over to confer any.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours long—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During the sleep, you have the Unconscious condition.

BENEFITS OF THE REST

To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points.

Regain All HD. You regain all spent Hit Dice.

HP Max Restored. If your Hit Point Maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your Ability Scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhausted condition, your level of exhaustion decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

After you finish a Long Rest, you must wait at least 16 hours before starting another one.

INTERRUPTING THE REST

A Long Rest is stopped by the following interruptions:

- Rolling initiative
- Casting a spell other than a cantrip
- 1 hour of walking or other physical exertion

If the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour to finish per interruption.

INTERACTIONS

INTERACTION ACTIONS

HELP [ACTION]

When you take the Help Action, *you can*:

Assist Ability Check. Choose one of your skill or tool proficiencies and one ally who can perceive you. You give Advantage to the next ability check that ally makes with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. To give this assistance, you must be near enough to the ally to assist verbally or physically when the ally makes the check. The DM has final say on whether your assistance is possible.

INFLUENCE [ACTION]

With the Influence Action, you can try to influence another creature to do one thing that you request or demand.

The DM determines when this action is available, and it can be used only on creatures controlled by the DM. It isn't mind control; it can't force a creature to do something that is counter to the creature's alignment or that is otherwise repugnant to the creature.

This action has three main parts: Attitude, interaction, and a Charisma check.

ATTITUDE

A creature's Attitude determines how a character can influence that creature. Each DM-controlled creature has one of the following Attitudes toward the player characters:

Indifferent. This is the default Attitude for DM-controlled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma check is usually necessary when the adventurers try to influence an Indifferent creature to do something.

Friendly. A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily, with the Charisma check succeeding automatically. If an element of personal risk is involved, a successful Charisma check is usually required to convince a Friendly creature to take that risk.

Hostile. A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more Charisma checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that no Charisma check can sway it, in which case the first check fails automatically and no further Influence attempts can be made on the creature unless its Attitude shifts.

INTERACTION

When you take the Influence action, either roleplay how your character interacts with the creature or describe your character's behavior, focusing on your character's request or demand. If the interaction is especially suited to the creature's desires and outlook, the DM might temporarily shift a Hostile creature to Indifferent or an Indifferent creature to Friendly.

Similarly, if the interaction is particularly irksome to the creature, the DM might temporarily shift a Friendly creature to Indifferent or an Indifferent creature to Hostile.

CHARISMA CHECK

To determine whether your request or demand is successful, make a Charisma check. You have Advantage on the check if the creature is Friendly, and you have Disadvantage if the creature is Hostile.

Choosing a Skill. The Influence Skills table suggests which skills are applicable when you make the Charisma check, depending on the interaction that precedes the roll.

INFLUENCE SKILLS

Skill	Interaction
Animal Handling	Gently coaxing a Beast or a Monstrosity
Deception	Deceiving a creature that can understand you
Intimidation	Intimidating a creature
Persuasion	Persuading a creature that can understand you

Setting the DC. The DM sets the check's DC. A good guideline is to set the DC at 15 or at the creature's Intelligence or Wisdom score, whichever of those three numbers is highest.

Outcome. If your check succeeds, the creature does as you requested or demanded, based on its understanding and driven by its alignment; it won't do anything that it finds repugnant. If your check fails, you must wait to make the same request again. The default wait time is 24 hours, which the DM may shorten or extend depending on the circumstances.

DOWNTIME

BASTIONS

A Bastion is a location that belongs to a player character: a home, a stronghold, and a place of power that the character nurtures and develops over the course of a campaign. A Bastion offers a character temporary refuge from the dangerous world of adventuring, and it provides opportunities for a character to craft magic items, conduct research, harvest poisons, build ships, and carry out a broad range of other activities.

It's up to the DM to decide whether Bastions are available in a campaign. Bastions are best suited to campaigns that allow characters to return to their Bastions during intervals when they're not actively adventuring.

There's no need to choose between going on adventures and commanding a Bastion; a character can do both at once. A Bastion has special facilities that generate in-game benefits, and these facilities can also undertake projects while the character is otherwise preoccupied.

Bastions are intended to be havens for the characters who own them. Although random events might test a Bastion from time to time (see the "Bastion Events" section), the Bastion can be destroyed in only two ways (see "Fall of a Bastion" section).

Most importantly, a Bastion is a creative playground for a player and a shared storytelling space in the campaign. DMs should be as permissive as possible with the stories players tell in their Bastions, but players should know their control goes only as far as the campaign's larger story, which the DM strives to make fun for everyone.

GAINING A BASTION

If you allow Bastions in your campaign, characters acquire their Bastions when they reach level 5. You and the players can decide together how these Bastions come into being. A character might inherit or receive a parcel of land on which to build their Bastion, or they might take a preexisting structure and refurbish it. It's fair to assume that work has been going on behind the scenes of the campaign during a character's early adventuring career, so the Bastion is ready for use when the character reaches level 5.

The shape, style, and function of a character's Bastion are up to the player to determine. For example, a Wizard might build a tower, a Cleric might establish a shrine, a Fighter might build a fortified keep or similar stronghold, and a Rogue might establish a guild hall or lodge. Characters of other classes might choose one of these forms or combine them—a Paladin's Bastion might be similar to a Cleric's shrine but as fortified as a Fighter's stronghold. And multiple characters can

combine their Bastions to form a single large structure (see "Bastion Map" later in this document).

Not every character needs to have a Bastion. It's fine for some players in your campaign to opt in to Bastion ownership and others to opt out. Characters without Bastions of their own can still gain some benefits from their friends' Bastions.

Every Bastion contains basic and special facilities, which encompass everything from kitchens and bedrooms to fantastical menageries and magical laboratories (see "Bastion Facilities" below). A character can add basic facilities to their Bastion at any time, spending money and time depending on the facility. Each bastion begins with two special facilities, and a character adds additional special facilities on reaching levels 9, 13, and 17.

BASTION TURNS

As time passes in the campaign, characters take Bastion turns to reflect the activity occurring in their Bastions, whether or not the characters are present. A Bastion turn occurs every 7 days of in-game time, though the DM can alter the frequency of Bastion turns. (See "How Bastion Turns Work" for advice on doing so.)

On a Bastion turn, a character can issue orders to the special facilities in their Bastion or issue the Maintain order to the entire Bastion (see "Orders" below).

HOW BASTION TURNS WORK

By default, Bastion turns occur every 7 days, giving characters regular opportunities to issue orders to their Bastions and reap the benefits of doing so. Here are some typical situations:

- The characters are on a long journey away from their Bastions. After the characters have been away for 7 days, you might say, "Time for a Bastion turn. Since you're not there, resolve the Maintain order for your Bastions." Then roll for Bastion Events.
- The characters spend 7 days or more in their Bastions between adventures. You might say, "You have six weeks to spend in your Bastions. Go ahead and resolve six Bastion turns."
- The characters return to their Bastions in the midst of an adventure. You might say, "You have just enough time to issue a new order, if you like. Take a Bastion turn before you leave again in the morning."
- The characters are adventuring near their Bastions and are spending every night in their Bastions. You might say, "It's been a week since your last Bastion turn, so you can take a new one now."

Sometimes, you might want to slow the pace of Bastion turns. If the characters have a long period of downtime between adventures, say six months or more, you might call for a Bastion turn every month instead of every 7 days.

Aim for about six to eight Bastion turns per level. If the characters are adventuring at a breakneck pace and gaining a level every week, they'll have no time to enjoy the benefits of their Bastions. On the other hand, if they're spending extended time between adventures (and levels gained), spacing out Bastion turns ensures that they won't amass more Bastion Points than they can use

BASTION POINTS

Each special facility in a Bastion generates Bastion Points (BP) during a Bastion turn, depending on the facility and the Bastion order issued to that facility. Players are responsible for tracking how many Bastion Points their character has, and Bastion Points can't be transferred between characters or their Bastions. A character can spend Bastion Points to acquire magic items from their Bastion or to receive certain other special rewards.

Bastion Points are an abstraction, reflecting the benefits characters accumulate when their Bastions are operating. Exactly how amassing and spending Bastion Points leads to a character acquiring a magic item is up to the player's imagination. Perhaps the Bastion hirelings spread the word that the character is looking for a particular item. With sufficient time and goodwill built up in the community, the item finds its way to the Bastion as a gift. Perhaps Bastion hirelings work tirelessly to create the item the character desires.

ACCUMULATING BASTION POINTS

When characters issue orders to special facilities in their Bastions, those facilities generate Bastion Points. (Basic facilities don't generate Bastion Points.) Each special facility description indicates the number of Bastion Points the facility generates when it completes an order. If a character issues the Maintain order to the Bastion, each special facility instead generates 1d4 Bastion Points. Special facilities that have been shut down or lost their hirelings because of an event don't generate Bastion Points while they're out of commission.

Characters can use money to influence the rate at which facilities generate Bastion Points. Spending 25 GP when issuing a Bastion order to a facility allows the player to roll the die for that facility's Bastion Point generation twice and use the higher result. Characters can't use this option when issuing the Maintain order to the Bastion.

ACQUIRING MAGIC ITEMS

Each time a character gains a level, they can spend their Bastion Points to acquire a single magic item. Any magic item acquired in this fashion must be approved by the DM. The Bastion Point cost of each magic item is based on the item's rarity, as shown in the Spending Bastion Points table. If a rarity has a level prerequisite, the character must be that level or higher to get the item.

A character must be in their Bastion to claim a magic item acquired with Bastion Points. If the character is away from the Bastion, the magic item remains secure in the Bastion until the character arrives to claim it.

SPENDING BASTION POINTS

Magic Item	Level Prereq.	Cost
Common	—	20 BP
Uncommon	—	70 BP
Rare	9	250 BP
Very Rare	13	350 BP
Legendary	17	700 BP

Characters who have reached level 20 can use Bastion Points to acquire a magic item each time they earn a bonus feat (every 30,000 XP above 355,000 XP).

OTHER USES OF BASTION POINTS

On gaining a level, a character can spend 10 Bastion Points to ensure that word of their heroic deeds spreads throughout the region around their Bastion. For the next 7 days, the character has Advantage on all Charisma checks while within 50 miles of their Bastion.

When a character dies, the character can spend 100 Bastion Points to return to life in their Bastion at the next dawn. After spending BP in this way, a character can't do so again until gaining at least 1 level.

BASTION FACILITIES

When a character gains a Bastion, it comes with two basic facilities and two special facilities. Both types of facilities are explained below.

The amount of space in a facility determines its maximum area in 5-foot squares, as shown in the Facility Space table. Players can configure the squares of a facility as they please on the Bastion's map. The squares can be stacked so that a facility's area is distributed over multiple levels or stories.

FACILITY SPACE

Space	Maximum Area
Cramped	4 squares
Roomy	16 squares
Vast	36 squares

BASTION MAP

A player is encouraged to create a floor plan of their character's Bastion, configuring the Bastion's basic and special facilities as they see fit. In addition to those facilities (described below), the Bastion can have the following features:

Closets. A basic or special facility can have one or more closet-sized enclosures within it, at no added cost. The closets must be inside the facility and can't increase the facility's area in squares.

Doors and Windows. Each facility comes with one or more doors and shuttered windows, placed wherever the player sees fit. See "Doors" in chapter 5 of the *Dungeon Master's Guide* for kinds of doors to choose from, including locked doors, secret doors, and portcullises. These features are free.

Corridors, Ramps, and Staircases. A facility can contain one or more corridors, ramps, or staircases leading to other facilities in the Bastion. These features are free.

Defensive Walls. A player character can add defensive walls around their Bastion. A defensive wall is 20 feet high and may include a walkway along the top of it, with a means to access it (such as a ladder or lift). Each 5-foot square of defensive wall takes 10 days to build and costs 250 GP. If your Bastion is completely enclosed by defensive walls and it comes under attack (see the "Bastion Events" section at the end of this document), reduce by 2 the number of dice you roll to determine how many Bastion Defenders are lost in the attack.

COMBINING BASTIONS

Two or more players have the option of combining their characters' Bastions into a single structure. Doing so doesn't change the number of special facilities each Bastion can have, how those special facilities work, or who gets to issue orders to each Bastion. Each Bastion retains its own hirelings, which can't be sent to or shared with another Bastion. Bastion Defenders are handled differently: if some event deprives one character's Bastion of defenders, another character can apply all or some of those losses to their Bastion instead, provided the two Bastions are combined.

BASIC FACILITIES

Basic facilities don't generate Bastion Points, but they can inspire meaningful roleplaying opportunities and enhance a Bastion's verisimilitude. A Bastion with a kitchen is functionally the same as one without, but the former gives you and your players a fun setting to start game sessions, have in-character discussions, or introduce new NPCs.

A character's Bastion starts with two free basic facilities, which the character's player chooses from the Basic Facilities list below. One of the chosen facilities is

Cramped, and the other is Roomy. A Bastion can have more than one of each basic facility.

Basic Facilities:

- Bedroom
- Courtyard
- Dining Room
- Kitchen
- Parlor
- Storage
- Washroom

A basic facility comes with nonmagical furnishings and decor appropriate for that facility.

Basic facilities can be enlarged and new ones added by spending gold pieces and in-game time, as discussed in the sections that follow. Any number of basic facilities can be built or enlarged at the same time. A character doesn't need to be in their Bastion while new facilities are being added or enlarged.

ADDING BASIC FACILITIES

A character can add a basic facility to their Bastion by spending money and in-game time. The cost of adding a basic facility, and the in-game time required, depend on the facility's space, as shown on the Adding Basic Facilities table.

