



RACES & CLASSES

DUNGEONS & DRAGONS

A compendium of all playable official races, classes,
subclasses in one book.

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PLAYABLE RACES

AARAKOCRA (EEPC)

Sequestered in high mountains atop tall trees, the aarakocra, sometimes called birdfolk, evoke fear and wonder.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

Alignment. Most aarakocra are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Size. Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Language. You can speak, read, and write Common, Aarakocra, and Auran.



AASIMAR

Aasimar are placed in the world to serve as guardians of law and good. Their patrons expect them to strike at evil, lead by example, and further the cause of justice.

Ability Score Increase. Your Charisma score increases by 2.

Age. Aasimar mature at the same rate as humans, but they can live up to 160 years.

Alignment. Imbued with celestial power, most aasimar are good. Outcast aasimar are most often neutral or even evil.

Size. Aasimar have the same range of height and weight as humans.

Speed. Your base walking speed is 30 feet.

Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

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

Subrace. Three subraces of aasimar exist: protector aasimar, scourge aasimar, and fallen aasimar. Choose one of them for your character.

PROTECTOR AASIMAR (DMG/VGM)

Protector aasimar are charged by the powers of good to guard the weak, to strike at evil wherever it arises, and to stand vigilant against the darkness. From a young age, a protector aasimar receives advice and directives that urge to stand against evil.

Ability Score Increase. Your Wisdom score increases by 1.

Radiant Soul. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

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

SCOURGE AASIMAR (DMG/VGM)

Scourge aasimar are imbued with a divine energy that blazes intensely within them. It feeds a powerful desire to destroy evil—a desire that is, at its best, unflinching and, at its worst, all-consuming. Many scourge aasimar wear masks to block out the world and focus on containing this power, unmasking themselves only in battle.

Ability Score Increase. Your Constitution score increases by 1.

Radiant Consumption. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you

shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your

turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

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

FALLEN AASIMAR (DMG/VGM)

An aasimar who was touched by dark powers as a youth or who turns to evil in early adulthood can become one of the fallen—a group of aasimar whose inner light has been replaced by shadow.

Ability Score Increase. Your Strength score increases by 1.

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back.

The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 +

your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level.

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



BUGBEAR (VGM/ERFTLW)

Bugbears feature in the nightmare tales of many races — great, hairy beasts that creep through the shadows as quiet as cats.

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

Age. Bugbears reach adulthood at age 16 and live up to 80 years.

Alignment. Bugbears endure a harsh existence that demands each of them to remain self-sufficient, even at the expense of their fellows. They tend to be chaotic evil.

Size. Bugbears are between 6 and 8 feet tall and weigh between 250 and 350 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Sneaky. You are proficient in the Stealth skill.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

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



CENTAUR (GGR)

The upper bodies of centaurs are comparable to human torsos in size, and their lower equine bodies average about 4 feet tall at the withers. They fill similar roles as cavalry warriors, messengers, outriders, and scouts.

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

Age. Centaurs mature and age at about the same rate as humans.

Alignment. Centaurs are inclined toward neutrality. Those who join the Selesnya are more often neutral good, while those who join the Gruul are typically chaotic neutral.

Size. Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Fey. Your creature type is fey, rather than humanoid.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Equine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag. In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Survivor. You have proficiency in one of the following skills of your choice: *Animal Handling*, *Medicine*, *Nature*, or *Survival*.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is widely spoken in the Selesnya Conclave, for it is rich in vocabulary to describe natural phenomena and spiritual forces.



CHANGELING (WGtE)

A changeling can shift its face and form with a thought. Many changelings use this gift as a form of artistic and emotional expression, but it's an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat known changelings with fear and suspicion.

Ability Score Increase. Your Charisma score increases by 2. In addition, one ability score of your choice increases by 1.

Age. Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can shapeshift to conceal their age, the effect of aging still catch up to them.

Alignment. Changelings tend toward pragmatic neutrality, and few changelings embrace evil.

Size. In their natural forms, changelings average between 5 to 6 feet in height, with a slender build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Shapechanger. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Changeling Instincts. You gain proficiency with two of the following skills of your choice: Deception, Intimidation, Insight, and Persuasion.

Languages. You can speak, read, and write Common and two other languages of your choice.



DHAMPIR (vRGtR)

Poised between the worlds of the living and the dead, dhampirs retain their grip on life yet are endlessly tested by vicious hungers. Their ties to the undead grant dhampirs a taste of a vampire's deathless prowess in the form of increased speed, darkvision, and a life-draining bite.

With unique insights into the nature of the undead, many dhampirs become adventurers and monster hunters. Their reasons are often deeply personal. Some seek danger, imagining monsters as personifications of their own hungers. Others pursue revenge against whatever turned them into a dhampir. And still others embrace the solitude of the hunt, striving to distance themselves from those who'd tempt their hunger.

Ability Score Increase. Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Size. Small/Medium

Speed. 35 ft., climb 35 ft.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

Deathless Nature. You don't need to breathe.

Spider Climb. You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Vampiric Bite. Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with this bite.

When you attack with this bite and hit a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways of your choice:

- You regain hit points equal to the piercing damage dealt by the bite.
- You gain a bonus to the next ability check or attack roll you make; the bonus equals the piercing damage dealt by the bite.

You can empower yourself with this bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

DRAGONBORN (PHB)

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings or a tail.

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

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic.

The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.



DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. Save)
Blue	Lightning	5 by 30 ft. line (Dex. Save)
Brass	Fire	5 by 30 ft. line (Dex. Save)
Bronze	Lightning	5 by 30 ft. line (Dex. Save)
Copper	Acid	5 by 30 ft. line (Dex. Save)
Gold	Fire	15 ft. cone (Dex. Save)
Green	Poison	15 ft. cone (Dex. Save)
Red	Fire	15 ft. cone (Dex. Save)
Silver	Cold	15 ft. cone (Dex. Save)
White	Cold	15 ft. cone (Dex. Save)

DRAGONBORN VARIANT: DRAGONBLOOD (EGTW)

Draconbloods possess long tails and a knack for social manipulation. They remember the days when they were once mighty conquerors.

A draconblood uses the dragonborn traits in the Player's Handbook, with the following traits replacing the Ability Score Increase and Damage Resistance traits.

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Forceful Presence. You can use your understanding of creative diplomacy or intimidation to guide a conversation in your favor. When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.

DRAGONBORN VARIANT: RAVENITE (EGTW)

Ravenites have no tails and a hearty physique. They remember the days when they were slaves to the draconblood, as well as the day when they overthrew their masters.

A ravenite uses the dragon born traits in the Player's Handbook, with the following traits replacing the Ability Score Increase and Damage Resistance traits.

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Vengeful Assault. When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature. Once you use this trait, you can't do so again until you finish a short or long rest.



Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

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

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

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

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

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

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

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural

sounds, and those characteristics spill over into whatever other language a dwarf might speak.

HILL DWARF (PHB)

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience. The gold dwarves of Faerun in their mighty southern kingdom are hill dwarves, as are the exiled Neidar and the debased Klar of Krynn in the Dragonlance setting.

Ability Score Increase. Your Wisdom score increases by 1.

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

MOUNTAIN DWARF (PHB)

As a mountain dwarf, you're strong and hardy, accustomed to a difficult life in rugged terrain. You're probably on the tall side (for a dwarf) and tend toward lighter coloration. The shield dwarves of northern Faerun, as well as the ruling Hylar clan and the noble Daewar clan of Dragonlance, are mountain dwarves.

Ability Score Increase. Your Strength score increases by 2.

Dwarven Armor Training. You have proficiency with light and medium armor.

DWARF SUBRACE: MARK OF WARDING (ERFTLW)

If you're a dwarf with the Mark of Warding, you have this subrace, with the following traits.

Ability Score Increase. Your Intelligence score increases by 1.

Warder's Intuition. When you make an Intelligence (Investigation) check or an ability check using thieves' tools, you can roll a d4 and add the number rolled to the ability check.

Wards and Seals. You can cast the *alarm* and *mage armor* spells with this trait. Starting at 3rd level, you can also cast the *arcane lock* spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells, and you don't need material components for them when you cast them with this trait.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Warding Spells table are added to the spell list of your spellcasting class.

MARK OF WARDING SPELLS

Spell Level	Spells
1st	<i>alarm, armor of Agathys</i>
2nd	<i>arcane lock, knock</i>
3rd	<i>glyph of warding, magic circle</i>
4th	<i>Leomund's secret chest, Mordenkainen's faithful hound</i>
5th	<i>antilife shell</i>

GRAY DWARF (SCAG)

The gray dwarves, or duergar, live deep in the Underdark. After delving deeper than any other dwarves, they were enslaved by mind flayers for eons. Although they eventually won their freedom, these grim, ashen-skinned dwarves now take slaves of their own and are as tyrannical as their former masters.

Physically similar to other dwarves in some ways, duergar are wiry and lean, with black eyes and bald heads, with the males growing long, unkempt, gray beards.

Ability Score Increase. Your Strength score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Extra Language. You can speak, read, and write Undercommon.

Duergar Resilience. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Duergar Magic. When you reach 3rd level, you can cast the *enlarge/reduce* spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the *invisibility* spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.





Elves are a magical people of otherworldly grace, living in the world but not entirely part of it.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of

adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and selfexpression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile into the Underdark has made them vicious and dangerous. Drow are more often evil than not.

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

Speed. Your base walking speed is 30 feet.

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

Keen Senses. You have proficiency in the Perception skill.

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

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

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

HIGH ELF (PHB)

As a high elf, you have a keen mind and a mastery of at least the basics of magic.

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

WOOD ELF (PHB)

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. In Faerun, wood elves (also called wild elves, green elves, or forest elves) are reclusive and distrusting of non-elves. Wood elves' skin tends to be copperish in hue, sometimes with traces of green. Their hair tends toward browns and blacks, but it is occasionally blond or copper-colored. Their eyes are green, brown, or hazel.

Ability Score Increase. Your Wisdom score increases by 1.

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

Fleet of Foot. Your base walking speed increases to 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

DARK ELF/DROW (PHB)

Descended from an earlier subrace of dark-skinned elves, the drow were banished from the surface world for following the goddess Lolth down the path to evil and corruption. Now they have built their own civilization in the depths of the Underdark, patterned after the Way of Lolth. Also called dark elves, the drow have black skin that resembles polished obsidian and stark white or pale yellow hair. They commonly have very pale eyes (so pale as to be mistaken for white) in shades of lilac, silver, pink, red, and blue. They tend to be smaller and thinner than most elves.

Ability Score Increase. Your Charisma score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell when you finish a long rest. When you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

Drow Weapon Training. You have proficiency with rapiers, shortswords, and hand crossbows.

ELADRIN (DMG)

Creatures of magic with strong ties to nature, eladrin live in the twilight realm of the Feywild. Their cities sometimes cross over to the Material Plane, appearing briefly in mountain valleys or deep forest glades before fading back into the Feywild.

Ability Score Increase. Your Intelligence score increases by 1.

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

Fey Step. You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

ELADRIN (MTOF)

Eladrin have the following traits in common, in addition to the traits they share with other elves. Choose your eladrin's season: autumn, winter, spring, or summer.

Ability Score Increase. Your Charisma score increases by 1.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest. When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier:

Autumn. Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

Winter. When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring. When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer. Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).

SEA ELF (MTOF)

Sea elves fell in love with the wild beauty of the ocean in the earliest days of the multiverse. While other elves traveled from realm to realm, the sea elves navigated the deepest currents and explored the waters across a hundred worlds. Today, they live in small, hidden communities in the ocean shallows and on the Elemental Plane of Water.

Sea elves have the following traits in common, in addition to the traits they share with other elves.

Ability Score Increase. Your Constitution score increases by 1.

Sea Elf Training. You have proficiency with the spear, trident, light crossbow, and net.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

Languages. You can speak, read, and write Aquan.

SHADAR-KAI (MTOF)

Sworn to the Raven Queen's service, the mysterious shadar-kai venture into the Material Plane from the Shadowfell to advance her will. Once they were fey like the rest of their elven kin, and now they exist in a strange state between life and death. Eladrin and shadar-kai are like reflections of each other: one bursting with emotion, the other nearly devoid of it. Shadar-kai have the following traits in common, in addition to the traits they share with other elves.

Ability Score Increase. Your Constitution score increases by 1.

Necrotic Resistance. You have resistance to necrotic damage.

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

AERENI (WGTE)

Highelf, but you can choose one skill or tool proficiency. Your proficiency bonus is doubled for any ability check you make that uses this chosen proficiency.

VALENAR (WGTE)

Woodelf, but gains proficiency with the scimitar, double scimitar, longbow, and short bow.

PALLID ELF (EGTW)

The pallid elves are a mystical and insightful people with skin as pale as the surface of Exandria's largest moon. They emerged from the Pallid Grove this century and wander the world with childlike curiosity.