ADDING BASIC FACILITIES

Facility Space	GP Cost	Time Required
Cramped	500 GP	20 Days
Roomy	1,000 GP	45 Days
Vast	3,000 GP	125 Days

ENLARGING BASIC FACILITIES

There is no in-game benefit to be gained by enlarging a basic facility, but a character might want to enlarge a facility for cosmetic reasons or to increase the overall size of their Bastion.

A character can spend money and in-game time to increase the space of a basic facility in their Bastion by one category, as shown on the Enlarging Basic Facilities table.

ENLARGING BASIC FACILITIES

Space Increase	GP Cost	Time Required
Cramped to Roomy	500 GP	25 Days
Roomy to Vast	2,000 GP	80 Days

SPECIAL FACILITIES

Special facilities are locations in a Bastion where the activities performed there can yield in-game benefits.

A character's Bastion initially has two special facilities of the character's choice for which they qualify. Each special facility can be chosen only once unless its description says otherwise.

Unlike basic facilities, special facilities can't be bought; a character gains them through level advancement. At level 9, a character gains two additional special facilities of their choice for which they qualify, then one additional facility at level 13 and another at level 17. The Special Facility Acquisition table shows the total number of special facilities in a character's Bastion. Assume that construction is ongoing in the time leading up to the character reaching the new level, so each new facility immediately becomes part of the character's Bastion when the character reaches the level.

Each time a character gains a level, that character can replace one of their Bastion's special facilities with another special facility for which the character qualifies. Again, assume that construction has been ongoing prior to the change.

SPECIAL FACILITIES ACQUISITION

Level	Special Facilities
5	2
9	4
13	5
17	6

REQUIREMENTS

Each special facility has a level. A character must be that level or higher to gain that facility. A special facility might also have a prerequisite the character must meet to gain that facility. For example, only a character who can use an Arcane Focus as a Spellcasting Focus can have an Arcane Study special facility.

SPACE

A special facility occupies a certain amount of space (see the Facility Space table). Just as with a basic facility, a player can configure the squares of a special facility as desired on the Bastion's map. A special facility can't be enlarged unless its description says otherwise.

HIRELINGS

A special facility comes with one or more hirelings, who work in and maintain the facility. Hirelings also execute Bastion orders, as described in the following section.

A player can assign names and personalities to hirelings in their character's Bastion using the same tools DMs use to create nonplayer characters.

Each special facility in a Bastion is assumed to generate enough income to pay the salary of its

hirelings. Hirelings follow the orders they're given and are assumed to be loyal to the Bastion's owner.

ORDERS

On a Bastion turn, a character in their Bastion can issue special orders—called Bastion orders—to one or more of their Bastion's special facilities. A character needn't issue orders to all the special facilities in their Bastion on a given Bastion turn.

The Maintain order is unusual; it is issued to the whole Bastion rather than to one or more special facilities. If a character isn't in their Bastion on a given Bastion turn, the Bastion acts as though it was issued the Maintain order on that turn.

Each time a character issues a Bastion order, that character gains a number of Bastion Points (see "Bastion Points" above) determined by a die roll, as noted on the Order line of the facility's description. The orders are as follows:

Craft. Hirelings in the special facility begin crafting an item that can be made in that facility. You can also do the work yourself, but if you do so, the work is suspended when you leave the Bastion until you return. During the time required to Craft an item, the facility can't be used to Craft anything else, even if a special ability allows the facility to carry out two orders at once.

Empower. The special facility confers a temporary empowerment to the player character or someone else.

Harvest. A resource is produced in the special facility, and hirelings gather it. You can also do the gathering yourself, but if you do so, the work is suspended when you leave the Bastion until you return. During the time required to Harvest a resource, the facility can't be used to Harvest anything else, even if a special ability allows the facility to carry out two orders at once.

Maintain. All the Bastion's hirelings focus on maintaining the Bastion rather than executing orders in special facilities. Issuing this order prohibits other orders from being issued to the Bastion on the current Bastion turn. Each time the Maintain order is issued, the character who issued the order gains 1d4 Bastion Points for each special facility in their Bastion (in lieu of Bastion Points they would normally earn by issuing orders to their special facilities), and the DM rolls on the Bastion Events table (see "Bastion Events" at the end of this document). Bastion events are resolved before the next Bastion turn.

Recruit. Hirelings recruit creatures to your Bastion.

Research. Hirelings in the special facility gather information. You can also do the research yourself, but if you do so, the work is suspended when you leave the Bastion until you return.

Trade. Hirelings buy and sell goods or services stored or produced in this special facility.

SPECIAL FACILITY DESCRIPTIONS

Special facilities are presented in alphabetical order. The Special Facilities table lists all the special facilities presented in this section, along with their prerequisites and orders.

SPECIAL FACILITIES

Level	Special Facility	Prerequisite	Order
5	Arcane Study	Ability to use an Arcane Focus as a Spellcasting Focus	Craft
5	Armory	None	Trade
5	Barracks	None	Recruit
5	Garden	None	Harvest
5	Library	None	Research
5	Sanctuary	Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus	Craft
5	Smithy	Fighting Style feature or Unarmored Defense feature	Craft
5	Storehouse	None	Trade
5	Workshop	Expertise in a skill	Craft
9	Gaming Hall	None	Trade
9	Greenhouse	None	Harvest
9	Laboratory	None*	Craft
9	Sacristy	Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus	Craft
9	Scriptorium	None*	Craft
9	Stable	None	Trade
9	Teleportation Circle	None	Recruit
9	Theater	None	Empower
9	Training Area	Expertise in a skill, Fighting Style feature, or Unarmored Defense feature	Empower
9	Trophy Room	None	Research
13	Archive	None	Research
13	Meditation Chamber	None	Empower
13	Menagerie	None	Recruit
13	Observatory	Ability to use a Spellcasting Focus	Empower
13	Pub	None	Research
13	Reliquary	Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus	Harvest
17	Demiplane	Ability to use an Arcane Focus as a Spellcasting Focus	Empower
17	Guildhall	Expertise in a skill	Recruit
17	Sanctum	Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus	Empower
17	War Room	Fighting Style feature or Unarmored Defense feature	Recruit

* Certain orders that can be issued to these facilities have additional prerequisites

ARCANE STUDY

Level 5 Bastion Facility

Prerequisite: Ability to use an Arcane Focus as a Spellcasting Focus

Space: Roomy

Hirelings: 1

Order: Craft (1d4 BP)

An Arcane Study is a place of quiet research that contains one or more desks and bookshelves.

When you issue the Craft order to this facility, choose one of the following options:

Craft: Arcane Focus. You commission the facility's hireling to craft an Arcane Focus. The work takes 7 days and costs no money. The Arcane Focus remains in your Bastion until you claim it, or you can have it sold for 10 GP.

Craft: Book. You commission the facility's hireling to craft a blank Book. The work takes 7 days and costs you 10 GP. The Book remains in your Bastion until you claim it, or you can have it sold for 25 GP.

The Arcane Study also imparts the following benefit:

Cast Identify. After spending a Long Rest in your Bastion, you can cast Identify once within the next 7 days without expending a spell slot or using Material components.

ARCHIVE

Level 13 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research (1d8 BP)

An Archive is a repository of valuable books, scrolls, and maps. It is usually attached to a Library behind a locked or secret door.

Your Archive contains one copy of a rare and valuable reference book, chosen from the options in the Reference Books table. While you and this book are in your Bastion, you gain the book's benefit, as noted in the table. (Your DM might make other reference books available.)

When you issue the Research order to this facility, you commission the facility's hireling to search the Archive for helpful lore. The work takes 7 days. Whoever does the work gains knowledge as if they had cast the Legend Lore spell. A hireling who gains this knowledge shares it with you the next time you speak with them.

REFERENCE BOOKS

Book Title	Benefit
Bigby's Handy Arcana Codex	You have Advantage on any Intelligence (Arcana) check you make when you take the Study action to recall lore about spells, magic items, eldritch symbols, magical traditions, and planes of existence.
The Chronopsis Chronicles	You have Advantage on any Intelligence (History) check you make when you take the Study action to recall lore about historical events, legendary people, ancient kingdoms, past disputes, wars, and lost civilizations.
Investigations of the Inquisitive	You have Advantage on any Intelligence (Investigation) check you make when you take the Study action to make deductions based on clues or evidence or to recall lore about traps, ciphers, riddles, and gadgetry.
Material Musings on the Nature of Worldly Things	You have Advantage on any Intelligence (Nature) check you make when you take the Study action to recall lore about terrain, plants and animals, the weather, and natural cycles.
The Old Faith and Other Religions	You have Advantage on any Intelligence (Religion) check you make when you take the Study action to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Enlarging an Archive. You can enlarge your Archive to a Vast facility by spending 2,000 GP. If you do so, you gain two additional reference books chosen from the Reference Books table.

ARMORY

Level 5 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Trade (1d4 BP)

An Armory contains mannequins for displaying armor, hooks on the walls for holding shields, racks for storing weapons, and wooden chests for holding ammunition. It is often connected to (or situated near) a Barracks.

When you issue the Trade order to this facility, you commission the facility's hireling to stock the Armory with armor, shields, weapons, and ammunition. This equipment costs you 100 GP plus an extra 100 GP for each Bastion Defender in your Bastion. If your Bastion has a Smithy, the total cost is halved.

While your Armory is stocked, your Bastion Defenders are harder to kill. When any event causes you to roll dice to determine if your Bastion loses one or more of its defenders (see "Bastion Events" at the end of this document), roll a d8 in place of each d6 you would normally roll. When the event is over, the equipment in your Armory is expended regardless of how many Bastion Defenders you have or how many you lost, leaving your Armory depleted until you issue another Trade order to the facility and pay the cost to restock it.

BARRACKS

Level 5 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 0

Order: Recruit (1d4 BP)

A Bastion can have more than one Barracks, each of which is furnished to serve as sleeping quarters for up to twelve Bastion Defenders.

Each time you issue the Recruit order to this facility, up to four Bastion Defenders are recruited to your Bastion and assigned quarters in this Barracks. The recruitment costs you nothing. You can't issue the Recruit order to this facility if it's fully occupied.

Keep track of the number of Bastion Defenders housed in each of your Barracks. If you lose Bastion Defenders, deduct them from your roster. Assign names and personalities to your Bastion Defenders as you see fit.

Enlarging a Barracks. You can enlarge your Barracks to a Vast facility by spending 2,000 GP. A Vast Barracks can accommodate up to 25 Bastion Defenders.

DEMIPLANE

Level 17 Bastion Facility

Prerequisite: Ability to use an Arcane Focus as a Spellcasting Focus

Space: Vast

Hirelings: 0

Order: Empower (1d10 BP)

A shadowy door appears on a flat, solid surface in one of the other facilities in your Bastion. You choose the location. If you are in your Bastion during a Bastion turn, you can relocate this door to another facility in your Bastion. The door is large enough to allow Medium creatures to pass through it unhindered, and only you and your Bastion's hirelings can open it.

The door leads to a Demiplane that takes the form of a room made of otherworldly materials as resilient as stone. The Demiplane exists in an extradimensional space and therefore isn't attached physically to other locations in your Bastion. Neither the Demiplane nor its door can be dispelled.

When you issue the Empower order to this facility, magical runes appear on the Demiplane's walls, floor, and ceiling and last for 7 days. Until the runes disappear, you gain Temporary Hit Points equal to five times your level after spending an entire Long Rest in the Demiplane.

The Demiplane also imparts the following benefits:

Fabrication. While in the Demiplane, you can use a Magic action to magically create a nonmagical object of your choice from nothing, causing it to appear in an unoccupied space within the Demiplane. The object can be no bigger than a 5-foot cube in any dimension and must be made of wood, stone, clay, porcelain, glass, paper, nonprecious crystal, or nonprecious metal. You must finish a Long Rest before you can perform this action again.

Scry-Proof. The Demiplane and its contents can't be scried upon using Crystal Balls, Divination spells, or similar magic.

GAMING HALL

Level 9 Bastion Facility

Prerequisite: None

Space: Vast

Hirelings: 4

Order: Trade (1d6 BP)

A Gaming Hall offers recreational activities ranging from chessboards and darts to card games and dice.

When you issue the Trade order to this facility, you commission the facility's hirelings to turn the Gaming Hall into a gambling den for 7 days. At the end of the seventh day, roll percentile dice and consult the Gambling Den Winnings table to determine your portion of the house's winnings.

GAMBLING DEN WINNINGS

d100	Winnings
01–33	3d6 GP
34–50	1d6 × 10 GP
51–85	2d6 × 10 GP
86–95	4d6 × 10 GP
96–00	10d6 × 10 GP

GARDEN

Level 5 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Harvest (1d4 BP)

A Bastion can have more than one Garden. Each time you add a Garden to your Bastion, choose its type from the following options:

Decorative Garden. This aesthetically pleasing Garden is full of flowers and topiaries.

Food Garden. Delicious mushrooms or vegetables are grown here.

Herb Garden. This Garden contains rare herbs, some of which have medicinal uses.

Poison Garden. This Garden is stocked with plants and fungi from which poisons and antitoxin can be extracted.

While in your Bastion, you can instruct the facility's hireling to change the Garden from one type to another. This work takes 21 days, during which time no other activity can occur in this facility.

When you issue the Harvest order to this facility, you commission the facility's hireling to collect items of value from the Garden as noted in the Garden Harvest table. The work takes 7 days and costs you no money.

GARDEN HARVEST

Type	Harvest
Decorative	The Garden produces either ten exquisite floral bouquets or ten vials of Perfume. Each of these can be sold for 5 GP.
Food	The Garden produces mushrooms and vegetables that are sold to earn you 50 GP.
Herb	The Garden produces herbs that are used to create a Potion of Healing.
Poison	The Garden produces plants that are used to create either two vials of Antitoxin or one vial of Basic Poison.