Ability Score Increase. Your Wisdom score increases by 1.

Incisive Sense. You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks.

Blessing of the Moon Weaver. You know the *light* cantrip. When you reach 3rd level, you can cast the *sleep* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell (targeting yourself only) once with this trait and regain the ability to do so when you finish a long rest. Casting these spells with this trait doesn't require material components. Wisdom is your spellcasting ability for these spells.

ELF SUBRACE: MARK OF SHADOW (ERFTLW)

Ability Score Increase. Your Charisma score increases by 1.

Cunning Intuition. When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

Shape Shadows. You know the *minor illusion* cantrip. Starting at 3rd level, you can cast the *invisibility* spell once with this trait, and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Shadow Spells table are added to the spell list of your spellcasting class.

MARK OF SHADOW SPELLS

Spell Level	Spells
1st	<i>disguise self, silent image</i>
2nd	<i>darkness, pass without trace</i>
3rd	<i>clairvoyance, major image</i>
4th	<i>greater invisibility, hallucinatory terrain</i>
5th	<i>mislead</i>

FIRBOLG (VGM)

Firbolg tribes cloister in remote forest strongholds, preferring to spend their days in quiet harmony with the woods.

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

Age. As humanoids related to the fey, firbolg have long lifespans. A firbolg reaches adulthood around 30, and the oldest of them can live for 500 years.

Alignment. As people who follow the rhythm of nature and see themselves as its caretakers, firbolg are typically neutral good. Evil firbolg are rare and are usually the sworn enemies of the rest of their kind.

Size. Firbolg are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Firbolg Magic. You can cast *detect magic* and *disguise self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Languages. You can speak, read, and write Common, Elvish, and Giant.



GENASI (EEPC)



Genasi carry the power of the elemental planes of air, earth, fire, and water in their blood.

Ability Score Increase. Your Constitution score increases by 2.

AIR GENASI (EEPC)

As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long.

Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air genasi speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

Ability Score Increase. Your Dexterity score increases by 1.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

EARTH GENASI (EEPC)

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action.

Elemental earth manifests differently from one individual to the next. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth genasi can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.

Ability Score Increase. Your Strength score increases by 1.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

FIRE GENASI (EEPC)

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it.

Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport

actual flames dancing on their heads. Fire genasi voices might sound like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the *produce flame* cantrip.

Once you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

WATER GENASI (EEPC)

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.

Most water genasi look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overlarge eyes, blue-black in color. A water genasi's hair might float freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

Ability Score Increase. Your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the *shape water* cantrip (see chapter 2). When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

GITH (MToF)

Your character shares the following traits with other gith.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Gith reach adulthood in their late teens and live for about a century.

Size. Gith are taller and leaner than humans, with most a slender 6 feet in height.

Speed. Your base walking speed is 30 feet.

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

Subrace. There are two kinds of gith, githyanki and githzerai. Choose one of these subraces.

GITHYANKI

The brutal githyanki are trained from birth as warriors.

Ability Score Increase. Your Strength score increases by 2.

Alignment. Githyanki tend toward lawful evil. They are aggressive and arrogant, and they remain the faithful servants of their lich-queen, Vlaakith. Renegade githyanki tend toward chaos.

Decadent Mastery. You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

Martial Prodigy. You are proficient with light and medium armor and with shortwords, longwords, and greatwords.

Githyanki Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the *jump* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.



GITHZERAI

In their fortresses within Limbo, the githzerai hone their minds to a razor's edge.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Githzerai tend toward lawful neutral. Their rigorous training in psychic abilities requires an implacable mental discipline.

Mental Discipline. You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the *shield* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.



GNOME

A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body.

Ability Score Increase. Your Intelligence score increases by 2.

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

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

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

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

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

FOREST GNOME (PHB)

As a forest gnome, you have a natural knack for illusion and inherent quickness and stealth. In the worlds of D&D, forest gnomes are rare and secretive. They gather in hidden communities in sylvan forests, using illusions and trickery to conceal themselves from threats or to mask their escape should they be detected. Forest gnomes tend to be friendly with other good-spirited woodland folk, and they regard elves and good fey as their most important allies. These gnomes also befriend small forest animals and rely on them for information about threats that might prowl their lands.

Ability Score Increase. Your Dexterity score increases by 1.

Natural Illusionist. You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

ROCK GNOME (PHB)

As a rock gnome, you have a natural inventiveness and hardness beyond that of other gnomes. Most gnomes in the worlds of D&D are rock gnomes, including the tinker gnomes of the Dragonlance setting.

Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical

objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

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

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

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

DEEP GNOME (EEPC)

When you create a gnome character, you may choose the deep gnome as an alternative to the subraces in the *Player's Handbook*. For your convenience, the traits of the gnome and the deep gnome are combined here.

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

Age. Deep gnomes are short-lived for gnomes. They mature at the same rate humans do and are considered full-grown adults by 25. They live 200 to 250 years, although hard toil and the dangers of the Underdark often claim them before their time.

Alignment. Svirkneblin believe that survival depends on avoiding entanglements with other creatures and not making enemies, so they favor neutral alignments. They rarely wish others ill, and they are unlikely to take risks on behalf of others.

Size. A typical svirkneblin stands about 3 to 3½ feet tall and weighs 80 to 120 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Superior Darkvision. Your darkvision has a radius of 120 feet.

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

Stone Camouflage. You have advantage on Dexterity (stealth) checks to hide in rocky terrain.

Languages. You can speak, read, and write Common, Gnomish, and Undercommon. The svirkneblin dialect is more guttural than surface Gnomish, and most svirkneblin know only a little bit of Common, but those who deal with outsiders (and that includes you as an adventurer) pick up enough Common to get by in other lands.



GNOME SUBRACE: MARK OF SCRIBING (ERFTLW)

If you're a gnome with the Mark of Scribing, you have this subrace, with the following traits.

Ability Score Increase. Your Charisma score increases by 1.

Gifted Scribe. When you make an Intelligence (History) check or an ability check using calligrapher's supplies, you can roll a d4 and add the number rolled to the ability check.

Scribe's Insight. You know the *message* cantrip. You can also cast *comprehend languages* once with this trait, and you regain the ability to cast it when you finish a short or long rest.

Starting at 3rd level, you can cast the *magic mouth* spell with this trait, and you regain the ability to cast it when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Scribing Spells table are added to the spell list of your spellcasting class.

MARK OF SCRIBING SPELLS

Spell Level	Spells
1st	<i>comprehend languages, illusory script</i>
2nd	<i>animal messenger, silence</i>
3rd	<i>sending, tongues</i>
4th	<i>arcane eye, confusion</i>
5th	<i>dream</i>

GOBLIN (VGMERFTLW)



Goblins occupy an uneasy place in a dangerous world, and they react by lashing out at any creatures they believe they can bully.

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

Age. Goblins reach adulthood at age 8 and live up to 60 years.

Alignment. Goblins are typically neutral evil, as they care only for their own needs. A few goblins might tend toward good or neutrality, but only rarely.

Size. Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

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

GOLIATH (EPC)



Strong and reclusive, every day brings a new challenge to a goliath.

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

Age. Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. You have proficiency in the Athletics skill.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. 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. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates. You have resistance to cold damage.

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



Half-elves combine what some say are the best qualities of their elf and human parents.

NON-VARIANT (PHB)

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

VARIANT: HALF-WOOD ELF (SCAG)

Choose one from Wood Elf: *Elf Weapon Training*, *Fleet of Foot* or *Mask of the Wild*

VARIANT: HALF-SUN OR HALF-MOON ELF (SCAG)

Choose one from High Elf: *Elf Weapon Training* or *High Elf Cantrip*

VARIANT: HALF-DARK ELF (SCAG)

Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once per day. When you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

VARIANT: HALF-AQUATIC ELF (SCAG)

Fast Swimmer: You have a swimming speed of 30 feet.

VARIANT: MARK OF DETECTION (ERFTLW)

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Deductive Intuition. When you make an Intelligence (Investigation) or a Wisdom (Insight) check, you can roll a d4 and add the number rolled to the ability check.

Magical Detection. You can cast the *detect magic* and *detect poison and disease* spells with this trait. Starting at 3rd level, you can also cast the *see invisibility* spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells, and you don't require material components for them.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

MARK OF DETECTION SPELLS

Spell Level	Spells
1st	<i>detect evil and good, detect poison and disease</i>
2nd	<i>detect thoughts, find traps</i>
3rd	<i>clairvoyance, nondetection</i>
4th	<i>arcane eye, divination</i>
5th	<i>legend lore</i>

VARIANT HALF-ELF: MARK OF STORM

If your half-elf character has the Mark of Storm, the following traits replace the half-elf's Ability Score Increase and Skill Versatility traits in the Player's Handbook.

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

Windwright's Intuition. When you make a Dexterity (Acrobatics) check or any ability check involving navigator's tools, you can roll a d4 and add the number rolled to the ability check.

Storm's Boon. You have resistance to lightning damage.

Headwinds. You know the *gust* cantrip. Starting at 3rd level, you can cast the *gust of wind* spell once with this trait, and you

regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells. **Spells of the Mark.** If you have the Spell casting or the Pact Magic class feature, the spells on the Mark of Storm Spells table are added to the spell list of your spellcasting class.

MARK OF STORM SPELLS

Spell Level	Spells
1st	<i>feather fall, fog cloud</i>
2nd	<i>gust of wind, levitate</i>
3rd	<i>sleet storm, wind wall</i>
4th	<i>conjure minor elemental, control water</i>
5th	<i>conjure elemental</i>

HALF-ORC (PHB)

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see.

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

Menacing. You gain proficiency in the Intimidation skill.

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

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

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

VARIANT: MARK OF FINDING (ERFTLW)

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hunter's Intuition. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Finder's Magic. You can cast the *hunter's mark* spell with this trait. Starting at 3rd level, you can also cast the *locate object* spell with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

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

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

MARK OF FINDING SPELLS

Spell Level	Spells
1st	<i>faerie fire, longstrider</i>
2nd	<i>locate animals or plants, locate object</i>
3rd	<i>clairvoyance, speak with plants</i>
4th	<i>divination, locate creature</i>
5th	<i>commune with nature</i>





The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense.

Ability Score Increase. Your Dexterity score increases by 2.

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

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

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

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

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

LIGHTFOOT HALFLING (PHB)

As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others. In the Forgotten Realms, lightfoot halflings have spread the farthest and thus are the most common variety. Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life. In the world of Greyhawk, these halflings are called hairfeet or tallfellows.

Ability Score Increase. Your Charisma score increases by 1.
Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

STOUT HALFLING (PHB)

As a stout halfling, you're hardier than average and have some resistance to poison. Some say that stouts have dwarven blood. In the Forgotten Realms, these halflings are called stronghearts, and they're most common in the south.

Ability Score Increase. Your Constitution score increases by 1.
Stout Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

GHOSTWISE HALFLING (SCAG)

Ghostwise halflings trace their ancestry back to a war among halfling tribes that sent their ancestors into flight from Luiren. Ghostwise halflings are the rarest of the *hin*, found only in the Chondalwood and a few other isolated forests, clustered in tight-knit clans.

Many ghostwise clans select a natural landmark as the center of their territory, and members carry a piece of that landmark with them at all times. Clan warriors known as nightgliders bond with and ride giant owls as mounts.

Because these folk are clannish and mistrustful of outsiders, ghostwise halfling adventurers are rare.

Ability Score Increase. Your Wisdom score increases by 1.
Silent Speech. You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

LOTUSDEN HALFLING (EGTW)

Long tied to the natural heart of the Lotusden Greenwood, these halflings have adapted to live synergistically with the chaotic laws of the wilds.

Ability Score Increase. Your Wisdom score increases by 1.
Child of the Wood. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *entangle* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *spike growth* spell once with this trait and regain the ability to do so when you finish a long rest. Casting these spells with this trait doesn't require material components. Wisdom is your spellcasting ability for these spells.

Timberwalk. Ability checks made to track you have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

HALFLING SUBRACE: MARK OF HEALING (ERFTLW)

If you're a halfling with the Mark of Healing, you have this subrace, with the following traits.

Ability Score Increase. Your Wisdom score increases by 1.

Medical Intuition. When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll a d4 and add the number rolled to the ability check.

Healing Touch. You can cast *the cure wounds* spell with this trait. Starting at 3rd level, you can also cast *lesser restoration* with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Healing Spells table are added to the spell list of your spellcasting class.

MARK OF HEALING SPELLS

Spell Level	Spells
1st	<i>cure wounds, healing word</i>
2nd	<i>lesser restoration, prayer of healing</i>
3rd	<i>aura of vitality, mass healing word</i>
4th	<i>aura of purity, aura of life</i>
5th	<i>greater restoration</i>

HALFLING SUBRACE: MARK OF HOSPITALITY (ERFTLW)

If you're a halfling with the Mark of Hospitality, you have this subrace, with the following traits.