Enlarging a Garden. You can enlarge your Garden to a Vast facility by spending 2,000 GP. A Vast Garden is equivalent to two Roomy Gardens, and can include two of the same type of garden or two different types. When you issue the Harvest order to a Vast Garden, each component garden produces its own harvest. A Vast Garden gains 1 additional hireling.

GREENHOUSE

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Harvest (1d6 BP)

A Greenhouse is a spacious enclosure where rare plants and fungi are nurtured in a controlled climate.

One plant in your Greenhouse has three magical fruits growing on it. Any creature that eats one of these fruits gains the benefit of a Lesser Restoration spell. Fruits that aren't eaten within 24 hours of being picked lose their magic. The plant replaces all picked fruits daily at dawn, and it can't be transplanted without killing it.

When you issue the Harvest order to this facility, choose one of the following options:

Harvest: Healing Herbs. You commission the facility's hireling to create a Potion of Healing(Greater) made from healing herbs, or you do the work yourself. The work takes 7 days and costs nothing.

Harvest: Poison. You commission the facility's hireling to extract one application of an ingested poison from rare plants or fungi, or you do the work yourself. Choose the type of poison from the following options:

Midnight Tears, Pale Tincture, Torpor, or Truth Serum. See the "Poisons" section in the Dungeon Master's Guide for each poison's effect. Once harvested, the poison can be contained in a vial. The work takes 7 days and costs nothing.

GUILDHALL

Level 17 Bastion Facility

Prerequisite: Expertise in a skill

Space: Vast

Hirelings: 0

Order: Recruit (1d10 BP)

A Guildhall comes with a guild, for which you are the guild master. Choose the type of guild from the options in the Sample Guilds table, or work with your DM to create a new guild. The facility is a meeting room where members of your guild can discuss important matters in your presence. Wall banners depict the guild's symbol.

Your guild has roughly fifty members made up of skilled folk who live and work outside your Bastion, usually in nearby settlements.

Each time you issue the Recruit order to this facility, you commission one or more members of your guild to perform a special assignment. Each guild in the Sample Guilds table specifies the nature of that assignment. With your DM's permission and help, you can create new assignments for guild members to complete.

SAMPLE GUILDS

Guild	Symbol	Assignment
Adventurers' Guild	Lit torch	You send adventurers to track down a Beast that has a Challenge Rating of 2 or lower and is known to lair within 50 miles of your Bastion. The adventurers slay or capture the creature (your choice) in 1d6 + 1 days. If the creature is slain and your Bastion has a Trophy Room, you can add a trophy taken from the creature to that facility. If the creature is captured and your Bastion has a Menagerie, you can add the creature to that facility, provided the facility has space to house it.
Bakers' Guild	Pastry	You assign bakers to create baked goods for a prestigious event that occurs within the next 7 days. You can receive payment in coin (500 GP) or in the form of a favor owed to you by the event's host, the details of which are left to you and your DM.
Brewers' Guild	Foaming mug	You assign brewers to deliver fifty 40-gallon barrels of ale to your Bastion in 7 days. You can sell the barrels of ale for 10 GP apiece.
Cartographers' Guild	Sextant	You assign cartographers to draw a map in 7 days. Alternatively, you can pay them 500 GP to procure a map of a known adventure location and deliver it to your Bastion in 7 days if the DM agrees that such a map exists.
Entertainers' Guild	Silver lyre	You assign entertainers to create a work of art (such as a painting, a play, a ballad, a symphony, or a statue) in 7 days. The work gains recognition and high praise but has no monetary value. The DM can decide that the work accrues value after your death.
Jewelers' Guild	Golden ring	You assign jewelers to craft a gemstone or piece of jewelry worth no more than 1,000 GP. The work takes 7 days, and you must pay half the item's cost in raw materials.
Masons' Guild	Stone mask	You assign masons to add a defensive wall to your Bastion at no cost to you. Alternatively, you can have the masons perform this work for another player character's Bastion, provided their Bastion is within 1 mile of yours. Each 5-foot square of defensive wall takes 1 day to build instead of 10 (see "Bastion Map" earlier in this document).
Shipbuilders' Guild	Crossed oars	You assign shipbuilders to build one of the vehicles in the Waterborne Vehicles table of the Player's Handbook. You pay the full cost of the vehicle, and the work takes 1 day per 1,000 GP of the vehicle's cost (a Rowboat can be made in 1 day).
Thieves' Guild	White key	You assign thieves to infiltrate a location within 50 miles of your Bastion and steal a nonmagical object from it. The object can be no bigger than a 5-foot cube and is delivered to your Bastion in 1d6 + 1 days. A white key is left in its place. The DM may decide that this activity leaves you at risk of retaliation from law enforcement or the victim.

LABORATORY

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Craft (1d6 BP)

A Laboratory contains storage space for alchemical supplies and workspaces for crafting potions and other concoctions. When you issue the Craft order to this facility, choose one of the following options:

Craft: Liquid Concoction. You commission the facility's hireling to craft a vial of Acid, a flask of Alchemist's Fire, or a bottle of Ink. This work takes 7 days and costs you half the item's normal cost.

Craft: Poison. You commission the facility's hireling to craft a vial of Basic Poison or a vial containing one application of a rare poison. The rare poison must be one of the following: Burnt Othur Fumes, Carrion Crawler Mucus, Essence of Ether, or Malice. This work takes 7 days, and you must pay the poison's cost. See the "Poisons" section in the Dungeon Master's Guide for descriptions and costs of rare poisons.

Craft: Potion. You commission the facility's hireling to craft a magic potion (as described in the Dungeon Master's Guide), or you craft it yourself if you have the ability to use a Spellcasting Focus. The work takes 7 days. The Craft Potion table shows the minimum level one must be to craft a potion of a particular rarity and the cost you must pay for the supplies. For purposes of crafting potions, your hireling's level is half your level (rounded up).

CRAFT POTION

Item's Rarity	Min. Level	Cost
Common	—	50 GP
Uncommon	5	200 GP
Rare	9	2,000 GP
Very Rare	13	20,000 GP
Legendary	17	100,000 GP

LIBRARY

Level 5 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research (1d4 BP)

This Library contains a collection of books plus one or more desks and reading chairs.

When you issue the Research order to this facility, you commission the facility's hireling to research a topic, or you do the research yourself. The topic can be a legend, a known event or location, a person of significance, a type of creature, or a famous object. The work takes 7 days. When the research concludes, you obtain up to three accurate pieces of information about the topic that were previously unknown to you. The DM determines what information you learn.

MEDITATION CHAMBER

Level 13 Bastion Facility

Prerequisite: None

Space: Cramped

Hirelings: 0

Order: Empower (1d8 BP)

A Meditation Chamber is a relaxing space that helps align one's mind, body, and spirit.

When you issue the Empower order to this facility, you enable all your Bastion's hirelings to use the Meditation Chamber to gain a measure of inner peace. You can immediately issue a Bastion order to one of your Bastion's other special facilities, even if that facility has already been issued an order on this Bastion turn.

The Meditation Chamber also imparts the following benefit:

Fortify Self. You can meditate in this facility over a period of 7 days to fortify your mind, body, and spirit. If you leave the Bastion during this time, you gain no benefit. Otherwise, at the end of the seventh day, you gain Advantage on two kinds of saving throws for the next 7 days, chosen randomly from the Fortified Saves table. (Reroll if you get a duplicate result.)

FORTIFIED SAVES

d6	Saving Throw
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

MENAGERIE

Level 13 Bastion Facility

Prerequisite: None

Space: Vast

Hirelings: 2

Order: Recruit (1d8 BP)

A Menagerie keeps various creatures in enclosures. Multiple creatures can be contained in the same enclosure if those creatures would get along normally.

When you issue the Recruit order to this facility, you commission the facility's hirelings to add a creature from the Menagerie Creatures table to your Menagerie. The recruitment takes 7 days and costs you the amount listed in the table. The hirelings make sure the creature is properly looked after.

The Menagerie is big enough to contain four Large creatures. Four Small or Medium creatures occupy the same amount of space as one Large creature.

Keep track of the creatures housed in your Menagerie, as they count as Bastion Defenders. Deduct any you lose from your Bastion Defenders roster. You can choose not to count one or more of these creatures as Bastion Defenders, in which case they can't be called on to defend the Bastion. Instead, they act in accordance with their nature and use their stat blocks in the Monster Manual.

MENAGERIE CREATURES

Creature	Size	Cost
Ape	Medium	500 GP
Black Bear	Medium	500 GP
Brown Bear	Large	1,000 GP
Constrictor Snake	Large	250 GP
Crocodile	Large	500 GP
Dire Wolf	Large	1,000 GP
Giant Scorpion	Large	3,500 GP
Giant Vulture	Large	1,000 GP
Hyena	Medium	50 GP
Jackal	Small	50 GP
Lion	Large	1,000 GP
Owlbear	Large	3,500 GP
Panther	Medium	250 GP
Tiger	Large	1,000 GP

At the DM's option, you can add different creatures than those shown to your Menagerie. The cost of a creature depends on its Challenge Rating, as shown on the Menagerie Creatures by Challenge Rating table. Only Beasts and some Monstrosities (with the DM's approval) can be kept in a Menagerie.

MENAGERIE CREATURES BY CHALLENGE RATING

Challenge Rating	Cost
0	50 GP
1/4	250 GP
1/2	500 GP
1	1,000 GP
2	2,000 GP
3	3,500 GP

OBSERVATORY

Level 13 Bastion Facility

Prerequisite: Ability to use a Spellcasting Focus

Space: Roomy

Hirelings: 1

Order: Empower (1d8 BP)

Situated atop your Bastion, your Observatory contains a powerful telescope aimed at the night sky.

You can use your Observatory to peer into the far corners of Wildspace and the Astral Plane, if not the heavens. Whenever you spend an entire Long Rest in your Observatory, you can cast Contact Other Plane once within the next 7 days without expending a spell slot.

When you issue the Empower order to this facility, you enable yourself or the facility's hireling to explore the eldritch mysteries of the stars for 7 consecutive nights. At the end of that time, roll a die. If the number rolled is even, nothing is gained. If the number rolled is odd, an unknown power bestows one of the following supernatural charms on you or another creature of your choice that is on the same plane of existence as you: Charm of Darkvision, Charm of Heroism, or Charm of Vitality (all described in the Dungeon Master's Guide).

PUB

Level 13 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research (1d8 BP)

Folks come here to consume tasty beverages and socialize. Your Pub might be a bar, coffee shop, or tea room, and it might have a colorful name, such as the Rusty Flagon or the Dragon's Loft. The facility's hireling, who serves as the bartender, maintains a network of spies scattered throughout nearby communities. These spies are useful sources of information and frequent the Pub, often incognito.

When you issue the Research order to this facility, you commission the Pub's bartender to gather information from spies who are aware of all important events happening within 10 miles of your Bastion over the next 7 days. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 50 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

In addition, the Pub has one magical beverage on tap, chosen from the options in the Pub Special table. Between Bastion turns, you can switch to one of the table's other options. Your DM may create new options and allow them to become available to you

PUB SPECIAL

Beverage	Effect
Bigby's Burden	Drinking this beverage grants you the enlarge effect of an Enlarge/Reduce spell that has a duration of 24 hours, for which you get no saving throw.
Kiss of the Spider Queen	Drinking this beverage grants you the effect of a Spider Climb spell that has a duration of 24 hours.
Moonlight Serenade	Drinking this beverage gives you Darkvision within 60 feet for the next 24 hours. If you already have Darkvision, its range is extended by 60 feet for the same duration.
Positive Reinforcement	Drinking this beverage gives you Resistance to Necrotic damage for the next 24 hours.
Sterner Stuff	Drinking this beverage makes you immune to the Frightened condition for the next 24 hours.

Enlarging a Pub. You can enlarge your Pub to a Vast facility by spending 2,000 GP. If you do so, the Pub can have two magical beverages from the Pub Special table on tap at a time. A Vast Pub gains 3 additional hirelings, for a total of 4. These new hirelings are servers. Assign names and personalities to them.

RELIQUARY

Level 13 Bastion Facility

Prerequisite: Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus

Space: Cramped

Hirelings: 1

Order: Harvest (1d8 BP)

This vault holds sacred objects that reinforce your religion. Whenever you spend a Long Rest in your Bastion, you can cast Greater Restoration once within the next 7 days without expending a spell slot or using Material components.

When you issue the Harvest order to this facility, you commission the facility's hireling to produce a specially prepared talisman for your use. The talisman usually takes the form of an amulet, a rune-carved box, or a statuette, but it can be any Tiny, nonmagical object that has religious significance. The work takes 7 days and costs no money. You can use this talisman as a Spellcasting Focus, ignoring any of the spell's Material components, including ones that have a cost of 1,000 GP or less. The talisman can be used in this way only once, and then it must be returned to your Reliquary. Another Harvest order prepares it for use again.

SACRISTY

Level 9 Bastion Facility

Prerequisite: Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus

Space: Roomy

Hirelings: 1

Order: Craft (1d6 BP)

A Sacristy serves as a preparation and storage room for the sacred items and vestments of your religion. Having a Sacristy allows you to regain one expended spell slot of level 5 or lower after spending an entire Short Rest in your Bastion. You can't gain this benefit again until you finish a Long Rest.

When you issue the Craft order to this facility, choose one of the following options:

Craft: Holy Water. You commission the facility's hireling to craft a flask of Holy Water, or you do the work yourself. The work takes 7 days and costs nothing. You can spend Gold Pieces during the creation process to increase the potency of the Holy Water. For every 100 GP you spend, up to a maximum of 500 GP, the damage dealt by the Holy Water increases by 1d6.

Craft: Sacred Item. You commission the facility's hireling to craft a temporary magic item, the properties of which last for 7 days, or you do the work yourself. Choose the item from the following list: Pearl of Power, Periapt of Wound Closure, Ring of Water Walking, Sending Stones (pair), Staff of the Adder, Staff of the Python, or Wand of Magic Detection. The work takes 7 days and costs you 200 GP.

SANCTUARY

Level 5 Bastion Facility

Prerequisite: Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus

Space: Roomy

Hirelings: 1

Order: Craft (1d4 BP)

Icons of your religion are displayed in this facility, which includes a quiet place for worship or spiritual practice.

The Sanctuary imparts the following benefit:

Cast Healing Word. You can draw on the power of your Sanctuary to heal yourself or another. After spending a Long Rest in your Bastion, you can cast Healing Word once within the next 7 days without expending a spell slot. The spell's level is half your level, rounded down. When you issue the Craft order to this facility, it produces a sacred focus:

Craft: Sacred Focus. You commission the facility's hireling to craft a Druidic Focus (Wooden Staff) or a Holy Symbol. The work takes 7 days and costs no money. The item remains in your Bastion until you claim it, or you can have it sold for 5 GP.

SANCTUM

Level 17 Bastion Facility

Prerequisite: Ability to use a Holy Symbol or Druidic Focus as a Spellcasting Focus

Space: Roomy

Hirelings: 4

Order: Empower (1d10 BP)

A Sanctum is a place of solace and healing.

When you issue the Empower order to this facility, you inspire its hirelings to perform daily rites that benefit you or another player character of your choice. Each time the beneficiary finishes a Long Rest, they gain Temporary Hit Points equal to your level. This effect lasts for 7 days.

The Sanctum also imparts the following benefits:

Cast Heal. Whenever you spend a Long Rest in your Bastion, you can cast Heal once within the next 7 days without expending a spell slot.

Sanctum Recall. When you cast Word of Recall, you can make your Sanctum the destination of the spell instead of another place you have previously designated. In addition, one creature of your choice that arrives in the Sanctum via this spell gains the benefit of a Heal spell.

SCRIPTORIUM

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Craft (1d6 BP)

A Scriptorium contains desks and writing supplies.

When you issue the Craft order to this facility, choose one of the following options:

Craft: Book Replica. You commission the facility's hireling to make a copy of a nonmagical book. Doing so requires a blank Book. The work takes 7 days.

Craft: Paperwork. You commission the facility's hireling to create up to fifty copies of a broadsheet, a pamphlet, or another looseleaf paper product. The work takes 7 days and costs you 1 GP per copy. At no additional cost in time or money, the facility's hireling can distribute the paperwork to one or more locations within 10 miles of your Bastion.

Craft: Scroll. You commission the facility's hireling to craft a magic scroll (as described in the *Dungeon Master's Guide*), or you craft it yourself. In the case of a Spell Scroll, the spell on the scroll must be one you can prepare. The work takes 7 days. The Craft Scroll table shows the minimum level one must be to craft a scroll of a particular rarity and the cost of the supplies needed. For purposes of crafting scrolls, your hireling's level is half your level (rounded up).

CRAFT SCROLL

Item's Rarity	Min. Level	Cost
Common	—	50 GP
Uncommon	5	200 GP
Rare	9	2,000 GP
Very Rare	13	20,000 GP
Legendary	17	100,000 GP

SMITHY

Level 5 Bastion Facility

Prerequisite: Fighting Style feature or Unarmored Defense feature

Space: Roomy

Hirelings: 2

Order: Craft (1d4 BP)

This Smithy contains a forge, an anvil, and other tools needed to craft weapons and tools.

When you issue the Craft order to this facility, choose one of the following options:

Craft: Ammunition or Simple Weapon. You commission the facility's hirelings to craft up to twenty pieces of ammunition or one Simple Weapon, which takes 7 days and costs you half the normal price of the ammunition or weapon. Or you can commission a masterwork Simple Weapon, which takes 14 days and costs you 800 GP. A masterwork Simple weapon has no special properties until a Magic Weapon spell is cast on it. When that spell ends, the masterwork weapon retains the magic permanently, becoming a +1 Weapon.

Craft: Armor or Equipment. You commission the facility's hirelings to craft one of the following: a suit of Medium or Heavy armor (excluding Hide), 20 Caltrops, a Chain (10 feet), a Crowbar, a Grappling Hook, a Hammer (regular or sledge), 4 horseshoes, a Hunting Trap, a set of Manacles, a Miner's Pick, 10 Iron Spikes or Pitons, an Iron Pot, a metal Shield, or a Shovel. The work takes 7 days, or 21 days for a suit of armor, and costs you half the item's normal cost.

Craft: Martial Weapon. You commission the facility's hirelings to craft a Martial weapon, which takes 14 days and costs you half the weapon's normal cost, or a masterwork Martial weapon, which takes 21 days and costs you 800 GP. A masterwork Martial weapon has no special properties until a Magic Weapon spell is cast on it. When that spell ends, the masterwork weapon retains the magic permanently, becoming a +1 Weapon.

STABLE

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Trade (1d6 BP)

A Bastion can have more than one Stable. Each Stable comes with one Riding Horse (or Camel) and two Ponies (or two Mules). The facility is big enough to house three Large animals. Two Medium creatures occupy the same amount of space as one Large creature. The facility's hireling looks after these creatures.

After a Beast that can serve as a mount spends at least 14 days in this facility, all Wisdom (Animal Handling) checks made with respect to it have Advantage, as the animal becomes easier to handle.

When you issue the Trade order to this facility, you commission the facility's hireling to buy or sell one or more mounts at normal cost, keeping the ones you buy in your Stable. The work takes 7 days, and the DM decides what types of animals are available for purchase — horses, ponies, and mules being the most common. The Mounts and Other Animals table in the Player's Handbook gives standard prices for various mounts, including camels, horses, ponies, and mules. When you sell a mount from your Stable, the buyer pays you 20 percent more than the standard price; this profit increases to 50 percent when you reach level 13 and 100 percent when you reach level 17.

Enlarging a Stable. You can enlarge your Stable to a Vast facility by spending 2,000 GP. If you do so, the Stable is large enough to house six Large animals.

STOREHOUSE

Level 5 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Trade (1d4 BP)

This cool, dark space is meant to contain trade goods (see the Trade Goods table in the Player's Handbook) but can hold almost anything.

When you issue the Trade order to this facility, its hireling spends the next 7 days procuring nonmagical items that have a total value of 500 GP or less and stores them in the Storehouse, or the hireling uses those 7 days to sell goods in the Storehouse. You bear the total cost of any purchases, and the maximum value of the items purchased increases to 2,000 GP when you reach level 9 and 5,000 GP when you reach level 13. The Equipment chapter of the Player's Handbook has tables of common goods that can be bought.

When you sell goods from your Storehouse, the buyer pays you 10 percent more than the standard price; this profit increases to 20 percent when you reach level 9, 50 percent when you reach level 13, and 100 percent when you reach level 17.

TELEPORTATION CIRCLE

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 0

Order: Recruit (1d6 BP)

Inscribed on the floor of this room is a permanent teleportation circle created by a Teleportation Circle spell.

Each time you issue the Recruit order to this facility, your Bastion extends an invitation to a friendly **Mage**, or a friendly **Archmage** if you are level 17 or higher (see the Monster Manual for their stat blocks). Roll any die. If the number rolled is odd, the invitee declines the invitation, and you gain no benefit from having issued the order. If the number rolled is even, the invitee accepts the invitation and arrives in your Bastion via your Teleportation Circle. This guest stays for 7 days. The guest won't help defend your Bastion and departs immediately if the Bastion is attacked (see "Bastion Events" at the end of this document).

While you are in the Bastion, you can ask the visiting Mage or Archmage to cast one spell. In the case of the Mage, choose a Wizard spell of level 4 or lower; in the case of the Archmage, choose a Wizard spell of level 8 or lower. The spell might be one the visitor has prepared, or it might be written in a spellbook. If the spell has one or more Material components that cost money, you must pay for them before the spell can be cast.

THEATER

Level 9 Bastion Facility

Prerequisite: None

Space: Vast

Hirelings: 4

Order: Empower (1d6 BP)

The Theater contains a stage, a backstage area where props and sets are kept, and a seating area for a small audience.

When you issue the Empower order to this facility, its hirelings begin work on a theatrical production or concert. Rehearsals and other preparations take 14 days, followed by at least 7 days of performances. The performances can continue indefinitely until a new production gets underway.

A player character can contribute to a production in the following ways:

Composer/Writer. A character can compose music or write a script for a concert or production that hasn't started rehearsals yet. This effort takes 14 days.

Conductor/Director. A character who remains in the Bastion for the entirety of the production can serve as the concert's conductor or the production's director.

Performer. A character who remains in the Bastion for the entirety of the rehearsal period can be a star performer in one or more of the performances; one of the Theater's hirelings can serve as an understudy for additional performances.

At the end of a rehearsal period, each character who contributed to the concert or production can make a DC 15 Charisma (Performance) check. If more of these checks succeed than fail, you and any other character who contributed to the concert or production each gain a Theater die, a d6. This die increases to a d8 when you reach level 13 and a d10 when you reach level 17. At any point after the rehearsals end, a character can expend their Theater die to roll it and add the number rolled to one ability check, attack roll, or saving throw they make. If a character hasn't expended their Theater die before gaining another, their first die is lost.

TRAINING AREA

Level 9 Bastion Facility

Prerequisite: Expertise in a skill, Fighting Style feature, or Unarmored Defense feature

Space: Vast

Hirelings: 4

Order: Empower (1d6 BP)

A Bastion can have more than one Training Area. A Training Area might be an open courtyard, a gymnasium, a music or dance hall, or a cleverly built gauntlet of traps and hazards. It might contain inanimate targets (for weapon practice), padded mats, and other equipment. One of the facility's hirelings is an expert trainer; the others serve as training partners.

When a Training Area becomes part of your Bastion, choose one trainer from the Expert Trainers table. On each Bastion turn, you can replace that trainer with another one from the table.

When you issue the Empower order to this facility, the facility's hirelings conduct training exercises for the next 7 days. Any character who trains here for at least 8 hours on each of those days gains a benefit at the end of the training period. The benefit depends on which trainer is present in the facility, as noted in the Expert Trainers table. The benefit lasts for 7 days.

EXPERT TRAINERS

Trainer	Training Benefit
Battle Expert	Once per turn, when you take damage from an attack made with an Unarmed Strike or a weapon, you can reduce this damage by 1d4, provided you don't have the Incapacitated condition.
Skills Expert	You gain proficiency in one of the following skills of your choice: Acrobatics, Athletics, Performance, Sleight of Hand, or Stealth.
Tools Expert	You gain proficiency with one Musical Instrument or Tool of your choice.
Unarmed Combat Expert	When you use an Unarmed Strike to damage a target, the attack deals an extra 1d4 Bludgeoning damage on a hit.
Weapon Expert	Choose a type of Simple or Martial weapon, such as Spear or Longbow. If you aren't proficient with the weapon, you gain proficiency with it for the next 7 days. If you already have proficiency with the weapon, you can use its Mastery property for the next 7 days.

TROPHY ROOM

Level 9 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research (1d6 BP)

This room houses a collection of mementos, such as weapons from old battles, gifts from benefactors, the mounted heads of slain creatures, trinkets plucked from dungeons and ruins, and trophies passed down from ancestors.

When you issue the Research order to this facility, choose one of the following options:

Research: Lore. You commission the facility's hireling to research a topic of your choice, or you do the research yourself. The topic can be a legend, any kind of creature, or a famous object. The topic need not be directly related to items on display in the room, as the trophies provide clues to research a wide variety of other subjects. The work takes 7 days. When the research concludes, you obtain up to three accurate pieces of information about the topic that were previously unknown to you. The DM determines what information is learned.

Research: Trinket Trophy. You commission the facility's hireling to search for a trinket that might be of use to you. The work takes 7 days. When the research concludes, roll a die. If the number rolled is odd, the hireling finds nothing useful. If the number rolled is even, the hireling finds a trinket with a previously unknown magical property. You can decide what the trinket looks like or roll on the Trinkets table in the Player's Handbook to determine its form. As a Magic action, a creature can use the trinket to cast a particular spell, requiring no spell components. Choose the spell from the following list: Clairvoyance, Death Ward, Find Traps, Locate Creature, Magic Weapon, Remove Curse, or Speak with Dead. Once used in this way, the trinket loses its magic.

WAR ROOM

Level 17 Bastion Facility

Prerequisite: Fighting Style feature or Unarmored Defense feature

Space: Vast

Hirelings: See below

Order: Recruit (1d10 BP)

The War Room is where you plan military actions in consultation with an inner circle of loyal Lieutenants, each one a battle-hardened **Veteran** (see the *Monster Manual*) whose alignment matches yours. You start with two Lieutenants but can add more, as described below. If your Bastion lacks facilities to house your Lieutenants, they secure accommodations in the inn or settlement closest to your Bastion.

Lieutenants don't count as Bastion Defenders, but if your Bastion is attacked (see the "Bastion Events" section at the end of this document), each Lieutenant housed in your Bastion reduces by 1 the number of dice you roll to determine how many Bastion Defenders are lost in the attack.

The War Room contains war memorabilia plus a large table surrounded by enough chairs for you and your Lieutenants.