Ability Score Increase. Your Charisma score increases by 1.

Ever Hospitable. When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll a d4 and add the number rolled to the ability check.

Innkeeper's Magic. You know the *prestidigitation* cantrip. You can also cast the *purify food and drink* and *unseen servant* spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spell casting or the Pact Magic class feature, the spells on the Mark of Hospitality Spells table are added to the spell list of your spellcasting class.

MARK OF HOSPITALITY SPELLS

Spell Level	Spells
1st	<i>good berry, sleep</i>
2nd	<i>aid, calm emotions</i>
3rd	<i>create food and water, Leomund's tiny hut</i>
4th	<i>aura of purity, Mordenkainen's private sanctum</i>
5th	<i>hallow</i>

HEXBLOOD (vRGTR)

Hexbloods are individuals infused with eldritch magic, fey energy, or mysterious witchcraft. Some who enter into bargains with hags gain their deepest wishes but eventually find themselves transformed. These changes evidence a hag's influence: ears that split in forked points, skin in lurid shades, long hair that regrows if cut, and an irremovable living crown. Along with these marks, hexbloods manifest hag-like traits, such as darkvision and a variety of magical methods to beguile the senses and avoid the same.

While many hexbloods gain their lineage after making a deal with a hag, others reveal their nature as they age—particularly if a hag influenced them early in life or even before their birth.

Ability Score Increase. Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Size. Small/Medium

Speed. 30 ft.

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

Eerie Token. As a bonus action, you can harmlessly remove a lock of your hair, one of your nails, or one of your teeth. This token is imbued with magic until you finish a long rest. While the token is imbued in this way, you can take these actions:

- **Telepathic Message.** As an action, you can send a telepathic message to the creature holding or carrying the token, as long as you are within 10 miles of it. The message can contain up to twenty-five words.
- **Remote Viewing.** If you are within 10 miles of the token, you can enter a trance as an action. The trance lasts for 1 minute, but it ends early if you dismiss it (no action required) or are incapacitated. During this trance, you can see and hear from the token as if you were located where it is. While you are using your senses at the token's location, you are blinded and deafened in regard to your own surroundings. When the trance ends, the token is harmlessly destroyed.

Once you create a token using this feature, you can't do so again until you finish a long rest, at which point your missing part regrows.

Hex Magic. You can cast the *disguise self* and *hex* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

HOBGOBLIN (VGM/ERFTLW)



War is the lifeblood of hobgoblins. Its glories are the dreams that inspire them. Its horrors don't feature in their nightmares.

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

Age. Hobgoblins mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Hobgoblin society is built on fidelity to a rigid, unforgiving code of conduct. As such, they tend toward lawful evil.

Size. Hobgoblins are between 5 and 6 feet tall and weigh between 150 and 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Martial Training. You are proficient with two martial weapons of your choice and with light armor.

Saving Face. Hobgoblins are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

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

HUMAN



Humans are the most adaptable and ambitious people among the common races. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

NON-VARIANT (PHB)

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

VARIANT (PHB)

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

VARIANT: MARK OF FINDING (ERFTLW)

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Hunter's Intuition. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Finder's Magic. You can cast the *hunter's mark* spell with this trait. Starting at 3rd level, you can also cast the *locate object* spell with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

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

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

MARK OF FINDING SPELLS

Spell Level	Spells
1st	<i>faerie fire, longstrider</i>
2nd	<i>locate animals or plants, locate object</i>
3rd	<i>clairvoyance, speak with plants</i>
4th	<i>divination, locate creature</i>
5th	<i>commune with nature</i>

VARIANT: MARK OF HANDLING (ERFTLW)

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Wild Intuition. When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll a d4 and add the number rolled to the ability check.

Primal Connection. You can cast the *animal friendship* and *speak with animals* spells with this trait, requiring no material component. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a short or long rest. Wisdom is your spellcasting ability for these spells.

The Bigger They Are. Starting at 3rd level, you can target a beast or monstrosity when you cast *animal friendship* or *speak with animals*, provided the creature's Intelligence score is 3 or lower.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

MARK OF HANDLING SPELLS

Spell Level	Spells
1st	<i>animal friendship, speak with animals</i>
2nd	<i>beast sense, calm emotions</i>
3rd	<i>beacon of hope, conjure animals</i>
4th	<i>aura of life, dominate beast</i>
5th	<i>awaken</i>

VARIANT: MARK OF MAKING (ERFTLW)

If your human character has the Mark of Making, the following traits replace the human's Ability Score Increase trait in the Player's Handbook.

Ability Score Increase. Your Intelligence score increases by 2, and one other ability score of your choice increases by 1.

Artisan's Intuition. When you make an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.

Maker's Gift. You gain proficiency with one type of artisan's tools of your choice.

Spellsmith. You know the *mending* cantrip. You can also cast the *magic weapon* spell with this trait. When you do so, the spell lasts for 1 hour and doesn't require concentration. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Making Spells table are added to the spell list of your spellcasting class.

MARK OF MAKING SPELLS

Spell Level	Spells
1st	<i>identify, Tenser's floating disk</i>
2nd	<i>continual flame, magic weapon</i>
3rd	<i>conjure barrage, elemental weapon</i>
4th	<i>fabricate, stone shape</i>
5th	<i>creation</i>

VARIANT: MARK OF PASSAGE (ERFTLW)

If your human character has the Mark of Passage, the following traits replace the human's Ability Score Increase trait in the Player's Handbook.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Courier's Speed. Your base walking speed increases to 35 feet.

Intuitive Motion. When you make a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle, you can roll a d4 and add the number rolled to the ability check.

Magical Passage. You can cast the *misty step* spell once with this trait, and you regain the ability to cast it when you finish a long rest. Dexterity is your spellcasting ability for this spell.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Passage Spells table are added to the spell list of your spellcasting class.

MARK OF PASSAGE SPELLS

Spell Level	Spells
1st	<i>expeditious retreat, jump</i>
2nd	<i>misty step, pass without trace</i>
3rd	<i>blink, phantom steed</i>
4th	<i>dimension door, freedom of movement</i>
5th	<i>teleportation circle</i>

VARIANT: MARK OF SENTINEL (ERFTLW)

If your human character has the Mark of Sentinel, the following traits replace the human's Ability Score Increase trait in the Player's Handbook.

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

Sentinel's Intuition. When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

Guardian's Shield. You can cast the *shield* spell once with this trait, and you regain the ability to cast it after you finish a long rest. Wisdom is your spellcasting ability for this spell.

Vigilant Guardian. When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Sentinel Spells table are added to the spell list of your spellcasting class.

MARK OF SENTINEL SPELLS

Spell Level	Spells
1st	<i>compelled duel, shield of faith</i>
2nd	<i>warding bond, zone of truth</i>
3rd	<i>counterspell, protection from energy</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>Bigby's hand</i>

KALASHTAR (WGTE/ERFTLW)

The kalashtar are a compound race created from the union of humanity and renegade spirits from the plane of dreams—spirits called quori. Kalashtar are often seen as wise, spiritual people with great compassion for others. But there is an unmistakable alien quality to the kalashtar, as they are haunted by the conflicts of their otherworldly spirits.

Ability Score Increase. Your Wisdom scores increases by 2 and your Charisma score increases by 1.

Age. Kalashtar develop physically at the same rate as humans do and have similar lifespans.

Alignment. The noble spirit tied to a kalashtar drives it toward lawful and good behavior. Most kalashtar combine strong self-discipline with compassion for all sentient beings, but some kalashtar resist the virtuous influence of their spirit.

Size. Kalashtar are similar in build to humans, though they are typically a few inches taller. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dual Mind. You have advantage on all Wisdom saving throws.

Mental Discipline. You have resistance to psychic damage.

Mind Link. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to spells and other magical effects that require you to dream, like *dream*, but not to spells and other magical effects that put you to sleep, like *sleep*.

Languages. You can speak, read, and write Common, Quori, and one other language of your choice.



KENKU (VGM)



Haunted by an ancient crime that robbed them of their wings, the kenku wander the world as vagabonds and burglars who live at the edge of human society.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Kenku have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.

Alignment. Kenku are chaotic creatures, rarely making enduring commitments, and they care mostly for preserving their own hides. They are generally chaotic neutral in outlook.

Size. Kenku are around 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages. You can read and write Common and Auran, but you can speak only by using your Mimicry trait.

KOBOLD (VGM)



Kobolds are typically timid and shy away from conflict, but they are dangerous and vicious if cornered.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score is reduced by 2.

Age. Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.

Alignment. Kobolds are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law.

Size. Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

LEONIN (MOOT)

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

Age. Leonin mature and age at about the same rate as humans.

Alignment. Leonin tend toward good alignments. Leonin who are focused on the pride lean toward lawful good.

Size. Leonin are typically over 6 feet tall, with some standing over 7 feet. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Instincts. You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

Daunting Roar. As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals $8 +$ your proficiency bonus $+$ your Constitution modifier.

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

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

LIZARDFOLK (VGM)

Lizardfolk possess an alien and inscrutable mindset, their desires and thoughts driven by a different set of basic principles than those of warm-blooded creatures.

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

Age. Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

Alignment. Most lizardfolk are neutral. They see the world as a place of predators and prey, where life and death are natural processes. They wish only to survive, and prefer to leave other creatures to their own devices.

Size. Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or $1d4$ darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is $13 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points

(minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

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



LOXODON (GGR)

Humanoid elephants, are often oases of calm in the busy streets of Ravnica. They hum or chant in their sonorous tones and move slowly or sit in perfect stillness. Provoked to action, loxodons are holy terrors—bellowing with rage, trumpeting and flapping their ears. Their still wisdom and their furious strength—as well as their fierce loyalty and unwavering conviction—are tremendous assets to their guilds.

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

Age. Loxodons physically mature at the same rate as humans, but they live about 450 years. They highly value the weight of wisdom and experience and are considered young until they reach the age of 60.

Alignment. Most loxodons are lawful, believing in the value of a peaceful, ordered life. They also tend toward good.

Size. Loxodons stand between 7 and 8 feet tall. Their massive bodies weigh between 300 and 400 pounds. Your size is Medium.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Speed. Your base walking speed is 30 feet.

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

Natural Armor. You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk. You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM

might allow other simple tasks to be added to that list of options. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Keen Smell. Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

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



MINOTAUR (GGR/MOoT)

The minotaurs of Ravnic are strong in body, dedication, and courage. They are at home on the battlefield, willing to fight for their various causes.

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

Alignment. Most minotaurs who join the Boros Legion lean toward lawful alignments, while those associated with the Cult of Rakdos or the Gruul Clans tend toward chaotic alignments.

Size. Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to $1d6 +$ your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to $8 +$ your proficiency bonus $+ your Strength modifier$, you push it up to 10 feet away from you.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion

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

ORC (VGM/ERfTLW)

Orcs live a life that has no place for weakness, and every warrior must be strong enough to take what is needed by force.

Ability Score Increase. (VGM) Your Strength score increases by 2, your Constitution score increases by 1, and your Intelligence score is reduced by 2.

Ability Score Increase. (ERfTLW) Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Orcs reach adulthood at age 12 and live up to 50 years.

Alignment. Orcs are vicious raiders, who believe that the world should be theirs. They also respect strength above all else and believe the strong must bully the weak to ensure that weakness does not spread like a disease. They are usually chaotic evil.

Size. Orcs are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Menacing. (VGM) You are trained in the Intimidation skill.

Primal Intuition. (ERfTLW) You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

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



REBORN (vRGTR)

Death isn't always the end. The reborn exemplify this, being individuals who have died yet, somehow, still live. Some reborn exhibit the scars of fatal ends, their ashen flesh or bloodless veins making it clear that they've been touched by death. Other reborn are marvels of magic or science, being stitched together from disparate beings or bearing mysterious minds in manufactured bodies. Whatever their origins, reborn know a new life and seek experiences and answers all their own.

Ability Score Increase. Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Size. Small/Medium

Speed. 30 ft.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Deathless Nature. You have escaped death, a fact represented by the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- 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 an inactive, motionless state, during which you retain consciousness.

Knowledge from a Past Life. You temporarily remember glimpses of the past, perhaps faded memories from ages ago or a previous life. When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

SATYR (MOoT)

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

Age. Satyrs mature and age at about the same rate as humans.

Alignment. Satyrs delight in living a life free of the mantle of law. They gravitate toward being good, but some have devious streaks and enjoy causing dismay.

Size. Satyrs range from just under 5 feet to about 6 feet in height, with generally slender builds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Fey. Your creature type is fey, rather than humanoid.

Ram. You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever you make a long or high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

Reveler. You have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.