When you issue the Recruit order to this facility, choose one of the following options:

Recruit: Lieutenants. You gain one new Lieutenant.

You can have up to ten Lieutenants at any time.

Assign names and personalities to them as you see fit.

Recruit: Soldiers. You commission one or more of your

Lieutenants to assemble a small army. Each

Lieutenant can muster one hundred Guards (see the *Monster Manual*) in 7 days to fight for your cause.

Reduce that number to twenty Guards if you want

them to be mounted on Riding Horses (see the

Monster Manual). It costs you 1 GP per day to feed

each Guard and each Horse in your army. Wherever the army goes, it must be led by you or at least one of your Lieutenants, or else it disbands immediately.

The army also disbands if it goes 1 day without being

fed. Otherwise, the army remains until it is destroyed

or you command it to disband. You can't issue this

Recruit order again until your current army disbands or is destroyed.

WORKSHOP

Level 5 Bastion Facility

Prerequisite: Expertise in a skill

Space: Roomy

Hirelings: 2

Order: Craft (1d4 BP)

This Workshop is a creative space where all manner of useful items can be crafted.

After spending an entire Short Rest in your Workshop, you gain Heroic Advantage. You can't gain this benefit again until you finish a Long Rest.

When you issue the Craft order to this facility, you commission the facility's hirelings to craft one Tiny, nonmagical object that can be made using Carpenter's Tools, Cobbler's Tools, Glassblower's Tools, Mason's Tools, Potter's Tools, Tinker's Tools, Weaver's Tools, or Woodcutter's Tools. Examples include a Costume, a Gaming Set, a Musical Instrument, a Spellcasting Focus, a bottle, a shoe, or a toy. The work takes 7 days and costs you nothing unless the item is worth 10 GP or more, in which case you pay half the item's cost.

FALL OF BASTION

If a character issues no orders to their Bastion for a number of consecutive Bastion turns equal to the character's level (typically because the character is dead or otherwise out of commission), the hirelings abandon the Bastion and the site is eventually looted. If the character returns later, they have the option to start a new Bastion, perhaps building it amid the ruins of the old one. A character can give up their Bastion anytime, releasing the Bastion's hirelings and abandoning the location. The divested Bastion is quickly vacated, eventually looted, and might even be burned to the ground. The character has the option of starting a new Bastion elsewhere. In either case, the player can work with the DM to establish a new Bastion and determine how it comes into being. Use the Special Facility Acquisition table to determine how many special facilities come with it. The new Bastion also starts with two basic facilities (one Cramped and one Roomy) of the character's choice.

BASTION EVENTS

At the end of any Bastion turn in which a character issues the Maintain order to their Bastion, the DM rolls once on the Bastion Events table. If an event occurs, the DM reads the event (described in the sections following the table) aloud to the player whose character controls that Bastion. The event is resolved immediately, with the player and DM working together to expand story details as needed.

Bastion events occur only when a Bastion is operating under the Maintain order, which often means that the Bastion's owner is not present in the Bastion at the time. That means these events can be opportunities for the player to take on the role of the Bastion's hirelings and roleplay their reactions to these events. The DM can even decide to turn a Bastion event into a sort of cut scene where each player takes on the role of one of the Bastion's hirelings (under the guidance of the player whose character owns the Bastion).

BASTION EVENTS

d20	Events
1–9	Nothing significant happens.
10	Attack
11–12	Lost Hirelings
13–14	Refugees
15	Friendly Visitors
16	Request for Aid
17	Honored Guest
18	Extraordinary Opportunity
19	Criminal Hireling
20	Magical Discovery

EVENT DESCRIPTIONS

The events from the Bastion Events table are detailed here in alphabetical order.

ATTACK

A hostile force attacks your Bastion but is defeated. Roll 6d6; for each die that rolls a 1, one Bastion Defender dies. Remove these Bastion Defenders from your Bastion's roster. In addition, one of the Bastion's special facilities (determined randomly) is damaged and forced to shut down. If the Bastion has no Bastion Defenders, or if no Bastion Defenders are left after the attack, a second special facility is also shut down. A special facility that shuts down can't be used on your next Bastion turn, after which it is repaired and made operational again at no cost to you. A special facility that is shut down generates no Bastion Points when you issue the Maintain order.

CRIMINAL HIRELING

One of your Bastion's hirelings has a criminal past that comes to light when officials or bounty hunters visit your Bastion with a warrant for the hireling's arrest. You can retain the hireling by paying a bribe of $1d6 \times 100$ GP. Otherwise, the hireling is arrested and taken away. If this loss leaves one of your facilities without any hirelings, that facility can't be used on your next Bastion turn. The hireling is then replaced at no cost to you.

EXTRAORDINARY OPPORTUNITY

You gain an extra 2d4 Bastion Points if you spend 500 GP to host a festival, fund the research of a powerful spellcaster, or appease a domineering noble. Work with the DM to determine the details.

FRIENDLY VISITORS

Friendly visitors come to your Bastion, seeking to use one of your special facilities. They offer $1d6 \times 100$ GP for the brief use of that facility. For example, a caravan might want to use your Workshop to repair its wagons and traveling gear. Pilgrims might want to rest in your Sanctuary. A knight might want your Smithy to replace a horseshoe or damaged weapons or armor. Or sages might need your Arcane Study to help them settle a dispute. Their use of the facility doesn't interrupt any orders you've issued to it.

HONORED GUEST

A guest comes to stay at your Bastion. Work with your DM to determine the stranger's identity. Roll on the Honored Guests table or choose one of the options from that table.

HONORED GUESTS

d4 Events

- 1 The renowned guest is grateful to stay at your Bastion and gives you a letter of recommendation you can use to sway an important person to perform a service for you at no cost.
- 2 The guest requests sanctuary while avoiding persecution for their beliefs or crimes. They leave before the next Bastion turn but give you a gift of $1d6 \times 100$ GP.
- 3 The guests are a group of friendly mercenaries, giving you four additional Bastion Defenders. They don't require a facility to house them, and they stay until you send them away or they're killed.
- 4 The guest is a dragon or some other flying monster that perches atop your Bastion until the next Bastion turn, unless it is killed or driven off. It is Indifferent toward others, but it turns Hostile if it's threatened or attacked. You might be able to bribe the creature not to leave on your next Bastion turn; work with the DM to determine what it considers a worthy bribe.

LOST HIRELINGS

One of your Bastion's special facilities (determined randomly) loses its hirelings. The cause of their departure is up to you. The facility can't be used on your next Bastion turn, but the hirelings are replaced at no cost to you at that point.

MAGICAL DISCOVERY

Your hirelings accidentally discover or create an Uncommon magic item of your choice. The magic item can't be a suit of armor, a shield, or a weapon, and its magic is temporary; its properties start to function when you claim the item and last until the start of your next Bastion turn, after which the magic item turns to dust.

REFUGEES

A group of 2d4 refugees fleeing from a monster attack, a natural disaster, or some other calamity seeks refuge in your Bastion. If your Bastion lacks a basic facility large enough to house them, the refugees camp right outside the Bastion. The refugees offer you $1d6 \times 100$ GP as payment for your hospitality and protection. They stay until you find them a new home or a hostile force attacks your Bastion.

REQUEST FOR AID

Your Bastion is called on to help a local leader. Perhaps there's a search on for a missing person, or brigands are plaguing the area. If you choose to help, you must dispatch one or more Bastion Defenders. Roll a d6 for each Bastion Defender you send. If these die rolls total 10 or higher, the problem is solved, and you earn a reward of $1d6 \times 100$ GP. If the die rolls total less than 10, the problem is still solved, but the reward is halved and one of your Bastion Defenders is killed. Remove that Bastion Defender from your Bastion's roster.

COMBAT

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 GM 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.

UNARMED STRIKE

An Unarmed Strike is a Melee Attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect:

- Damage.** You make an attack roll against the target. Your bonus to hit equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 + your Strength modifier.
- Grapple.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 + your Strength modifier + your Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.
- Shove.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push the target 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 + your Strength modifier + your Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

ATTACK ROLL

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.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, 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.

DAMAGE ROLL

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 rogue's Sneak Attack feature, you roll those dice twice as well.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to knock out a foe rather than deal a killing blow. When an attacker would reduce a creature to 0 Hit Points with a Melee Attack, the attacker can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

COMBAT ACTIONS

While the actions presented here are generally related to combat, they are not restricted to combat. Likewise, actions from other Chapters may be used in combat.

ATTACK [ACTION]

When you take the Attack action, you can make one attack with a weapon or an Unarmed Strike.

EQUIPPING AND UNEQUIPPING WEAPONS

You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack.

Equipping a weapon includes drawing it from a sheath, picking it up, or retrieving it from a container. Unequipping a weapon includes sheathing, stowing, or dropping it.

MOVING BETWEEN ATTACKS

If you Move on your turn, you can use some or all of that movement to move between the attacks of this action if you have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action.

HELP [ACTION]

When you take the Help Action, *you can*:

Assist Attack Roll. You momentarily distract an enemy within 5 feet of you, granting Advantage to the next Attack Roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

DISENGAGE [ACTION]

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE [ACTION]

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 (as explained in appendix PH-A) or if your speed drops to 0.

READY [ACTION]

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

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

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. 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, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

SPELLCASTING

WHAT IS A SPELL?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression.

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.

CASTING A SPELL

CASTING IN ARMOR

If you wear Light, Medium, or Heavy Armor and lack Armor Training with that type of Armor, you can't cast Spells.

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.

HEALING IS NOW ABJURATION

The UA has moved all healing spells to the Abjuration school of magic.

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, *heal wounds*, 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.

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.

- **Other Conditions.** The GM 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.

RITUAL CASTING

If you have a Spell prepared that has the Ritual tag, you can cast that Spell as a Ritual.

RITUALS FOR EVERYONE

A special feature is no longer required for Ritual casting.

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.

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 *bleed* on the same target, that character gains the spell’s benefit only once; he or she doesn’t get to roll two bonus dice.

SPELLCASTING ACTIONS

MAGIC [ACTION]

When you take the Magic Action, you magic something by casting a Spell that has a casting time of an Action, or you use a feature or a Magic Item that requires a Magic Action to be activated.

If you cast a Spell that has a casting time of 1 minute or longer, you must take the Magic Action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the Spell fails, but you don’t expend a Spell Slot.

SPELLS

SOURCE OF A SPELL

The source of a spell is noted in parenthesis after the spell's school of magic. The main sources are Arcane, Divine, and Primal.

CLASS SPELL LISTS

UA7 reverts back to using 2014 PHB class based spell lists. I'm leaving the Spell Lists section below unchanged for content in UA6 that references these lists and has yet to be updated.

CLASS TAGS

A spell's description contains one or more tags indicating the class spell lists that contain the spell. For example, if a spell has the "Wizard" tag, the spell is on the Wizard spell list.

SPELL LISTS

Each list provides a Spell's level (*a Cantrip's spell level is 0*), name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

† Xanathar's Guide to Everything spell

‡ Tasha's Cauldron of Everything spell

ARCANE SPELL LIST

Level	Spell	School	Ritual
0	Acid Splash	Conjuration	No
0	Blade Ward	Abjuration	No
0	Chill Touch	Necromancy	No
0	Dancing Lights	Illusion	No
0	Elementalism	Transmutation	No
0	Fire Bolt	Evocation	No
0	Friends	Enchantment	No
0	Frostbite†	Evocation	No
0	Light	Evocation	No
0	Mage Hand	Conjuration	No
0	Mending	Transmutation	No
0	Message	Transmutation	No
0	Mind Silver‡	Enchantment	No
0	Minor Illusion	Illusion	No
0	Poison Spray	Conjuration	No
0	Prestidigitation	Transmutation	No
0	Ray of Frost	Evocation	No
0	Shocking Grasp	Evocation	No
0	Thunderclap†	Evocation	No
0	Toll the Dead†	Necromancy	No
0	True Strike	Divination	No
1	Alarm	Abjuration	Yes
1	Armor of Agathys	Abjuration	No
1	Arms of Hadar	Conjuration	No

Level	Spell	School	Ritual
1	Burning Hands	Evocation	No
1	Charm Person	Enchantment	No
1	Chromatic Orb	Evocation	No
1	Color Spray	Illusion	No
1	Comprehend Languages	Divination	Yes
1	Detect Magic	Divination	Yes
1	Disguise Self	Illusion	No
1	Dissonant Whispers	Enchantment	No
1	Expeditious Retreat	Transmutation	No
1	False Life	Necromancy	No
1	Feather Fall	Transmutation	No
1	Find Familiar	Conjuration	Yes
1	Fog Cloud	Conjuration	No
1	Grease	Conjuration	No
1	Hellish Rebuke	Evocation	No
1	Identify	Divination	Yes
1	Illusory Script	Illusion	Yes
1	Jump	Transmutation	No
1	Longstrider	Transmutation	No
1	Mage Armor	Abjuration	No
1	Magic Missile	Evocation	No
1	Protection from Evil and Good	Abjuration	No
1	Ray of Sickness	Necromancy	No
1	Shield	Abjuration	No
1	Silent Image	Illusion	No
1	Sleep	Enchantment	No
1	Tasha's Hideous Laughter	Enchantment	No
1	Tenser's Floating Disk	Conjuration	Yes
1	Thunderwave	Evocation	No
1	Unseen Servant	Conjuration	Yes
1	Witch Bolt	Evocation	No
2	Alter Self	Transmutation	No
2	Arcane Lock	Abjuration	No
2	Blindness/Deafness	Transmutation	No
2	Blur	Illusion	No
2	Calm Emotions	Enchantment	No
2	Cloud of Daggers	Conjuration	No
2	Continual Flame	Evocation	No
2	Crown of Madness	Enchantment	No
2	Darkness	Evocation	No
2	Darkvision	Transmutation	No
2	Detect Thoughts	Divination	No
2	Enlarge/Reduce	Transmutation	No
2	Enthrall	Enchantment	No
2	Flaming Sphere	Evocation	No
2	Gust of Wind	Evocation	No
2	Hold Person	Enchantment	No
2	Invisibility	Illusion	No
2	Knock	Transmutation	No
2	Levitate	Transmutation	No
2	Locate Object	Divination	No
2	Magic Mouth	Illusion	Yes
2	Magic Weapon	Transmutation	No

Level	Spell	School	Ritual
2	Melf's Acid Arrow	Evocation	No
2	Mirror Image	Illusion	No
2	Misty Step	Conjuration	No
2	Nystul's Magic Aura	Illusion	No
2	Phantasmal Force	Illusion	No
2	Ray of Enfeeblement	Necromancy	No
2	Rope Trick	Transmutation	No
2	Scorching Ray	Evocation	No
2	See Invisibility	Divination	No
2	Shatter	Evocation	No
2	Spider Climb	Transmutation	No
2	Suggestion	Enchantment	No
2	Web	Conjuration	No
3	Animate Dead	Necromancy	No
3	Bestow Curse	Necromancy	No
3	Blink	Transmutation	No
3	Clairvoyance	Divination	No
3	Counterspell	Abjuration	No
3	Dispel Magic	Abjuration	No
3	Fear	Illusion	No
3	Fireball	Evocation	No
3	Fly	Transmutation	No
3	Gaseous Form	Transmutation	No
3	Glyph of Warding	Abjuration	No
3	Haste	Transmutation	No
3	Hunger of Hadar	Conjuration	No
3	Hypnotic Pattern	Illusion	No
3	Leomund's Tiny Hut	Evocation	Yes
3	Lightning Bolt	Evocation	No
3	Magic Circle	Abjuration	No
3	Major Image	Illusion	No
3	Nondetection	Abjuration	No
3	Phantom Steed	Illusion	Yes
3	Protection from Energy	Abjuration	No
3	Remove Curse	Abjuration	No
3	Sending	Divination	No
3	Sleet Storm	Conjuration	No
3	Slow	Transmutation	No
3	Stinking Cloud	Conjuration	No
3	Tongues	Divination	No
3	Vampiric Touch	Necromancy	No
3	Water Breathing	Transmutation	Yes
4	Arcane Eye	Divination	No
4	Banishment	Abjuration	No
4	Blight	Necromancy	No
4	Compulsion	Enchantment	No
4	Confusion	Enchantment	No
4	Conjure Minor Elementals	Conjuration	No
4	Control Water	Transmutation	No
4	Dimension Door	Conjuration	No
4	Evard's Black Tentacles	Conjuration	No
4	Fabricate	Transmutation	No
4	Fire Shield	Evocation	No
4	Greater Invisibility	Illusion	No
4	Hallucinatory Terrain	Illusion	No

Level	Spell	School	Ritual
4	Ice Storm	Evocation	No
4	Leomund's Secret Chest	Conjuration	No
4	Locate Creature	Divination	No
4	Mordenkainen's Faithful Hound	Conjuration	No
4	Mordenkainen's Private Sanctum	Abjuration	No
4	Otiluke's Resilient Sphere	Evocation	No
4	Phantasmal Killer	Illusion	No
4	Polymorph	Transmutation	No
4	Stone Shape	Transmutation	No
4	Stoneskin	Transmutation	No
4	Wall of Fire	Evocation	No
5	Animate Objects	Transmutation	No
5	Bigby's Hand	Evocation	No
5	Cloudkill	Conjuration	No
5	Cone of Cold	Evocation	No
5	Conjure Elemental	Conjuration	No
5	Contact Other Plane	Divination	Yes
5	Creation	Illusion	No
5	Dominate Person	Enchantment	No
5	Dream	Illusion	No
5	Geas	Enchantment	No
5	Hold Monster	Enchantment	No
5	Legend Lore	Divination	No
5	Mislead	Illusion	No
5	Modify Memory	Enchantment	No
5	Passwall	Transmutation	No
5	Planar Binding	Abjuration	No
5	Rary's Telepathic Bond	Divination	Yes
5	Scrying	Divination	No
5	Seeming	Illusion	No
5	Telekinesis	Transmutation	No
5	Teleportation Circle	Conjuration	No
5	Wall of Force	Evocation	No
5	Wall of Stone	Evocation	No
6	Arcane Gate	Conjuration	No
6	Chain Lightning	Evocation	No
6	Circle of Death	Necromancy	No
6	Contingency	Abjuration	No
6	Create Undead	Necromancy	No
6	Disintegrate	Transmutation	No
6	Eyebite	Necromancy	No
6	Flesh to Stone	Transmutation	No
6	Globe of Invulnerability	Abjuration	No
6	Guards and Wards	Abjuration	No
6	Instant Summons	Conjuration	Yes
6	Magic Jar	Necromancy	No
6	Mass Suggestion	Enchantment	No
6	Move Earth	Transmutation	No
6	Otiluke's Freezing Sphere	Evocation	No
6	Otto's Irresistible Dance	Enchantment	No
6	Programmed Illusion	Illusion	No
6	Sunbeam	Evocation	No
6	True Seeing	Divination	No
6	Wall of Ice	Evocation	No

Level	Spell	School	Ritual
7	Delayed Blast Fireball	Evocation	No
7	Etherealness	Transmutation	No
7	Finger of Death	Necromancy	No
7	Forcecage	Evocation	No
7	Mirage Arcane	Illusion	No
7	Mordenkainen's Magnificent Mansion	Conjuration	No
7	Mordenkainen's Sword	Evocation	No
7	Plane Shift	Conjuration	No
7	Prismatic Spray	Evocation	No
7	Project Image	Illusion	No
7	Reverse Gravity	Transmutation	No
7	Sequester	Transmutation	No
7	Simulacrum	Illusion	No
7	Symbol	Abjuration	No
7	Teleport	Conjuration	No
8	Antimagic Field	Abjuration	No
8	Antipathy/Sympathy	Enchantment	No
8	Clone	Necromancy	No
8	Control Weather	Transmutation	No
8	Demiplane	Conjuration	No
8	Dominate Monster	Enchantment	No
8	Feeblemind	Enchantment	No
8	Glibness	Enchantment	No
8	Incendiary Cloud	Conjuration	No
8	Maze	Conjuration	No
8	Mind Blank	Abjuration	No
8	Power Word Stun	Enchantment	No
8	Sunburst	Evocation	No
8	Telepathy	Divination	No
9	Astral Projection	Necromancy	No
9	Foresight	Divination	No
9	Gate	Conjuration	No
9	Imprisonment	Abjuration	No
9	Meteor Swarm	Evocation	No
9	Power Word Kill	Enchantment	No
9	Prismatic Wall	Abjuration	No
9	Shapechange	Transmutation	No
9	Time Stop	Transmutation	No
9	True Polymorph	Transmutation	No
9	Weird	Illusion	No
9	Wish	Conjuration	No

DIVINE SPELL LIST

Level	Spell	School	Ritual
0	Guidance	Divination	No
0	Light	Evocation	No
0	Resistance	Abjuration	No
0	Sacred Flame	Evocation	No
0	Spare the Dying	Necromancy	No
0	Thaumaturgy	Transmutation	No
1	Bane	Enchantment	No
1	Bless	Enchantment	No
1	Command	Enchantment	No
1	Compelled Duel	Enchantment	No
1	Cure Wounds	Abjuration	No
1	Detect Evil and Good	Divination	No
1	Detect Magic	Divination	Yes
1	Detect Poison and Disease	Divination	Yes
1	Divine Favor	Transmutation	No
1	Guiding Bolt	Evocation	No
1	Healing Word	Abjuration	No
1	Heroism	Enchantment	No
1	Inflict Wounds	Necromancy	No
1	Protection from Evil and Good	Abjuration	No
1	Purify Food and Drink	Transmutation	Yes
1	Sanctuary	Abjuration	No
1	Searing Smite	Evocation	No
1	Shield of Faith	Abjuration	No
1	Wrathful Smite	Necromancy	No
2	Aid	Abjuration	No
2	Augury	Divination	Yes
2	Blindness/ Deafness	Transmutation	No
2	Calm Emotions	Enchantment	No
2	Find Steed	Conjuration	No
2	Find Traps	Divination	No
2	Gentle Repose	Necromancy	Yes
2	Hold Person	Enchantment	No
2	Lesser Restoration	Abjuration	No
2	Locate Object	Divination	No
2	Magic Weapon	Transmutation	No
2	Prayer of Healing	Abjuration	No
2	Protection from Poison	Abjuration	No
2	Silence	Illusion	Yes
2	Spiritual Weapon	Evocation	No
2	Warding Bond	Abjuration	No
2	Zone of Truth	Enchantment	No
3	Aura of Vitality	Abjuration	No
3	Beacon of Hope	Abjuration	No
3	Clairvoyance	Divination	No
3	Create Food and Water	Conjuration	No
3	Crusader's Mantle	Transmutation	No
3	Daylight	Evocation	No
3	Dispel Magic	Abjuration	No
3	Feign Death	Necromancy	Yes
3	Glyph of Warding	Abjuration	No
3	Magic Circle	Abjuration	No

Level	Spell	School	Ritual
3	Mass Healing Word	Abjuration	No
3	Remove Curse	Abjuration	No
3	Revivify	Necromancy	No
3	Speak with Dead	Necromancy	No
3	Spirit Guardians	Conjuration	No
3	Tongues	Divination	No
4	Aura of Life	Abjuration	No
4	Aura of Purity	Abjuration	No
4	Banishment	Conjuration	No
4	Death Ward	Abjuration	No
4	Divination	Divination	Yes
4	Freedom of Movement	Abjuration	No
4	Guardian of Faith	Conjuration	No
4	Locate Creature	Divination	No
5	Circle of Power	Abjuration	No
5	Commune	Divination	Yes
5	Contagion	Necromancy	No
5	Destructive Wave	Evocation	No
5	Dispel Evil and Good	Abjuration	No
5	Flame Strike	Evocation	No
5	Geas	Enchantment	No
5	Greater Restoration	Abjuration	No
5	Hallow	Abjuration	No
5	Legend Lore	Divination	No
5	Mass Cure Wounds	Abjuration	No
5	Planar Binding	Abjuration	No
5	Raise Dead	Necromancy	No
5	Screying	Divination	No
6	Blade Barrier	Evocation	No
6	Find the Path	Divination	No
6	Forbiddance	Abjuration	Yes
6	Harm	Necromancy	No
6	Heal	Abjuration	No
6	Heroes' Feast	Conjuration	No
6	Planar Ally	Conjuration	No
6	Sunbeam	Evocation	No
6	True Seeing	Divination	No
6	Word of Recall	Conjuration	No
7	Conjure Celestial	Conjuration	No
7	Divine Word	Evocation	No
7	Etherealness	Transmutation	No
7	Plane Shift	Conjuration	No
7	Regenerate	Transmutation	No
7	Resurrection	Necromancy	No
7	Symbol	Abjuration	No
8	Antimagic Field	Abjuration	No
8	Antipathy/ Sympathy	Enchantment	-
8	Holy Aura	Abjuration	No
8	Sunburst	Evocation	No
9	Astral Projection	Necromancy	No
9	Foresight	Divination	No
9	Gate	Conjuration	No
9	Mass Heal	Abjuration	No
9	Power Word Heal	Enchantment	No
9	True Resurrection	Necromancy	No

PRIMAL SPELL LIST

Level	Spell	School	Ritual
0	Druidcraft	Transmutation	No
0	Elementalism	Transmutation	No
0	Frostbite†	Evocation	No
0	Guidance	Divination	No
0	Mending	Transmutation	No
0	Message	Transmutation	No
0	Poison Spray	Conjuration	No
0	Produce Flame	Evocation	No
0	Resistance	Abjuration	No
0	Shillelagh	Transmutation	No
0	Spare the Dying	Necromancy	No
0	Thorn Whip	Transmutation	No
0	Thunderclap†	Evocation	No
1	Animal Friendship	Enchantment	No
1	Create or Destroy Water	Transmutation	No
1	Cure Wounds	Abjuration	No
1	Detect Magic	Divination	Yes
1	Detect Poison and Disease	Divination	Yes
1	Ensnaring Strike	Conjuration	No
1	Entangle	Conjuration	No
1	Faerie Fire	Evocation	No
1	Fog Cloud	Conjuration	No
1	Goodberry	Transmutation	No
1	Hail of Thorns	Conjuration	No
1	Healing Word	Abjuration	No
1	Hunter's Mark	Divination	No
1	Jump	Transmutation	No
1	Longstrider	Transmutation	No
1	Purify Food and Drink	Transmutation	Yes
1	Speak with Animals	Divination	Yes
1	Thunderwave	Transmutation	No
2	Animal Messenger	Enchantment	Yes
2	Augury	Divination	Yes
2	Barkskin	Transmutation	No
2	Beast Sense	Divination	Yes
2	Cordon of Arrows	Transmutation	No
2	Darkvision	Transmutation	No
2	Enhance Ability	Transmutation	No
2	Enlarge/Reduce	Transmutation	No
2	Find Traps	Divination	No
2	Flame Blade	Evocation	No
2	Flaming Sphere	Evocation	No
2	Gentle Repose	Necromancy	Yes
2	Gust of Wind	Evocation	No
2	Heat Metal	Transmutation	No
2	Lesser Restoration	Abjuration	No
2	Locate Animals or Plants	Divination	Yes
2	Locate Object	Divination	No
2	Moonbeam	Evocation	No
2	Pass without Trace	Abjuration	No
2	Protection from Poison	Abjuration	No
2	Silence	Illusion	Yes
2	Spike Growth	Transmutation	No
3	Call Lightning	Conjuration	No
3	Conjure Animals	Conjuration	No
3	Daylight	Evocation	No