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



SHIFTERS (WGTE/ERFTLW)

Shifters are sometimes called the weretouched, as many believe that they are the descendants of humans and lycanthropes. They are humanoids with a bestial aspect; while they cannot fully change shape they can temporarily enhance their animalistic features—a state they call shifting. Whatever their origins, shifters have evolved into a unique race. A shifter walks on the knife's edge between the wilds and the world around them.

Do they embrace their primal instincts or the path of civilization?

Age. Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

Alignment. Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

Size. Shifters range from 5 to almost 7 feet tall, depending on their subrace. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

Subrace. The beast within shapes each shifter physically and mentally. Four major subraces of shifter are found among the worlds of D&D: Beasthide, Longtooth, Swiftstride, and Wildhunt. Choose one of these subraces.

BEASTHIDE

Stoic and solid, a beasthide shifter draws strength and stability from the beast within. Beasthide shifters are typically tied to the bear or the boar, but this subrace could embody any creature known for its toughness.

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

Natural Athlete. You have proficiency with the Athletics skill.

Shifting Feature. Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

LONGTOOTH

Longtooth are fierce and aggressive, but they form deep bonds with their friends. Many longtooth shifters have canine traits that become more pronounced as they shift, but they might instead draw on tigers, hyenas, or other predators.

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

Fierce. You have proficiency with the Intimidation skill.

Shifting Feature. While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

SWIFTSTRIDE

Swiftstride shifters are graceful and quick. Typically feline in nature, swiftstride shifters are often aloof and difficult to pin down physically or socially.

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

Graceful. You have proficiency with the Acrobatics skill.

Shifting Feature. While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you.

This reactive movement doesn't provoke opportunity attacks

WILDHUNT

Wildhunt shifters are sharp and insightful. Many are constantly alert, ever wary for possible threats. Others focus on their intuition, searching within. Wildhunt shifters are excellent hunters, and they also tend to become the spiritual leaders of shifter communities.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity increases by 1.

Natural Tracker. You have proficiency with the Survival skill.

Shifting Feature. While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you, unless you're incapacitated.



SIMIC HYBRID (GGR)

The Simic Combine uses magic to fuse different life forms together. In recent years, they have extended this research to humanoid subjects, magically transferring the traits of various animals into humans, elves, and vedalken. The goal of the so-called Guardian Project is to build a Simic army of superior soldiers, perfectly adapted to a variety of combat situations. These hyper-evolved specimens are called Simic hybrids, though they sometimes call themselves guardians.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Hybrids begin their lives as adult humans, elves, or vedalken. They age at a slightly accelerated rate, so their maximum life spans are probably reduced somewhat. The Guardian Project has not been operating long enough to observe the full effect of this phenomenon.

Alignment. Most hybrids share the generally neutral outlook of the Simic Combine. They are more interested in scientific research and the standing of their guild than in moral or ethical questions. Those who leave the Combine, however often do so because their philosophical outlook and alignment are more in line with a different guild's.

Size. Your size is Medium, within the normal range of your humanoid base race.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and your choice of Elvish or Vedalken.

Animal Enhancement. Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.



At 1st level, choose one of the following options:

Manta Glide. You have ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Nimble Climber. You have a climbing speed equal to your walking speed.

Underwater Adaptation. You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

- **Grappling Appendages.**

You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items or other specialized equipment.

- **Carapace.** Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.
- **Acid Spit.** As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

TABAXI (VGM)

Hailing from a strange and distant land, wandering tabaxi are catlike humanoids driven by curiosity to collect interesting artifacts, gather tales and stories, and lay eyes on all the world's wonders.

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

Age. Tabaxi have lifespans equivalent to humans.

Alignment. Tabaxi tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses.

Size. Tabaxi are taller on average than humans and relatively slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

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



TIEFLING

To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust and fear in every eye: this is the lot of the tiefling.

DEFAULT (PHB)

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *darkness* spell when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

FERAL

Your Intelligence score increases by 1 and your Dexterity score increases by 2. This trait replaces the **Ability Score Increase** trait.

DEVIL'S TONGUE

You know the *vicious mockery* cantrip.

When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the *enthrall* spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them. This trait replaces the **Infernal Legacy** trait.

HELLFIRE

Once you reach 3rd level, you can cast the *burning hands* spell once per day as a 2nd-level spell. This trait replaces the *hellish rebuke* spell of the **Infernal Legacy** trait.

WINGED

You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 30 feet while you are not wearing heavy armor. This trait replaces the **Infernal Legacy** trait.

ASMODEUS (MTOF)

The tieflings connected to Nessus command the power of fire and darkness, guided by a keener than normal intellect, as befits those linked to Asmodeus himself. Such tieflings use the Ability Score Increase and Infernal Legacy traits in the *Player's Handbook*.

BAALZEBUL (MTOF)

The crumbling realm of Maladomini is ruled by Baalzebul, who excels at corrupting those whose minor sins can be transformed into acts of damnation. Tieflings linked to this archdevil can corrupt others both physically and psychically.

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

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

DISPATER (MTOF)

The great city of Dis occupies most of Hell's second layer. It is a place where secrets are uncovered and shared with the highest bidder, making tieflings tied to Dispater excellent spies and infiltrators.

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

Legacy of Dis. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

FIERNA (MTOF)

A master manipulator, Fierna grants tieflings tied to her forceful personalities.

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

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

GLASYA (MTOF)

Glasya, Hell's criminal master mind, grants her tieflings magic that is useful for committing heists.

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

Legacy of Malbolge. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the

invisibility spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

LEVISTUS (MTOF)

Frozen Stygia is ruled by Levistus, an archdevil known for offering bargains to those who face an inescapable doom.

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

Legacy of Stygia. You know the *ray of frost* cantrip. When you reach 3rd level, you can cast the *armor of Agathys* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

MAMMON (MTOF)

The great miser Mammon loves coins above all else. Tieflings tied to him excel at gathering and safeguarding wealth.

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

Legacy of Minauros. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *Tenser's floating disk* spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *arcane lock* spell once with this trait, requiring no material component, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

MEPHISTOPHELES (MTOF)

In the frozen realm of Cania, Mephistopheles offers arcane power to those who entreat with him. Tieflings linked to him master some arcane magic.

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

Legacy of Cania. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *burning hands* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *flame blade* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

ZARIEL (MTOF)

Tieflings with a blood tie to Zariel are stronger than the typical tiefling and receive magical abilities that aid them in battle.

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

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



TORTLE (TP/XGE*)



What many tortles consider a simple life, others might call a life of adventure. They are nomad survivalists eager to explore the wilderness.

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

Age. Young tortles crawl for a few weeks after birth before learning to walk on two legs. They reach adulthood by the age of 15 and live an average of 50 years.

Alignment. Tortles tend to lead orderly, ritualistic lives. They develop customs and routines, becoming more set in their ways as they age. Most are lawful good. A few can be selfish and greedy, tending more toward evil, but it's unusual for a tortle to shuck off order in favor of chaos.

Size. Tortle adults stand 5 to 6 feet tall and average 450 pounds. Their shells account for roughly one-third of their weight. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath. You can hold your breath for up to 1 hour at a time. Tortles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air.

Natural Armor. Due to your shell and the shape of your body, you are ill-suited to wear armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Shell Defense. You can withdraw into your shell as an action. Until you emerge, you gain +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Survival Instinct. You gain proficiency in the Survival skill. Tortles have finely honed survival instincts.

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

TRITON (VGM)

Long-established guardians of the deep ocean floor, in recent years the noble tritons have become increasingly active in the world above.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Tritons reach maturity around age 15 and can live up to 200 years.

Alignment. Tritons tend toward lawful good. As guardians of the darkest reaches of the sea, their culture pushes them toward order and benevolence.

Size. Tritons are slightly shorter than humans, averaging about 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

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



VEDALKEN (GGR)

Nothing is perfect—Vedalken believe this and rejoice in it. Every imperfection is a chance for improvement, whether it's in law or in science, and progress is an endless march toward a state of perfection that might never be reached. This leads vedalken to pursue their work with delighted enthusiasm, never deterred by setbacks and excited by every opportunity for improvement.

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

Age. Vedalken mature slower than humans do, reaching maturity around age 40. Their life span is typically 350 years, with some living to the age of 500.

Alignment. Vedalken are usually lawful and non-evil.

Size. Tall and slender, Vedalken stand 6 to 6½ feet tall on average and usually weigh less than 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vedalken Dispassion. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

Tireless Precision. You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice. Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

Partially Amphibious. By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

Languages. You can speak, read, and write Common, Vedalken, and one other language of your choice.





WARFORGED (ERFTLW)

The warforged were built to fight in the Last War.

The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion.

Built as a weapon, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Speed. Your base walking speed is 30 feet.

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe. • You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which can be enhanced with armor:

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, your armor can't be removed from your body against your will.

Specialized Design. You gain one skill proficiency and one tool proficiency of your choice.

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

YUAN-TI PUREBLOOD (VGM)

The serpent creatures known as yuan-ti are all that remains of an ancient, decadent human empire.

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

Age. Purebloods mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Purebloods are devoid of emotion and see others as tools to manipulate. They care little for law or chaos and are typically neutral evil.

Size. Purebloods match humans in average size and weight. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Innate Spellcasting. You know the *poison spray* cantrip. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast *suggestion* with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Languages. You can speak, read, and write Common, Abyssal, and Draconic.



PLAYABLE CLASSES



ARTIFICER

Masters of unlocking magic in everyday objects, artificers are supreme inventors. They see magic as a complex system waiting to be decoded and controlled. Artificers use tools to channel arcane power, crafting magical objects. To cast a spell, an artificer could use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power on an ally's armor, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents.

ARCANE SCIENCE

In the world of Eberron, arcane magic has been harnessed as a form of science and deployed throughout society. Artificers reflect this development. Their knowledge of magical devices, and their ability to infuse mundane items with magic, allows Eberron's

most miraculous projects to continue.

During the Last War, artificers were marshaled on a massive scale. Many lives were saved because of the inventions of brave artificers, but countless lives were also lost because of the mass destruction unleashed by their creations.



SEEKERS OF NEW LORE

Nothing excites an artificer quite like uncovering a new metal or discovering a source of elemental energy. In artificer circles, new inventions and strange discoveries create the most excitement. Artificers who wish to make their mark must innovate, creating something fresh, rather than iterating on familiar designs.

This drive for novelty pushes artificers to become adventurers. Eberron's main travel routes and populated regions have long since been explored. Thus, artificers seek the frontiers of civilization in hopes of making the next great discovery in arcane research.

CREATING AN ARTIFICER

When creating an artificer, think about your character's relationship with the artisan who taught them their craft. Does the character have a rival? Talk to your DM about the role played by artificers in the campaign and the sort of organizations you might have ties to.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the guild artisan background.

CLASS FEATURES

As an artificer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artificer level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: Thieves' tools, tinker's tools, one type of artisan's tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons of your choice
- a light crossbow and 20 bolts
- your choice of studded leather armor or scale mail
- thieves' tools and a dungeoneer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 × 10 gp to buy your equipment.

OPTIONAL RULE: FIREARM PROFICIENCY

The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D

multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide* and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

MAGICAL TINKERING

At 1st level, you learn how to invest a spark of magic into mundane objects. To use this ability, you must have tinker's tools or other artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your

Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

SPELLCASTING

You have studied the workings of magic and how to channel it through objects. As a result, you have gained the ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders using mundane items or outlandish inventions.

TOOLS REQUIRED

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool in hand when you cast any spell with this Spellcasting feature.

You must be proficient with the tool to use it in this way. See chapter 5, "Equipment," in the *Player's Handbook* for descriptions of these tools. After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

CANTRIPS (0 – LEVEL SPELLS)

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table. When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

PREPARING AND CASTING SPELLS

The Artificer table shows how many spell slots you have to cast

THE ARTIFICER

Level	Proficiency		Features	Infusions Known	Infused Items	Cantrips Known	—Spell Slots per Spell Level—				
	Bonus						1st	2nd	3rd	4th	5th
1st	+2		Magical Tinkering, Spellcasting	-	-	2	2	-	-	-	-
2nd	+2		Infuse Item	4	2	2	2	-	-	-	-
3rd	+2		Artificer Specialist, The Right Tool	4	2	2	3	-	-	-	-
4th	+2		Ability Score Improvement	4	2	2	3	-	-	-	-
5th	+3		Artificer Specialist feature	4	2	2	4	-	-	-	-
6th	+3		Tool Expertise	6	3	2	4	2	-	-	-
7th	+3		Flash of Genius	6	3	2	4	2	-	-	-
8th	+3		Ability Score Improvement	6	3	2	4	3	-	-	-
9th	+4		Artificer Specialist feature	6	3	2	4	3	2	-	-
10th	+4		Magic Item Adept	8	4	3	4	3	2	-	-
11th	+4		Spell-Storing Item	8	4	3	4	3	3	-	-
12th	+4		Ability Score Improvement	8	4	3	4	3	3	-	-
13th	+5		--	8	4	3	4	3	3	1	-
14th	+5		Magic Item Savant	10	5	4	4	3	3	1	-
15th	+5		Artificer Specialist feature	10	5	4	4	3	3	2	-
16th	+5		Ability Score Improvement	10	5	4	4	3	3	2	-
17th	+6		--	10	5	4	4	3	3	3	1
18th	+6		Magic Item Master	12	6	4	4	3	3	3	1
19th	+6		Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6		Soul of Artifice	12	6	4	4	3	3	3	2

your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot.

Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

INFUSE ITEM

At 2nd level, you gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items.

INFUSIONS KNOWN

When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant

you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "Attunement" in chapter 7 of the *Dungeon Master's Guide*). Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one. You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

ARTIFICER SPECIALIST

At 3rd level, you choose the type of specialist you are: Alchemist, Artillerist, or Battle Smith, each of which is detailed at the end of the class's description. Your choice grants you features at 5th level and again at 9th and 15th level.

THE RIGHT TOOL FOR THE JOB

At 3rd level, you learn how to produce exactly the tool you need: with tinker's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

ABILITY SCORE IMPROVEMENT

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

TOOL EXPERTISE

Starting at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

FLASH OF GENIUS

Starting at 7th level, you gain the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

MAGIC ITEM ADAPT

When you reach 10th level, you achieve a profound understanding of how to use and make magic items:

- You can attune to up to four magic items at once.
- If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

SPELL-STORING ITEM

At 11th level, you learn how to store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1st- or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared). While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

MAGIC ITEM SAVANT

At 14th level, your skill with magic items deepens more:

- You can attune to up to five magic items at once.
- You ignore all class, race, spell, and level requirements on attuning to or using a magic item.

MAGIC ITEM MASTER

Starting at 18th level, you can attune to up to six magic items at once.

SOUL OF ARTIFICE

At 20th level, you develop a mystical connection to your magic items, which you can draw on for protection:

You gain a +1 bonus to all saving throws per magic item you are currently attuned to.

If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

ARTIFICER SPECIALISTS

Artificers pursue many disciplines. Here are specialist options you can choose from at 3rd level.

ALCHEMIST (ERFTLW)

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

ALCHEMIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ALCHEMIST SPELLS

Artificer Level	Spell
3rd	healing word, ray of sickness
5th	flaming sphere, Melf's acid arrow
9th	gaseous form, mass healing word
13th	blight, death ward
17th	cloudkill, raise dead

EXPERIMENTAL ELIXIR

Beginning at 3rd level, whenever you finish a long rest, you can magically produce an *experimental elixir* in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature. Creating an *experimental elixir* requires you to have alchemist supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.

You can create additional *experimental elixirs* by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table.

EXPERIMENTAL ELIXIR

d6	Effect
1	Healing. The drinker regains a number of hit points equal to 2d4+ your Intelligence modifier
2	Swiftess. The drinker's walking speed increases by 10 feet for 1 hour.
3	Resilience. The drinker gains a +1 bonus to AC for 10 minutes.
4	Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute
5	Flight. The drinker gains a flying speed of 10 feet for 10 minutes
6	Transformation. The drinker's body is transformed as if by the <i>alter self</i> spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes.

ALCHEMICAL SAVANT

At 5th level, you develop masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).

RESTORATIVE REAGENTS

Starting at 9th level, you can incorporate restorative reagents into some of your works:

- Whenever a creature drinks an *experimental elixir* you created, the creature gains temporary hit points equal to 2d6 + your Intelligence modifier (minimum of 1 temporary hit point).
- You can cast *lesser restoration* without expending a spell slot and without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

CHEMICAL MASTERY

By 15th level, you have been exposed to so many chemicals that they pose little risk to you, and you can use them to quickly end certain ailments:

- You gain resistance to acid damage and poison damage, and you are immune to the poisoned condition.
- You can cast *greater restoration* and *heal* without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

ARTILLERIST (ERFTLW)

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield. This destructive power was valued by all the armies of the Last War. Now that the war is over, some members of this specialization have sought to build a more peaceful world by using their powers to fight the resurgence of strife in Khorvaire. The gnome artificer Vi, an unlikely yet key member of House Cannith's warforged project, has been especially vocal about making things right: "It's about time we fixed things instead of blowing them all to hell."

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

ARTILLERIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ARTILLERIST SPELLS

Artificer Level	Spell
3rd	<i>shield, thunderwave</i>
5th	<i>scorching ray, shatter</i>
9th	<i>fireball, wind wall</i>
13th	<i>ice storm, wall of fire</i>
17th	<i>cone of cold, wall of force</i>

ELDRITCH CANNON

At 3rd level, you learn how to create a magical cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand. Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can have only one cannon at a time and can't create one while your cannon is present. The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the cannon, you determine its appearance and whether it has legs. You also decide which type it is, choosing from the options on the Eldritch Cannons table. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.

ELDRITCH CANNONS

Cannon	Activation
Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

ARCANE FIREARM

At 5th level, you know how to turn a wand, staff, or rod into an arcane firearm, a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's tools to carve special sigils into a wand, staff, or rod and thereby turn it into your arcane firearm. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely.

You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

EXPLOSIVE CANNON

Starting at 9th level, every eldritch cannon you create is more destructive:

- The cannon's damage rolls all increase by 1d8.
- As an action, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much damage on a successful one.

FORTIFIED POSITION

Starting at 15th level, you're a master at forming well-defended emplacements using Eldritch Cannon:

- You and your allies have half cover while within 10 feet of a cannon you create with Eldritch Cannon, as a result of a shimmering field of magical protection that the cannon emits.
- You can now have two cannons at the same time. You can create two with the same action (but not the same spell slot), and you can activate both of them with the same bonus action. You determine whether the cannons are identical to each other or different. You can't create a third cannon while you have two.

BATTLE SMITH (ERFTLW)

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector and medic, a Battle Smith is an expert at defending others and repairing both material and personnel. To aid in their work, Battle Smiths are usually accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a Battle Smith and a steel defender.

Battle Smiths played a key role in House Cannith's work on battle constructs and the original warforged, and after the Last War, these artificers led efforts to aid those who were injured in the war's horrific battles.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

BATTLE SMITH SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

BATTLE SMITH SPELLS

Artificer Level	Spell
3rd	shield, heroism
5th	branding smite, warding bond
9th	aura of vitality, conjure barrage
13th	aura of purity, fire shield
17th	banishing smite, mass cure wounds

BATTLE READY

When you reach 3rd level, your combat training and your experiments with magic have paid off in two ways:

- You gain proficiency with martial weapons.
- When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

STEEL DEFENDER

By 3rd level, your tinkering has borne you a faithful companion, a steel defender. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the steel defender stat block. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

STEEL DEFENDER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points equal the steel defender's Constitution modifier + your Intelligence modifier + five times your level in this class
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +3, Con +4

Skills Athletics +4, Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages you speak

Challenge -

Might of the Master. The following number increase by 1 when your proficiency bonus increases by 1: the defender's skill and saving throw bonuses (above), the bonuses to hit and damage of its rend attack, and the number of hit points restored by its Repair action (below).

Vigilant. The defender can't be surprised.

ACTIONS

Force-Empowered Rend (requires your bonus action). Melee Weapon Attack: +4 to hit, reach 5 ft., one target you can see. Hit: 1d8+2 force damage.

Repair (requires your bonus action). (3/Day). The magical mechanisms inside the defender restore 2d8+2 hit points to itself or to one construct or object within 5 feet of it.

REACTIONS

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

In combat, the steel defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn

to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new steel defender if you have your smith's tools with you. If you already have a steel defender from this feature, the first one immediately perishes.

EXTRA ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

ARCANE JOLT

At 9th level, you learn new ways to channel arcane energy to harm or heal. When either you hit a target with a magic weapon attack or your steel defender hits a target, you can channel magical energy through the strike to create one of the following effects:

- The target takes an extra 2d6 force damage.
- Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 hit points to it.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.

IMPROVED DEFENDER

At 15th level, your Arcane jolt and steel defender become more powerful:

- The extra damage and the healing of your Arcane jolt both increase to 4d6.
- Your steel defender gains a +2 bonus to Armor Class.
- Whenever your steel defender uses its Deflect Attack, the attacker takes force damage equal to 1d4 + your Intelligence modifier.

ARMORER (TCoE)

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

TOOLS OF THE TRADE

3rd-level Armorer feature

You gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

ARMORER SPELLS

3rd-level Armorer feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Armorer Spells

table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spell
3rd	<i>magic missile, thunderwave</i>
5th	<i>mirror image, shatter</i>
9th	<i>hypnotic pattern, lightning bolt</i>
13th	<i>fire shield, greater invisibility</i>
17th	<i>pass wall, wall of force</i>

ARCANE ARMOR

3rd-level Armorer feature

Your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand.

You gain the following benefits while wearing this armor:

- If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.
- You can use the arcane armor as a spellcasting focus for your artificer spells.
- The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a limb it replaces.
- You can doff or don the armor as an action. The armor continues to be Arcane Armor until you don another suit of armor or you die.

ARMOR MODEL

3rd-level Armorer feature

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls. You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

Guardian. You design your armor to be in the front line of conflict. It has the following features:

- **Thunder Gauntlets.** Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.
- **Defensive Field.** As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. 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.

Infiltrator. You can customize your armor for subtle undertakings. It has the following features:

- **Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.
- **Powered Steps.** Your walking speed increases by 5 feet.
- **Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

EXTRA ATTACK

5th-level Armorer feature

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

ARMOR MODIFICATIONS

9th-level Armorer feature

You learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature.

In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

PERFECTED ARMOR

15th-level Armorer feature

Your Arcane Armor gains additional benefits based on its model, as shown below.

Guardian. When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Infiltrator. Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.

ARTIFICER INFUSIONS

Artificers have invented numerous magical infusions, extraordinary processes that rapidly create magic items. To many, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete.

The description of each of the following infusions details the type of item that can receive it, along with whether the resulting magic item requires attunement. Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

ARCANE PROPULSION ARMOR

Prerequisite: 14th-level artificer

Item: A suit of armor (requires attunement)

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

ARMOR OF MAGICAL STRENGTH

Item: A suit of armor (requires attunement)

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

BOOTS OF THE WINDING PATH

Prerequisite: 6th-level artificer

Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

ENHANCED ARCANE FOCUS

Item: A rod, staff or wand (requires attunement)

While holding this item, a creature gains a +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

ENHANCED DEFENSE

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 10th level in this class.

ENHANCED WEAPON

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

HELM OF AWARENESS

Prerequisite: 10th-level artificer

Item: A helmet (requires attunement)

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

HOMUNCULUS SERVANT

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points equal the homunculus's Constitution modifier + your Intelligence modifier + your level in this class

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +4

Skills Athletics +1, Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages you speak

Challenge -

Evasion. If the homunculus 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. It can't use this trait if it's incapacitated.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the homunculus's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below)

ACTIONS

Force Strike. (requires your bonus action) Ranged Weapon Attack: +4 to hit, reach 30 ft., one target you can see. Hit: 1d4+2 force damage.

REACTIONS

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

HOMUNCULUS SERVANT

Item: A gem worth at least 100 gp or a dragonshard

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take the action in its stat block or the Dash, Disengage, Help, Hide, or Search action.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If it dies, it vanishes, leaving its heart in its space.

MIND SHARPENER

Item: A suit of armor or robes

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

RADIANT WEAPON

Prerequisite: 6th-level artificer

Item: A simple or martial weapon (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet.

The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

REPEATING SHOT

Item: A simple or martial weapon with the ammunition property (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

REPULSION SHIELD

Prerequisite: 6th-level artificer

Item: A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield. The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 4 expended charges daily at dawn.

RESISTANT ARMOR

Prerequisite: 6th-level artificer

Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

RETURNING WEAPON

Item: A simple or martial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

REPLICATE MAGIC ITEM

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables below. A table's title tells you the level you must be in the class to choose an item from the table. In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making. If you have *Xanathar's Guide to Everything*, you can choose from among the common magic items in that book when you pick a magic item you can replicate with this infusion.

REPLICABLE ITEMS (2ND-LEVEL ARTIFICER)

Magic Item	Attunement
Alchemy Jug	No
Armsblade (detailed in chapter 5, ERftLW)	Yes
Bag of holding	No
Cap of Water Breathing	No
Goggles of night	No
Prosthetic limb (detailed in chapter 5, ERftLW)	Yes
Rope of climbing	No
Sending stones	No
Wand of magic detection	No
Wand of secrets	No

REPLICABLE ITEMS (6TH-LEVEL ARTIFICER)

Magic Item	Attunement
Boots of elvenkind	No
Cloak of elvenkind	Yes

Cloak of the manta ray	No
Eyes of charming	Yes
Gloves of thievery	No
Lantern of revealing	No
Pipes of haunting	No
Ring of water walking	No
Wand sheath (detailed in chapter 5, ERftLW)	Yes

REPLICABLE ITEMS (10TH-LEVEL ARTIFICER)

Magic Item	Attunement
Boots of striding and springing	Yes
Boots of the winterlands	Yes
Bracers of archery	Yes
Brooch of shielding	Yes
Cloak of protection	Yes
Eyes of the eagle	Yes
Gauntlets of ogre power	Yes
Gloves of missile snaring	Yes
Gloves of swimming and climbing	Yes
Hat of disguise	Yes
Headband of intellect	Yes
Helm of telepathy	Yes
Medallion of thoughts	Yes
Periapt of wound closure	Yes
Pipes of the sewers	Yes
Quiver of Ehlonna	No
Ring of jumping	Yes
Ring of mind shielding	Yes
Slippers of spider climbing	Yes
Ventilating lung (detailed in chapter 5, ERftLW)	Yes
Winged boots	Yes

REPLICABLE ITEMS (14TH-LEVEL ARTIFICER)

Magic Item	Attunement
Amulet of health	Yes
Arcane propulsion arm (chapter 5, ERftLW)	Yes
Belt of hill giant strength	Yes
Boots of levitation	Yes
Boots of speed	Yes
Bracers of defense	Yes
Cloak of the bat	Yes
Dimensional shackles	No
Gem of seeing	Yes
Horn of blasting	No
Ring of free action	Yes
Ring of protection	Yes
Ring of the ram	Yes

SPELL-REFUELING RING

Prerequisite: 6th-level artificer

Item: A ring (requires attunement)

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.





BARBARIAN

A tall human tribesman strides through a blizzard, draped in fur and hefting his axe.

He laughs as he charges toward the frost giant who dared poach his people's elk herd. A half-ore snarls at the latest challenger to her authority over their savage tribe, ready to break his neck with her bare hands as she did to the last six rivals.

Frothing at the mouth, a dwarf slams his helmet into the face of his drow foe, then turns to drive his armored elbow into the gut of another. These barbarians, different as they might be, are defined by their rage: unbridled, unquenchable, and unthinking fury. More than a mere emotion, their anger is the ferocity of a cornered predator, the unrelenting assault of a storm, the churning turmoil of the sea. For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.



PRIMAL INSTINCT

People of towns and cities take pride in how their civilized ways set them apart from animals, as if denying one's own nature was a mark of superiority. To a barbarian, though, civilization is no virtue, but a sign of weakness. The strong embrace their animal nature—keen instincts, primal physicality, and ferocious rage. Barbarians are uncomfortable when hedged in by walls and crowds. They thrive in the wilds of their homelands: the tundra, jungle, or grasslands where their tribes live and hunt. Barbarians come alive in the chaos of combat. They can enter a berserk state where rage takes over, giving them superhuman strength and resilience. A barbarian can draw on this reservoir of fury only a few times without resting, but those few rages are usually sufficient to defeat whatever threats arise.

A LIFE OF DANGER

Not every member of the tribes deemed "barbarians" by scions of civilized society has the barbarian class. A true barbarian among these people is as uncommon as a skilled fighter in a town, and he or she plays a similar role as a protector of the people and a leader in times of war. Life in the wild places of the world is fraught with peril: rival tribes, deadly weather, and terrifying monsters. Barbarians charge headlong into that danger so that their people don't have to. Their courage in the face of danger makes barbarians perfectly suited for adventuring. Wandering is often a way of life for their native tribes, and the rootless life of the adventurer is little hardship for a barbarian. Some barbarians miss the close-knit family structures of the tribe, but eventually find them replaced by the bonds formed among the members of their adventuring parties.

CREATING A BARBARIAN

When creating a barbarian character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your barbarian. Did you come from a distant land, making you a stranger in the area of the campaign? Or is the campaign set in a rough-and-tumble frontier where barbarians are common?

What led you to take up the adventuring life? Were you lured to settled lands by the promise of riches? Did you join forces with soldiers of those lands to face a shared threat? Did monsters or an invading horde drive you out of your homeland, making you a rootless refugee? Perhaps you were a prisoner of war, brought in chains to "civilized" lands and only now able to win your freedom. Or you might have been cast out from your people because of a crime you committed, a taboo you violated, or a coup that removed you from a position of authority

THE BARBARIAN

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

QUICK BUILD

You can make a barbarian quickly by following these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the outlander background.

CLASS FEATURES

As a barbarian, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per barbarian level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons Tools: None

Saving Throws: Strength, Constitution

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

RAGE

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

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

UNARMORED DEFENSE

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

RECKLESS ATTACK

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

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

FAST MOVEMENT

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

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PERSISTENT RAGE

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

INDOMITABLE MIGHT

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

PRIMAL CHAMPION

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a barbarian.

Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use one, both, or none of them.

PRIMAL KNOWLEDGE

3rd-level barbarian feature

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

INSTINCTIVE POUNCE

7th-level barbarian feature

As part of the bonus action you take to enter your rage, you can move up to half your speed.

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE BERSERKER (PHB)

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

FRENZY

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

MINDLESS RAGE

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

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

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

PATH OF THE TOTEM WARRIOR (PHB)

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage. Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

SPIRIT SEEKER

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals, as described in chapter 10.

TOTEM SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thickskinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

Eagle. While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

Wolf. While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

Elk. While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.

Tiger. While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.

ASPECT OF THE BEAST

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

Bear. You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Eagle. You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Wolf. You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 for rules on travel pace).

Elk. Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated (see chapter 8 in the Player's Handbook for more information about travel pace). The elk spirit helps you roam far and fast.

Tiger. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.



SPIRIT WALKER

At 10th level, you can cast the commune with nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

TOTEMIC ATTUNEMENT

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

Bear. While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Eagle. While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Wolf. While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with melee weapon attack.

Elk. While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.

Tiger. While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.

PATH OF THE ANCESTRAL GUARDIAN (XGE)

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

So ancestors are people who did the procreation thing to make more people before you were born? Like how many people?

That's a lot of the procreation thing.

Ew. You're disgusting.

PATH OF THE ANCESTRAL GUARDIAN FEATURES

Level Features

3rd Ancestral Protectors

6th Spirit Shield (2d6)

10th Consult the Spirits, Spirit Shield (3d6)

14th Vengeful Ancestors, Spirit Shield (4d6)

ANCESTRAL PROTECTORS

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

SPIRIT SHIELD

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

CONSULT THE SPIRITS

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the augury or clairvoyance spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells. After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

VENGEFUL ANCESTORS

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.



PATH OF THE STORM HERALD (XGE)

All barbarians harbor a fury within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn to transform that rage into a mantle of primal magic, which swirls around them. When in a fury, a barbarian of this path taps into the forces of nature to create powerful magical effects.

Storm heralds are typically elite champions who train alongside druids, rangers, and others sworn to protect nature. Other storm heralds hone their craft in lodges in regions wracked by storms, in the frozen reaches at the world's end, or deep in the hottest deserts.

You know one of the great benefits of living underground? No weather. Don't mess this up for me.

PATH OF THE STORM HERALD FEATURES

Level	Features
3rd	Storm Aura
6th	Storm Soul
10th	Shielding Storm
14th	Raging Storm

STORM AURA

Starting at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover.

Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose desert, sea, or tundra. Your aura's effect depends on that chosen environment, as detailed below. You can change your environment choice whenever you gain a level in this class.

If your aura's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Desert. When this effect is activated, all other creatures in your aura take 2 fire damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Sea. When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

Tundra. When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

STORM SOUL

At 6th level, the storm grants you benefits even when your aura isn't active. The benefits are based on the environment you chose for your Storm Aura.

Desert. You gain resistance to fire damage, and you don't suffer the effects of extreme heat, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch a

flammable object that isn't being worn or carried by anyone else and set it on fire.

Sea. You gain resistance to lightning damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.

Tundra. You gain resistance to cold damage, and you don't suffer the effects of extreme cold, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

SHIELDING STORM

At 10th level, you learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

RAGING STORM

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Storm Aura.

Desert. Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to half your barbarian level.

Sea. When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a wave.

Tundra. Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn, as magical frost covers it.

PATH OF THE ZEALOT (XGE)

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots — warriors who channel their rage into powerful displays of divine power. A variety of gods across the worlds of D&D inspire their followers to embrace this path. Tempus from the Forgotten Realms and Hextor and Erythnul of Greyhawk are all prime examples. In general, the gods who inspire zealots are deities of combat, destruction, and violence. Not all are evil, but few are good.

PATH OF THE ZEALOT FEATURES

Level	Features
3rd	Divine Fury, Warrior of the Gods
6th	Fanatical Focus
10th	Zealous Presence
14th	Rage beyond Death

DIVINE FURY

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.

WARRIOR OF THE GODS

At 3rd level, your soul is marked for endless battle. If a spell, such as raise dead, 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

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while you're raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

ZEALOUS PRESENCE

At 10th level, you learn to channel divine power to inspire zealotry in others. 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 that can hear 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.

RAGE BEYOND DEATH

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows.

While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die

until your rage ends, and you die then only if you still have 0 hit points.

PATH OF THE BATTLERAGER (SCAG)

Known as Kuldjargh (literally "axe idiot") in Dwarvish, battleragers are dwarf followers of the gods of war and take the Path of the Battlerager. They specialize in wearing bulky, spiked armor and throwing themselves into combat, striking with their body itself and giving themselves over to the fury of battle.

RESTRICTION: DWARVES ONLY

Only dwarves can follow the Path of the Battlerager. The battlerager fills a particular niche in dwarven society and culture. Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

BATTLERAGER ARMOR

When you choose this path at 3rd level, you gain the ability to use spiked armor (see the "Spiked Armor" sidebar) as a weapon. While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls. Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

RECKLESS ABANDON

Beginning at 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends.

BATTLERAGER CHARGE

Beginning at 10th level, you can take the Dash action as a bonus action while you are raging.

SPIKED RETRIBUTION

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.



PATH OF THE DREADNOUGHT (SR)

You are a merciless, destructive and unstoppable force. When it comes to fighting, you are at the forefront. A dreadnought generally approach combat in the most direct way possible, rarely carrying only one gun and leaving a path of devastation behind. In the midst of battle, you are capable to take a great deal of punishment while dealing out far more to any who dares to go against you.

JUGGERNAUT

Starting when you select this path at 3rd level, when you are targeted by an attack or a spell while you're raging, you can use your reaction to gain a bonus to your Armor Class equal to your rage damage until the end of this turn.

Additionally, you gain advantage in saving throws against being knocked prone or moved against your will.

DRAW FIRE

At 6th level, you can use your reaction to distract opponents and convince them that you are the most dangerous target in the area. Choose one creature that you can see within 15 feet of you which is attacking one friendly creature. If the creature can see or hear you, it must succeed on a Charisma saving throw (DC equals to 8 + your proficiency bonus + your Charisma modifier) or attack you instead.

BODY GUARD

At 10th level, while you're raging, any creature within 5 feet of you that's hostile to you have disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

DEVASTATING RAGE

At 14th level, when you have half or less hit points while raging, you can add your Rage Damage bonus to attack rolls.



PATH OF THE BEAST (TCoE)

Barbarians who walk the Path of the Beast draw their rage from a bestial spark burning within their souls. That beast bursts forth in the throes of rage, physically transforming the barbarian.

Such a barbarian might be inhabited by a primal spirit or be descended from shape-shifters. You can choose the origin of your feral might or determine it by rolling on the Origin of the Beast table.

FORM OF THE BEAST

3rd-level Path of the Beast feature

When you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon's form each time you rage:

Bite. Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.

Claws. Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.

Tail. You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you

BESTIAL SOUL

6th-level Path of the Beast feature

The feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish your next short or long rest:

- You gain a swimming speed equal to your walking speed, and you can breathe underwater.
- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.

INFECTIOUS FURY

10th-level Path of the Beast feature

When you hit a creature with your natural weapons while you are raging, the beast within you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.
- The target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CALL THE HUNT

14th-level Path of the Beast feature

The beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can each use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

PATH OF WILD MAGIC (TCOE)

Many places in the multiverse abound with beauty, intense emotion, and rampant magic; the Feywild, the Upper Planes, and other realms of supernatural power radiate with such forces and can profoundly influence people. As folk of deep feeling, barbarians are especially susceptible to these wild influences, with some barbarians being transformed by the magic. These magic-suffused barbarians walk the Path of Wild Magic. Elf, tiefling, aasimar, and genasi barbarians often seek this path, eager to manifest the otherworldly magic of their ancestors.