Level	Spell	School	Ritual
3	Dispel Magic	Abjuration	No
3	Elemental Weapon	Transmutation	No
3	Feign Death	Necromancy	Yes
3	Lightning Arrow	Transmutation	No
3	Mass Healing Word	Abjuration	No
3	Meld into Stone	Transmutation	Yes
3	Nondetection	Abjuration	No
3	Plant Growth	Transmutation	No
3	Protection from Energy	Abjuration	No
3	Revivify	Necromancy	No
3	Sleet Storm	Conjuration	No
3	Speak with Plants	Transmutation	No
3	Water Breathing	Transmutation	Yes
3	Water Walk	Transmutation	Yes
3	Wind Wall	Evocation	No
4	Conjure Minor Elementals	Conjuration	No
4	Conjure Woodland Beings	Conjuration	No
4	Control Water	Transmutation	No
4	Dominate Beast	Enchantment	No
4	Freedom of Movement	Abjuration	No
4	Giant Insect	Transmutation	No
4	Grasping Vine	Conjuration	No
4	Ice Storm	Evocation	No
4	Locate Creature	Divination	No
4	Polymorph	Transmutation	No
4	Stone Shape	Transmutation	No
4	Stoneskin	Transmutation	No
4	Wall of Fire	Evocation	No
5	Antilife Shell	Abjuration	No
5	Awaken	Transmutation	No
5	Commune with Nature	Divination	Yes
5	Conjure Elemental	Conjuration	No
5	Greater Restoration	Abjuration	No
5	Insect Plague	Conjuration	No
5	Mass Cure Wounds	Abjuration	No
5	Reincarnate	Necromancy	No
5	Scrying	Divination	No
5	Swift Quiver	Transmutation	No
5	Tree Stride	Conjuration	No
5	Wall of Stone	Evocation	No
6	Conjure Fey	Conjuration	No
6	Find the Path	Divination	No
6	Heal	Abjuration	No
6	Move Earth	Transmutation	No
6	Sunbeam	Evocation	No
6	Transport via Plants	Conjuration	No
6	Wall of Ice	Evocation	No
6	Wall of Thorns	Conjuration	No
6	Wind Walk	Transmutation	No
7	Fire Storm	Evocation	No
7	Regenerate	Transmutation	No
7	Reverse Gravity	Transmutation	No
8	Animal Shapes	Transmutation	No
8	Control Weather	Transmutation	No
8	Earthquake	Transmutation	No
8	Sunburst	Evocation	No
8	Tsunami	Conjuration	No

9	Power Word Heal	Abjuration	No
9	Shapechange	Transmutation	No
9	Storm of Vengeance	Conjuration	No
9	True Resurrection	Necromancy	No

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID SPLASH

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an acidic bubble and hurl it at a point within range, where it explodes in a 5-foot-radius sphere. Each creature in that sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

Cantrip Upgrade. This spell's damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

AID

Level 2 Abjuration (Divine)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: Instantaneous

Your spell bolsters creatures, filling them with resolve. Choose up to six creatures within range. Each target gains 5 Temporary Hit Points.

At Higher Levels. When you cast this spell using a spell slot of level 3 or higher, the number of Temporary Hit Points increases by 5 for each slot level above 2.

ARCANE ERUPTION

Level 4 Evocation (Sorcerer)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Churning magical energy explodes in a 20-foot-radius sphere centered on a point you choose within range. When you cast the spell, you select the type of damage dealt by the explosion: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder. Each creature in the sphere must make a Dexterity saving throw. On a failed save, a creature takes 6d6 damage of the chosen type. On a successful save, a creature takes half as much damage.

Choose one of those d6s. The number rolled on that die determines a condition that's applied to each creature that failed the save, as shown below. A creature has the condition until the end of your next turn.

d6	Additional Effect
1	Incapacitated
2	Blinded
3	Frightened
4	Poisoned
5	Charmed
6	Deafened

At Higher Levels. When you cast this spell using a Spell Slot of level 5 or higher, the damage increases by 1d6 for each slot level above 4.

BANISHING SMITE

Level 5 Conjuration (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the creature, your strike erupts with divine power. The target hit by the strike takes an extra 5d10 Force damage from the attack. If the attack reduces the target to 50 Hit Points or fewer, the target must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration.

While in the demiplane, the target has the Incapacitated condition. When the spell ends on the target, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

BANISHMENT

Level 4 Abjuration (Arcane, Divine)

Casting Time: Action

Range: 30 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 transported to a harmless demiplane for the duration. The target can willingly fail the save.

While in the demiplane, the target is Incapacitated. At the end of each of its turns, the target can repeat the save, ending the Spell on itself on a success. When the Spell ends on the target, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the Spell lasts on the target for 1 minute and the target is an Aberration, a Celestial, an Elemental, a Fey, or a Fiend, the target doesn't return. It is instead transported to a random location on a plane associated with its Creature Type.

At Higher Levels. When you cast this Spell using a Spell Slot of level 5 or higher, you can target one additional creature for each slot level above 4.

BARKSKIN

Level 2 Transmutation (Primal)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a handful of bark)

Duration: Concentration, up to 1 hour

You touch one willing creature to protect it with regenerating bark. Until the Spell ends, the target's skin assumes a bark-like appearance, and at the start of each of the target's turns, the target gains a number of Temporary Hit Points equal to your Spellcasting Ability Modifier plus your Proficiency Bonus.

At Higher Levels. When you cast this Spell using a Spell Slot of level 3 or higher, you can target one additional willing creature for each slot level above 2.

BLADE WARD

Abjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take in response to a visible creature targeting you with a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

You trace a sigil of warding, imposing Disadvantage on the creature's attack roll against you.

BLINDING SMITE

Level 3 Transmutation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the target, your strike flares with light. The target hit by the strike takes an extra 3d8 Radiant damage from the attack, and the target has the Blinded condition until the spell ends. At the end of each of its turns, the Blinded target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the extra damage increases by 1d8 for each slot level above 3.

CHAOS BOLT

Level 1 Evocation (Sorcerer)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl an undulating mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

d8	Additional Effect
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a Spell Slot of level 2 or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1.

CHILL TOUCH

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

You channel the chill of the grave toward one creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. This spell's damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

CONJURE ANIMALS

Level 3 Conjuration (Ranger)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon nature spirits that take the form of a Large swarm of spectral animals in an unoccupied space that you can see within range. The swarm lasts for the duration, and you choose the animal form of the spirits, such as wolves, serpents, or birds.

When a creature hostile to you enters a space within 10 feet of the swarm for the first time on a turn or starts its turn there, you can make a melee spell attack against that creature. On a hit, the target takes Radiant damage equal to 2d10 plus your spellcasting ability modifier.

You have Advantage on Strength saving throws while you're within 10 feet of the swarm, and when you Move on your turn, you can also move the swarm up to 30 feet to an unoccupied space you can see.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the damage increases by 1d10 for each slot level above 3.

CONJURE BARRAGE

Level 3 Conjuration (Ranger)

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S, M (a melee or ranged weapon worth at least 1 CP)

Duration: Instantaneous

You brandish the weapon used to cast the spell and conjure similar spectral weapons (or ammunition appropriate to the weapon) that shoot forward and then disappear. Each creature of your choice that you can see in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 5d8 Force 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 level 4 or higher, the damage increases by 1d8 for each slot level above 3.

CONJURE CELESTIAL

Level 7 Conjuration (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon the protective presence of a Celestial spirit, which manifests as a pillar of divine light that shines in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Bright Light fills the Cylinder, and when you Move on your turn, you can also move the Cylinder up to 30 feet.

When a creature enters the Cylinder for the first time on a turn or starts its turn there, you can bathe that creature in one of the following lights:

Healing Light. The creature that isn't an Undead or a Construct regains Hit Points equal to 4d12 plus your spellcasting modifier. A creature can be healed by this light only once per casting of this spell.

Searing Radiance. The creature must make a Dexterity saving throw, taking 8d12 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 level 8 or higher, the healing and damage increase by 1d12 for each slot level above 7.

CONJURE ELEMENTAL

Level 5 Conjuration (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon an Elemental spirit that fills a 10-foot Cube within range. The spirit lasts for the duration and is composed of air, earth, fire, or water (your choice) when you cast this spell.

When a creature hostile to you Moves within 5 feet of the spirit, you can make a melee spell attack against that creature. On a hit, the target takes 8d8 damage of a type determined by the spirit's element: Bludgeoning (earth), Cold (water), Fire (fire), or Lightning (air). If the target is a Large or smaller creature, it is also pulled into the Cube and has the Restrained condition. At the start of each of its turns, the target must make a Strength saving throw against your spell save DC. On a success, the target frees itself. On a failure, the target takes 4d8 damage of the same type as the spell attack. The spirit can have only one creature restrained at a time.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the damage increases by 2d8 for each slot level above 5.

CONJURE FEY

Level 6 Conjuration (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon the awesome presence of a Medium Fey spirit in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can immediately make one melee spell attack against a creature within 5 feet of the spirit. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target must succeed on a Wisdom saving throw or have the Frightened condition until the start of your next turn.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of level 7 or higher, the damage increases by 2d12 for each slot level above 6.

CONJURE MINOR ELEMENTALS

Level 4 Conjuration (Druid, Wizard)

Casting Time: Action

Range: Self (15-foot radius)

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon elemental spirits that flit around you for the duration. Until the spell ends, any attack you make deals an extra 2d8 damage when you hit a creature within 15 feet of you. This damage is Bludgeoning, Cold, Fire, or Lightning (your choice when you make the attack).

In addition, the ground within 15 feet of you is Difficult Terrain for your enemies.

At Higher Levels. When you cast this spell using a spell slot of level 5 or higher, the damage increases by 2d8 and the range of Difficult Terrain increases by 5 feet for each slot level above 4.

CONJURE VOLLEY

Level 5 Conjuration (Ranger)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a melee or ranged weapon worth at least 1 CP)

Duration: Instantaneous

You brandish the weapon used to cast the spell and choose a point within range. Hundreds of similar spectral weapons (or ammunition appropriate to the weapon) fall in a volley from above and then disappear. Each creature of your choice that you can see in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 Force damage on a failed save, or half as much damage on a successful one.

CONJURE WOODLAND BEINGS

Level 5 Conjuration (Druid, Ranger)

Casting Time: Action

Range: Self (10-foot radius)

Components: V, S

Duration: : Concentration, up to 10 minutes

You summon nature spirits that flit about you for the duration. Until the spell ends, each creature you choose that enters a space within 10 feet of you for the first time on a turn or starts its turn there must make a Wisdom saving throw, taking 5d8 Force damage on a failed save or half as much damage on a successful one.

In addition, you can take the Disengage action as a Bonus Action for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the damage increases by 1d8 for each slot level above 5.

COUNTERSPELL

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature must make a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier. This spell has no effect on Constructs and Undead.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the healing increases by 2d8 for each slot level above 1.

DIVINE SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Components: V

Duration: Instantaneous

As you hit the target, your strike glows with divine power. The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the damage increases by 1d8 for each slot level above 1.

ELEMENTALISM

Transmutation Cantrip (Arcane, Primal)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range:

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot cube to assume a crude shape (such as that of a creature or an object) for 1 hour.

FIND FAMILIAR

Level 1 Conjuration (Arcane; Ritual)

Casting Time: 1 hour

Range: 10 feet

Component: 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 an otherworldly spirit, which manifests as a little animal in an unoccupied space of your choice within range. This creature uses the Otherworldly Familiar stat block. If you already have a familiar from this spell, that familiar transforms into the new one but retains its memories; you don't get a second familiar.

Whenever you cast the spell, choose the familiar's creature type: Celestial, Fey, or Fiend. Also choose an environment: Air, Land, or Water. The familiar resembles a Tiny animal of your choice—such as an owl, a cat, or a frog—that is native to the chosen environment. Both choices—creature type and environment—determine certain traits in the stat block.

Combat. The familiar is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your commands (no action required by you), but the familiar can't attack unless you use your Reaction on its turn to command it do so.

If you don't issue any commands, the familiar takes the Dodge action and uses its Move to avoid danger.

Disappearance of the Familiar. The familiar disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the familiar that disappeared or a different one.

Remote Viewing. As a Magic action, you can see what your familiar sees and hear what it hears until the end of your next turn.

At Higher Levels. When you cast this spell using a Spell Slot of level 2 or higher, use the higher level wherever the spell's level appears in the stat block.

OTHERWORDLY FAMILIAR

Tiny Celestial, Fey, or Fiend (*Choose at Casting*), Neutral

Armor Class 10 + 2 (Land only) + 1 per spell level (natural armor)

Hit Points 2 + 2 per spell level (the familiar has a number of Hit Dice [d4s] equal to the spell's level)

Speed 30 ft., Climb 30 ft. (Land only), Fly 30 ft. (Air only), Swim 30 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

Senses Darkvision 60 ft., passive Perception 12

Languages Telepathy 120 ft. (only between you and the familiar)

Challenge -

Proficiency Bonus equals your Proficiency Bonus

Amphibious (Water Only). The familiar can breathe air and water.