MAGIC AWARENESS

3rd-level Path of Wild Magic feature

As an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

WILD SURGE

3rd-level Path of Wild Magic feature

The magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

BOLSTERING MAGIC

6th-level Path of Wild Magic feature

You can harness your wild magic to bolster yourself or a companion. As an action, you can touch one creature (which can be yourself) and confer one of the following benefits of your choice to that creature:

- For 10 minutes, the creature can roll a d3 whenever making an attack roll or an ability check and add the number rolled to the d20 roll.
- Roll a d3. The creature regains one expended spell slot, the level of which equals the number rolled or lower (the creature's choice). Once a creature receives this benefit, that creature can't receive it again until after a long rest.

You can take this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

UNSTABLE BACKLASH

10th-level Path of Wild Magic feature

When you are imperiled during your rage, the magic within you can lash out; immediately after you take damage or fail a saving throw while raging, you can use your reaction to roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.

CONTROLLED SURGE

14th-level Path of Wild Magic feature

Whenever you roll on the Wild Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

WILD MAGIC

d8 Magical Effect

- | | |
|---|--|
| 1 | Shadowy tendrils lash around you. Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain 1d12 temporary hit points. |
| 2 | You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action. |
| 3 | An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action. |
| 4 | Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn. |
| 5 | Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution. |
| 6 | Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus. |
| 7 | Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies. |
| 8 | A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action. |



MUSIC AND MAGIC

In the worlds of D&D, words and music are not just vibrations of air, but vocalizations with power all their own. The bard is a master of song, speech, and the magic they contain. Bards say that the multiverse was spoken into existence that the words of the gods gave it shape, and that echoes of these primordial Words of Creation still resound throughout the cosmos. The music of bards is an attempt to snatch and harness those echoes, subtly woven into their spells and powers.

The greatest strength of bards is their sheer versatility.

Many bards prefer to stick to the sidelines in combat, using their magic to inspire their allies and hinder their foes from a distance. But bards are capable of defending themselves in melee if necessary, using their magic to bolster their swords and armor.

Their spells lean toward charms and illusions rather than blatantly destructive spells. They have a wide-ranging knowledge of many subjects and a natural aptitude that lets them do almost anything well. Bards become masters of the talents they set their minds to perfecting, from musical performance to esoteric knowledge.

LEARNING FROM EXPERIENCE

True bards are not common in the world. Not every minstrel singing in a tavern or jester cavorting in a royal court is a bard. Discovering the magic hidden in music requires hard study and some measure of natural talent that most troubadours and jongleurs lack. It can be hard to spot the difference between these performers and true bards, though. 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 a depth of knowledge, a level of musical skill, and a touch of magic set bards apart from their fellows. Only rarely do bards settle in one place for long, and their natural desire to travel—to find new tales to tell, new skills to learn, and new discoveries beyond the horizon—makes an adventuring career a natural calling. Every adventure is an opportunity to learn, practice a variety of skills, enter long-forgotten tombs, discover lost works of magic, decipher old tomes, travel to strange places, or encounter exotic creatures. Bards love to accompany heroes to witness their deeds firsthand. A bard who can tell an awe-inspiring story from personal experience earns renown among other bards. Indeed, after telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

CREATING A BARD

Bards thrive on stories, whether those stories are true or not. Your character's background and motivations are not as important as the stories that he or she tells about them. Perhaps you had a secure and mundane childhood. There's no good story to be told about that, so you might paint yourself as an orphan raised by a hag in a dismal swamp. Or your

BARD

Humming as she traces her fingers over an ancient, monument in a long-forgotten ruin, a half-elf in rugged leathers finds knowledge springing into her mind, conjured forth by the magic of her song—knowledge of the people who constructed the monument and the mythic saga it depicts. A stern human warrior bangs his sword rhythmically against his scale mail, setting the tempo for his war chant and exhorting his companions to bravery and heroism. The magic of his song fortifies and emboldens them. Laughing as she tunes her cittern, a gnome weaves her subtle magic over the assembled nobles, ensuring that her companions' words will be well received. Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

childhood might be worthy of a story. Some bards acquire their magical music through extraordinary means, including the inspiration of fey or other supernatural creatures. Did you serve an apprenticeship, studying under a master, following the more experienced bard until you were ready to strike out on your own? Or did you attend a college where you studied bardic lore and practiced your musical magic? Perhaps you were a young runaway or orphan, befriended by a wandering bard who became your mentor. Or you might have been a spoiled noble child tutored by a master. Perhaps you stumbled into the clutches of a hag, making a bargain for a musical gift in addition to your life and freedom, but at what cost?

QUICK BUILD

You can make a bard quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the entertainer background. Third, choose the *dancing lights* and *vicious mockery* cantrips, along with the following 1st-level spells: *charm person*, *detect magic*, *healing word*, and *thunderwave*.

CLASS FEATURES

As a bard, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per bard level

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

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

PROFICIENCIES

Armor: Light armor

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

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

SPELLCASTING

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the bard spell list.

CANTRIPS

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

SPELL SLOTS

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPELL KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the bard spell list. The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a musical instrument (found in chapter 5) as a spellcasting focus for your bard spells. Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

THE BARD

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

JACK OF ALL TRADES

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

SONG OF REST

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

A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

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

BARD COLLEGE

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

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

FONT OF INSPIRATION

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

COUNTERCHARM

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

MAGICAL SECRETS

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in

the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

SUPERIOR INSPIRATION

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

OPTIONAL CLASS FEATURES

ADDITIONAL BARD SPELLS

1st-level bard feature

The spells in the following list expand the bard spell list in the Player's Handbook. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3).

1st Level

color spray
command

2nd Level

aid
enlarge/reduce
mirror Image

3rd Level

intellect fortress
mass healing word
slow

4th Level

phantasmal killer

5th Level

Rary's telepathic band (ritual)

6th Level

heroes' feast

7th Level

dream of the blue veil
prismatic spray

8th Level

antipathy/sympathy

9th Level

prismatic wall

MAGICAL INSPIRATION

2nd-level bard feature

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

BARDIC VERSATILITY

4th-level bard feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefitting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.



BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF LORE (PHB)

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

BONUS PROFICIENCIES

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

CUTTING WORDS

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

ADDITIONAL MAGICAL SECRETS

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

PEERLESS SKILL

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



COLLEGE OF VALOR (PHB)

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

BONUS PROFICIENCIES

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

COMBAT INSPIRATION

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BATTLE MAGIC

At 14th level you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

COLLEGE OF GLAMOUR (XGE)

The College of Glamour is the home of bards who mastered their craft in the vibrant realm of the Feywild or under the

tutelage of someone who dwelled there. Tutored by satyrs, eladrin, and other fey, these bards learn to use their magic to delight and captivate others.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds.

Villainous bards of this college can leech off a community for weeks, misusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

COLLEGE OF GLAMOUR FEATURES

Level	Features
3rd	Mantle of Inspiration, Enthralling Performance
6th	Mantle of Majesty
14th	Unbreakable Majesty

MANTLE OF INSPIRATION

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and that can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

ENTHRALLING PERFORMANCE

Starting at 3rd level, you can charge your performance with seductive, fey magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

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

MANTLE OF MAJESTY

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast *command*, without expending a spell slot, and you take on an appearance of unearthly beauty 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 on each of your turns, 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.

UNBREAKABLE MAJESTY

At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.

In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn. Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

COLLEGE OF SWORDS (XGE)

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to

entertain, they are also highly trained and skilled warriors in their own right. Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust a blade in their ranks. Blades who abandon their lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

COLLEGE OF SWORDS FEATURES

Level	Features
3rd	Bonus Proficiencies, Fighting Style, Blade Flourish
6th	Extra Attack
14th	Master's Flourish



BONUS

When you join the College of Swords at 3rd level, you gain proficiency with medium armor and the scimitar. If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

FIGHTING STYLE

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

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

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

BLADE FLOURISH

At 3rd level, you learn to perform impressive displays of martial prowess and speed.

Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

Defensive Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

Slashing Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

Mobile Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MASTER'S FLOURISH

Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

COLLEGE OF WHISPERS (XGE)

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like other bards, sharing news, singing songs, and

telling tales to the audiences they gather. In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats.

Many other bards hate the College of Whispers, viewing it as a parasite that uses a bard's reputation to acquire wealth and power. For this reason, members of this college rarely reveal their true nature. They typically claim to follow some other college, or they keep their actual calling secret in order to infiltrate and exploit royal courts and other settings of power.

COLLEGE OF WHISPERS FEATURES

Level	Features
3rd	Psychic Blades, Words of Terror
6th	Mantle of Whispers
14th	Shadow Lore

PSYCHIC BLADES

When you join the College of Whispers at 3rd level, you gain the ability to make your weapon attacks magically toxic to a creature's mind.

When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

WORDS OF TERROR

At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror.

If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to frighten it.

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

MANTLE OF WHISPERS

At 6th level, you gain the ability to adopt a humanoid's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest.

You can use the shadow as an action. When you do so, it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.

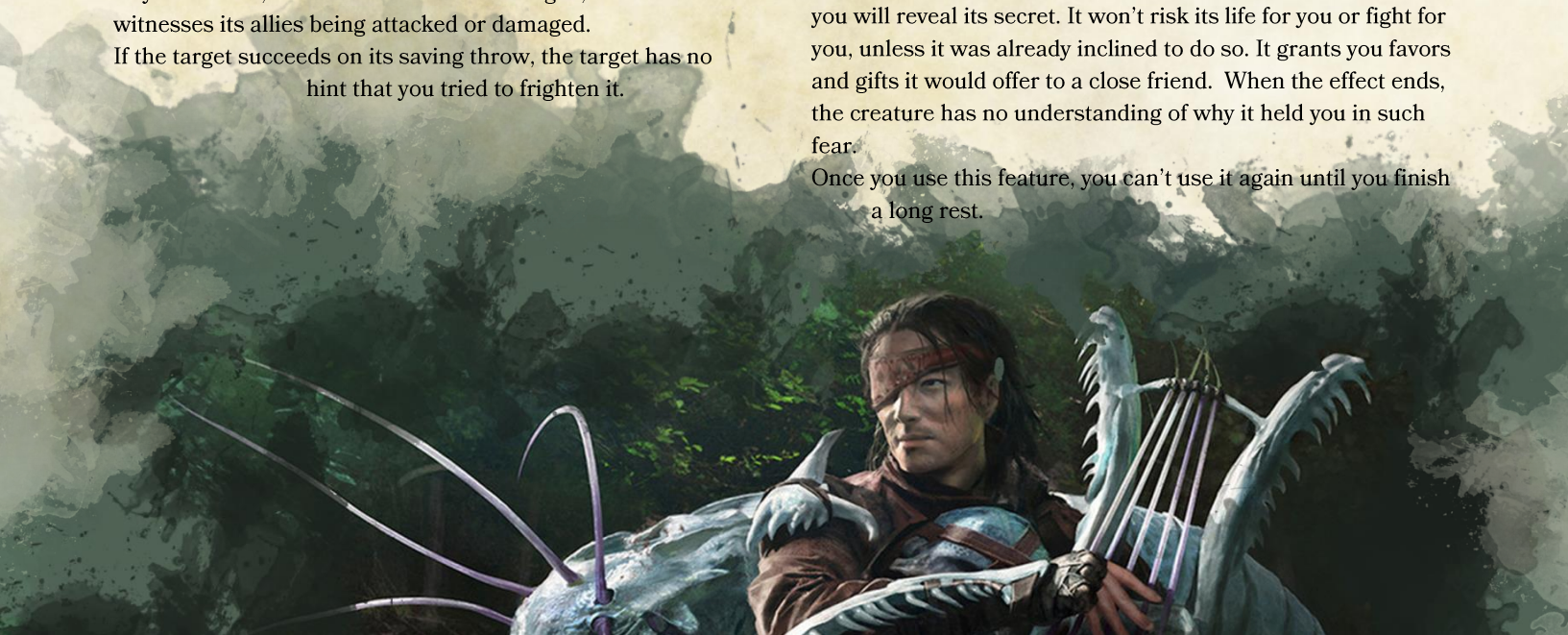
While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check. Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.

SHADOW LORE

At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears. As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect. On a failed saving throw, the target is charmed by you for the next 8 hours or until you or your allies attack it, damage it, or force it to make a saving throw. It interprets the whispers as a description of its most mortifying secret. You gain no knowledge of this secret, but the target is convinced you know it. The charmed creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend. When the effect ends, the creature has no understanding of why it held you in such fear.

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



COLLEGE OF FAME (TCoE)

Bards of this college are in the public's eye by day, while working for an agency or organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

BONUS PROFICIENCIES

When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

WINNING SMILE

Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. In addition, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill. You learn the *enthrall* and *suggestion* spells.

COMPELLING PERFORMANCE

At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the command spell as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier. Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

UTTERLY CONVINCING

Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail. Additionally, when a creature use one of your Bardic Inspiration dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

COLLEGE OF ELOQUENCE (MOoT)

Adherents of the College of Eloquence master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more persuasive than facts. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments and plucking at heartstrings to appeal to the emotions of audiences.