Extradimensional Escape (Recharges after a Long Rest). When the familiar would drop to 0 Hit Points, it instead drops to 1 Hit Point and vanishes into an extradimensional space, leaving behind anything it was wearing or carrying. It remains there for 1 hour or until you summon it as a Magic action, and then it reappears in your space.

ACTIONS

Otherworldly Scratch. Melee Spell Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. Hit: 1 + the spell's level of Radiant damage (Celestial), Psychic damage (Fey), or Necrotic damage (Fiend).

REACTIONS

Deliver Spell. When you cast a spell with a range of touch, the familiar can deliver the spell with its touch. To do so, the familiar must be within 120 feet of you.

FIND STEED

Level 2 Conjuration (Paladin)

Casting Time: Action

Range: 30 feet

Component: V, S

Duration: Instantaneous

You gain the service of an otherworldly being, which manifests as a loyal steed in an unoccupied space of your choice within range. This creature uses the Otherworldly Steed stat block. If you already have a steed from this spell, your steed is replaced by the new one. The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

Combat. The steed is an ally to you and your companions. In combat, it shares your initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

At Higher Levels. When you cast this spell using a Spell Slot of level 3 or higher, use the higher level wherever the spell's level appears in the stat block.

OTHERWORDLY STEED

Large Celestial, Fey, or Fiend (*Choose at Casting*), Neutral

Armor Class 10 + 1 per spell level (natural armor)

Hit Points 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires 4th-level spell or higher)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Senses Passive Perception 11

Languages Telepathy 1 mile (only between you and the steed)

Challenge -

Proficiency Bonus equals your Proficiency Bonus

Life Bond.. When you regain Hit Points from a spell of 1st level or higher, the steed regains the same number of Hit Points if you're within 5 feet of it.

ACTIONS

Otherworldly Slam. Melee Spell Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. Hit: 1d8 + the spell's level of Radiant damage (Celestial), Psychic damage (Fey), or Necrotic damage (Fiend).

BONUS ACTIONS

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Fell Glare (Fiend Only; Recharges after a Long Rest). The steed's eyes gleam with fiendish light as it targets one creature it can perceive up to 60 feet away. The target must succeed on a Wisdom saving throw against your Spell Save DC or have the Frightened condition until the end of your next turn.

Healing Touch (Celestial Only; Recharges after a Long Rest). The steed touches another creature and restores a number of Hit Points to it equal to 2d8 + the spell's level.

FOUNT OF MOONLIGHT

Level 4 Evocation (Bard, Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

A cool light wreathes your body for the duration, emitting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Until the spell ends, you have Resistance to Radiant damage, and your melee attacks deal an extra 2d6 Radiant damage on a hit.

In addition, immediately after you take damage from a creature you can see within 60 feet of yourself, you can use your Reaction to force the creature to make a Constitution saving throw. On a failed save, the creature has the Blinded condition until the end of your next turn.

FRIENDS

Enchantment Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 ft.

Components: S, M (some makeup)

Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one visible creature within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw.

GUIDANCE

Cantrip Divination (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 10 feet of you failing an Ability Check

Range: 10 feet

Components: V, S

Duration: Instantaneous

You channel magical insight to the creature who failed the Ability Check. That creature can roll a d4 and add the number rolled to the check, potentially turning it into a success.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: 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 2d4 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the healing increases by 2d4 for each slot level above 1.

HUNTER'S MARK

Level 1 Divination (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose one creature you can see within range and magically mark it as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target the first time you hit it with an attack roll on any turn. You also have Advantage on any Wisdom (Perception or 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 to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of level 3 or 4, you can maintain your concentration on the spell for up to 8 hours, and the extra damage increases to 2d6. When you use a spell slot of level 5 or higher, you can maintain your concentration on the spell for up to 24 hours, and the extra damage increases to 3d6.

JUMP

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending only 10 feet of movement.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, you can target one additional creature for each slot level above 1.

MASS CURE WOUNDS

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy emanates from a point you can see within range. Choose up to six creatures in a 30-foot-radius Sphere centered on that point. Each target regains Hit Points equal to 5d8 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the healing increases by 1d8 for each slot level above 5.

MASS HEALING WORD

Level 3 Abjuration (Bard, Cleric)

Casting Time: 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 2d4 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the healing increases by 1d4 for each slot level above 3.

POISON SPRAY

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You launch a mist of toxic energy at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Cantrip Upgrade. This spell's damage increases by 1d12 when you reach levels 5 (2d12), 11 (3d12), and 17 (4d12).

POWER WORD FORTIFY

Level 7 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that fortifies up to six creatures you can see within range. The spell bestows 120 Temporary Hit Points, which are divided equally among the spell's recipients.

POWER WORD HEAL

Level 9 Enchantment (Divine)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

A wave of healing energy washes over a creature you can see within range. The target regains all its Hit Points. If the creature has the Charmed, Dazed, Frightened, Paralyzed, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its reaction to stand up.

POWER WORD KILL

Level 9 Enchantment (Arcane)

Casting Time: 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 target takes 12d12 Psychic damage.

PRAYER OF HEALING

Level 2 Abjuration (Divine)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

You utter an extended prayer of restoration. Choose a number of willing creatures equal to your Spellcasting Ability Modifier (minimum of 1). Each of those creatures who remains within range for the Spell's entire casting gains the benefits of a Short Rest and also regains 2d8 Hit Points, and a creature can't be affected by this Spell again until that creature finishes a Long Rest.

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 above 2nd.

PRODUCE FLAME

Conjuration Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends if you dismiss it as a Bonus Action or if you cast it again.

Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

Cantrip Upgrade. This spell's damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

RESISTANCE

Cantrip Abjuration (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 10 feet of you failing a Saving Throw

Range: 10 feet

Components: V, S

Duration: Instantaneous

You channel magical protection to the creature who failed the Saving Throw. That creature can roll a d4 and add the number rolled to the save, potentially turning it into a success.

SEARING SMITE

Level 1 Evocation (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the target, your strike flares with white-hot intensity, and the target takes an extra 1d6 Fire damage from the attack and ignites with magical fire. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then must make a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, any damage dealt by the spell increases by 1d6 for each slot level above 1.

SHILLEAGH

Transmutation Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (mistletoe, a shamrock leaf, and a Club or Quarterstaff)

Duration: 1 minute

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. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade. The weapon's damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

SHINING SMITE

Level 2 Transmutation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the creature, your strike flares with divine light. The target hit by the strike takes an extra 2d6 Radiant damage from the attack. If the target has the Invisible condition, that condition ends on it. In addition, until the spell ends, the target sheds bright light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

At Higher Levels. When you cast this spell using a spell slot of level 3 or higher, the extra damage increases by 1d6 for each slot level above 2.

SHOCKING GRASP

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: 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. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade. This spell's damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SORCEROUS BURST

Evocation Cantrip (Sorcerer)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage. If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. Whenever you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

You choose the damage type each time you cast this spell: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

Cantrip Upgrade. This spell's damage increases by 1d8 when you reach level 5 (2d8), 11 (3d8), and 17 (4d8).

SPARE THE DYING

Necromancy Cantrip (Cleric, Druid, Divine, Primal)

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that has 0 Hit Points yet is alive. The creature becomes Stable.

Cantrip Upgrade. The spell's range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

SPIRITUAL WEAPON

Level 2 Evocation (Divine)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and that lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against a creature within 5 feet of the force. On a hit, the target takes Force Damage equal to 1d8 + your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this Spell using a Spell Slot of level 3 or higher, the damage increases by 1d8 for every slot level above 2.

STAGGERING SMITE

Level 4 Enchantment (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous As you hit the creature, your strike pierces both body and mind. The target takes an extra 4d6 Psychic damage from the attack, and the target must succeed on a Wisdom saving throw or have the Stunned condition until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of level 5, the extra damage increases by 1d6 for every slot level above 4.

STARRY WISP

Evocation Cantrip (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. This spell's damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

THUNDEROUS SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

As you hit the target, your strike rings with thunder that is audible within 300 feet of you, and the target takes an extra 2d6 Thunder damage from the attack. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the damage increases by 1d6 for each slot level above 1.

TRUE STRIKE

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a weapon with which you have proficiency)

Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you choose to deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

VICIOUS MOCKERY

Enchantment Cantrip (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels. This spell's damage increases by 1d6 when you reach certain Bard levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WRATHFUL SMITE

Level 1 Necromancy (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the creature, your strike channels divine wrath. The target takes an extra 1d6 Necrotic damage from the attack, and it must succeed on a Wisdom saving throw or have the Frightened condition until the spell ends. At the end of each of its turns, the Frightened target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the damage increases by 1d6 for each slot level above 1.

APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DAZED

While Dazed, you experience the following effect:

Limited Activity. You can Move or take one action on your turn, not both. You also can't take a Bonus Action or a Reaction.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

While Grappled, you experience the following effects:

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. You have Disadvantage on Attack Rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it Moves, but every foot of movement costs it 1 extra foot, unless you are Tiny or two or more sizes smaller than the grappler.

Escape. While Grappled, you can use your action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on yourself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between you and the grappler exceeds the grapple's range.

INCAPACITATED

While Incapacitated, you experience the following effects:

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INVISIBLE

While Invisible, you experience the following effects:

Concealed. You aren't affected by any effect that requires its target to be seen.

Surprise. If you are Invisible when you roll initiative, you have Advantage on the roll.

Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage. If a creature can somehow see you, as with Blindsight, you don't gain this benefit against that creature.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only haltingly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

While Unconscious, you experience the following effects:

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. Attack rolls against you have Advantage.

Fail Str. and Dex. Saves. You automatically fail Strength and Dexterity saving throws.

Critical Hits. Any attack roll that hits you is a critical hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

APPENDIX B: ACTIONS

The defined actions with a brief description

ACTIONS

Action

Name	Brief Description
Attack	Make an attack
Dash	Take a bonus move
Disengage	You don't provoke opportunity attacks this turn
Dodge	Until your next turn attacks on you have disadvantage
Help	Assist someone with an ability check or attack roll
Hide	Conceal yourself
Influence	Influence a creature to take a course of action
Magic	Cast a spell
Ready	Prepare an action or movement by a triggering event
Search	Discern something that isn't obvious
Study	Call to mind an important piece of information

APPENDIX C: FORMER PLAYTEST MATERIAL

Provided below are the content headings that were removed or updated. It will list what UA originally introduced it, what UA last modified it, and it's current state. This will not include spells, spell lists, or class feature changes.

FORMER CONTENT

Content Heading	Original UA	Last Modified UA	Status
Ardling	Character Origins	(Review Video)	Removed
Ability Check	Character Origins	Druid & Paladin	Removed
D20 Test(s)	Character Origins	Druid & Paladin	Active
— Rolling a 1	Character Origins	Expert Classes	Removed
— Rolling a 20	Character Origins	Expert Classes	Removed
— Critical Hits	Character Origins	Expert Classes	Removed
Heroic Advantage	Character Origins	Druid & Paladin	Active
— Losing Inspiration	Character Origins	Expert Classes	Removed
Long Rest	Character Origins	Druid & Paladin	Active
Unarmed Strike	Character Origins	Druid & Paladin	Active
Grappled [Condition]	Character Origins	Druid & Paladin	Active
Character Species (Races)	Character Origins	Clerics & Species	Active
Dragonborn	Character Origins	Clerics & Species	Active
Creature Type	Character Origins	PH Playtest	Active
Artisan Tools [Tool]	Character Origins	PH Playtest	Removed
Gaming Set [Tool]	Character Origins	PH Playtest	Removed
Musical Instrument [Tool]	Character Origins	PH Playtest	Removed
Feats (Entries Format)	Character Origins	PH Playtest 8	Active
Arcane, Divine, & Primal Spell Lists	Character Origins	PH Playtest 7	Removed
Influence [Action]	Expert Classes	PH Playtest	Active
Invisible [Condition]	Expert Classes	PH Playtest	Active
Magic [Action]	Expert Classes	Clerics & Species	Active
Attack Roll	Expert Classes	Druid & Paladin	Removed
Move	Expert Classes	Druid & Paladin	Active
— Climbing & Swimming	Expert Classes	Druid & Paladin	Removed
— Special Speeds	Expert Classes	Druid & Paladin	Removed
Dash [Action]	Expert Classes	Druid & Paladin	Removed
Hidden [Condition]	Expert Classes	Druid & Paladin	Removed
Jump [Action]	Expert Classes	Druid & Paladin	Removed
Slowed [Condition]	Expert Classes	Druid & Paladin	Removed
Exhaustion [Condition]	Expert Classes	PH Playtest	Removed
Light [Weapon Property]	Expert Classes	Druid & Paladin	Active
Attack [Action]	Expert Classes	PH Playtest	Active
Difficult Terrain	Expert Classes	Druid & Paladin	Active
Fly Speed	Expert Classes	Druid & Paladin	Active
Help [Action]	Expert Classes	Druid & Paladin	Active
Hide [Action]	Expert Classes	Druid & Paladin	Active
Incapitated [Condition]	Expert Classes	Druid & Paladin	Active
Ability Score Improvement [Feat]	Expert Classes	PH Playtest 8	Active
Epic Boon of Fate [Feat]	Clerics & Species	Druid & Paladin	Active
Epic Boon of Spell Recall [Feat]	Clerics & Species	Druid & Paladin	Active
Epic Boon of Truesight [Feat]	Clerics & Species	Druid & Paladin	Active
Truesight	Clerics & Species	PH Playtest 5	Active
Dying [Condition]	Druid & Paladin	PH Playtest 5	Removed
Death Saving Throws	PH Playtest 5	PH Playtest 7	Removed
Brawler (Subclass)	PH Playtest 7	(Review Video)	Removed