SILVER TONGUE

3rd-level College of Eloquence feature

You are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

UNSETTLING WORDS

3rd-level College of Eloquence feature

You can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

UNFAILING INSPIRATION

6th-level College of Eloquence feature

Your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

UNIVERSAL SPEECH

6th-level College of Eloquence feature

You have gained the ability to make your speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot to use it again.

INFECTIOUS INSPIRATION

14th-level College of Eloquence feature

When you successfully inspire someone, the power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses.

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

COLLEGE OF CREATION (TCoE)

Bards believe the cosmos is a work of art—the



creation of the first dragons and gods. That creative work included harmonies that continue to resound through existence today, a power known as the Song of Creation. The bards of the College of Creation draw on that primeval song through dance, music, and poetry, and their teachers share this lesson: “Before the sun and the moon, there was the Song, and its music awoke the first dawn. Its melodies so delighted the stones and trees that some of them gained a voice of their own. And now they sing too. Learn the Song, students, and you too can teach the mountains to sing and dance.”

Dwarves and gnomes often encourage their bards to become students of the Song of Creation. And among dragonborn, the Song of Creation is revered, for legends portray Bahamut and Tiamat—the greatest of dragons—as two of the song’s first singers.

MOTE OF POTENTIAL

3rd-level College of Creation feature

Whenever you give a creature a Bardic Inspiration die, you can utter a note from the Song of Creation to create a Tiny mote of potential, which orbits within 5 feet of that creature. The mote is intangible and invulnerable, and it lasts until the Bardic Inspiration die is lost. The mote looks like a musical note, a star, a flower, or another symbol of art or life that you choose. When the creature uses the Bardic Inspiration die, the mote provides an additional effect based on whether the die benefits an ability check, an attack roll, or a saving throw, as detailed below:

Ability Check. When the creature rolls the Bardic Inspiration die to add it to an ability check, the creature can roll the Bardic Inspiration die again and choose which roll to use, as the mote pops and emits colorful, harmless sparks for a moment.

Attack Roll. Immediately after the creature rolls the Bardic Inspiration die to add it to an attack roll against a target, the mote thunderously shatters. The target and each creature of your choice that you can see within 5 feet of it must succeed on a Constitution saving throw against your spell save DC or take thunder damage equal to the number rolled on the Bardic Inspiration die.

Saving Throw. Immediately after the creature rolls the Bardic Inspiration die and adds it to a saving throw, the mote vanishes with the sound of soft music, causing the creature to gain temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier (minimum of 1 temporary hit point).

PERFORMANCE OF CREATION

3rd-level College of Creation feature

As an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you. The item must appear on a surface or in a liquid that can support it. The gp value of the item can’t be more than 20 times your bard level, and the item must be Medium or smaller. The item glimmers softly, and a creature can faintly hear music when touching it. The created item disappears after a number of hours equal to your proficiency bonus. For examples of items you can create, see the equipment chapter of the Player’s Handbook.

Once you create an item with this feature, you can’t do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to use this feature again. You can have only one item created by this feature at a time; if you use this action and already have an item from this feature, the first one immediately vanishes.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

DANCING ITEM

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 10+ five times your bard level

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge -

Proficiency Bonus. equals your bonus

Immutable Form. The item is immune to any spell or effect that would alter its form.

Irrepressible Dance. When any creature starts its turn within 10 feet of the item, the item can increase or decrease (your choice) the walking speed of that creature by 10 feet until the end of the turn, provided the item isn’t incapacitated.

Change Size. Depending on your bard level, the construct can have a different size. See text.

ACTIONS

Force-Empowered Slam. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d10 + PB force damage

ANIMATING PERFORMANCE

6th-level College of Creation feature

As an action, you can target a Large or smaller nonmagical item you can see within 30 feet of you and animate it. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

In combat, the item shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the item can take any action of its choice, not just Dodge.

When you use your Bardic Inspiration feature, you can command the item as part of the same bonus action you use for Bardic Inspiration.

Once you animate an item with this feature, you can’t do so

again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again. You can have only one item animated by this feature at a time; if you use this action and already have a dancing item from this feature, the first one immediately becomes inanimate.

CREATIVE CRESCENDO

14th-level College of Creation feature

When you use your Performance of Creation feature, you can create more than one item at once. The number of items equals your Charisma modifier (minimum of two items). If you create an item that would exceed that number, you choose which of the previously created items disappears. Only one of these items can be of the maximum size you can create; the rest must be Small or Tiny.

You are no longer limited by gp value when creating items with Performance of Creation.

COLLEGE OF SPIRITS (vRGTR)

Bards of the College of Spirits seek tales with inherent power – be they legends, histories, or fictions – and bring their subject to life. Using occult trappings, these bards conjure spiritual embodiments of powerful forces to change the world once more.

GUIDING WHISPERS

3rd-level College of Spirits feature

You can reach out to spirits to guide you and others. You learn the guidance cantrip, which doesn't count against the number of bard cantrips you know. For you, it has a range of 60 feet when you cast it.

SPIRITUAL FOCUS

3rd-level College of Spirits feature

You employ tools that aid you in channeling spirits, be they historical figures or fictional archetypes. You can use the following objects as a spellcasting focus for your bard spells: a candle, crystal ball, skull, spirit board, or tarokka deck. Starting at 6th level, when you cast a bard spell that deals damage or restores hit points through the Spiritual Focus, roll a d6, and you gain a bonus to one damage or healing roll of the spell equal to the number rolled.

TALES FROM BEYOND

3rd-level College of Spirits feature

You reach out to spirits who tell their tales through you. While you are holding your Spiritual Focus, you can use a bonus action to expend one use of your Bardic Inspiration and roll on the Spirit Tales table using your Bardic Inspiration die to determine the tale the spirits direct you to tell. You retain the tale in mind until you bestow the tale's effect or you finish a short or long rest.

You can use an action to choose one creature you can see within 30 feet of you (this can be you) to be the target of the tale's effect. Once you do so, you can't bestow the tale's effect again until you roll it again.

You can retain only one of these tales in mind at a time, and rolling on the Spirit Tales table immediately ends the effect of the previous tale.

If the tale requires a saving throw, the DC equals your spell save DC.

SPIRIT TALES

Bardic

Insp. Die

Tale Told Through You

- | | |
|---|---|
| 1 | Tale of the Clever Animal. For the next 10 minutes, whenever the target makes an Intelligence, a Wisdom, or a Charisma check, the target can roll an extra die immediately after rolling the d20 and add the extra die's number to the check. The extra die is the same type as your Bardic Inspiration die. |
| 2 | Tale of the Renowned Duelist. You make a melee spell attack against the target. On a hit, the target takes force damage equal to two rolls of your Bardic Inspiration die + your Charisma modifier. |
| 3 | Tale of the Beloved Friends. The target and another creature of its choice it can see within 5 feet of it gains temporary hit points equal to a roll of your Bardic Inspiration die + your Charisma modifier. |
| 4 | Tale of the Runaway. The target can immediately use its reaction to teleport up to 30 feet to an unoccupied space it |

can see. When the target teleports, it can choose a number of creatures it can see within 30 feet of it up to your Charisma modifier (minimum of 0) to immediately use the same reaction.

5 **Tale of the Avenger.** For 1 minute, any creature that hits the target with a melee attack takes force damage equal to a roll of your Bardic Inspiration die.

6 **Tale of the Traveler.** The target gains temporary hit points equal to a roll of your Bardic Inspiration die + your bard level. While it has these temporary hit points, that target's walking speed increases by 10 feet and it gains a +1 bonus to its AC.

7 **Tale of the Beguiler.** The target must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Bardic Inspiration die, and the target is incapacitated until the end of its next turn.

8 **Tale of the Phantom.** The target becomes invisible until the end of its next turn or until it hits a creature with an attack. If the target hits a creature with an attack during this invisibility, the creature it hits takes necrotic damage equal to a roll of your Bardic Inspiration die and is frightened of the target until the end of the frightened creature's next turn.

9 **Tale of the Brute.** Each creature of the target's choice it can see within 30 feet of it must make a Strength saving throw. On a failed save, a creature takes thunder damage equal to three rolls of your Bardic Inspiration dice and is knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

10 **Tale of the Dragon.** The target spews fire from the mouth in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking fire damage equal to four rolls of your Bardic Inspiration die on a failed save, or half as much damage on a successful one.

11 **Tale of the Angel.** The target regains hit points equal to two rolls of your Bardic Inspiration die + your Charisma modifier, and you end one condition from the following list affection the target: blinded, deafened, paralyzed, petrified, or poisoned.

12 **Tale of the Mind-Bender.** You evoke an incomprehensible fable from an otherworldly being. The target must succeed on an Intelligence saving throw or take psychic damage equal to three rolls of your Bardic Inspiration die and be stunned until the end of its next turn.

SPIRIT SESSION

6th-level College of Spirits feature

Spirits provide you with supernatural insights. You can conduct an hour-long ritual channeling spirits (which can be done during a short or long rest) using your Spiritual Focus. You can conduct the ritual with a number of willing creatures equal to your proficiency bonus (including yourself). At the end of the ritual, you temporarily learn one spell of your choice from any class.

The spell you choose must be of a level equal to the number of creatures that conducted the ritual or less, the spell must be of a level you can cast, and it must be in the school of divination or necromancy. The chosen spell counts as a bard spell for you but doesn't count against the number of bard spells you know. Once you perform the ritual, you can't do so again until you start a long rest, and you know the chosen spell until you start a long rest.

MYSTICAL CONNECTION

14th-level College of Spirits feature

You now have the ability to nudge the spirits of Tales from Beyond toward certain tales. Whenever you roll on the Spirit Tales table, you can roll the die twice and choose which of the two effect to bestow. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.



CLERIC

Arms and eyes upraised toward the sun and a prayer on his lips, an elf begins to glow with an inner light that spills out to heal his battle-worn companions. Chanting a song of glory, a dwarf swings his axe in wide swaths to cut through the ranks of ores arrayed against him, shouting praise to the gods with every foe's fall. Calling down a curse upon the forces of undead, a human lifts her holy symbol as light pours from it to drive back the zombies crowding in on her companions. Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

HEALERS AND WARRIORS

Divine magic, as the name suggests, is the power of the gods, flowing from them into the world. Clerics are conduits for that power, manifesting it as miraculous effects. The gods don't grant this power to everyone who seeks it, but only to those chosen to fulfill a high calling. Harnessing divine magic doesn't rely on study or training. A cleric might learn formulaic prayers and ancient rites, but the ability to cast cleric spells relies on devotion and an intuitive sense of a deity's wishes. Clerics combine the helpful magic of healing and inspiring their allies with spells that harm and hinder foes. They can provoke awe and dread, lay curses of plague or poison, and even call down flames from heaven to consume their enemies. For those evildoers who will benefit most from a mace to the head, clerics depend on their combat training to let them wade into melee with the power of the gods on their side.

DIVINE AGENTS

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 gods' will through prayer and sacrifice, not by magic and strength of arms. In some cities, priesthood amounts to a political office, viewed as a stepping stone to higher positions of authority and involving no communion with a god at all. True clerics are rare in most hierarchies. When a cleric takes up an adventuring life, it is usually because his or her god demands it. Pursuing the goals of the gods often involves braving dangers beyond the walls of civilization, smiting evil or seeking holy relics in ancient tombs. Many clerics are also expected to protect their deities' worshipers, which can mean fighting rampaging ores, negotiating peace between warring nations, or sealing a portal that would allow a demon prince to enter the world. Most adventuring clerics maintain some connection to established temples and orders of their faiths. A temple might ask for a cleric's aid, or a high priest might be in a position to demand it.

CREATING A CLERIC

As you create a cleric, the most important question to consider is which deity to serve and what principles you want your character to embody. Appendix 13 includes lists of many of the gods of the multiverse. Check with your DM to learn which deities are in your campaign. Once you've chosen a deity, consider your cleric's relationship to that god. Did you enter this service willingly? Or did the god choose you, impelling you into service with no regard for your wishes? How do the temple priests of your faith regard you: as a champion or a troublemaker? What are your ultimate goals? Does your deity have a special task in mind for you? Or are you striving to prove yourself worthy of a great quest?

QUICK BUILD

You can make a cleric quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Strength or Constitution. Second, choose the acolyte background.

CLASS FEATURES

As a cleric, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per cleric level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

SPELLCASTING

As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

CANTRIPS

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

PREPARING AND CASTING SPELLS

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

THE CLERIC

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

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a holy symbol (found in chapter 5) as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

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

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

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

DESTROY UNDEAD

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

DESTROY UNDEAD

Cleric Level	Destroys Undead of CR
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

OPTIONAL CLASS FEATURES

ADDITIONAL CLERIC SPELLS

1st-level cleric feature

The spells in the following list expand the cleric spell list in the Player's Handbook. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the Player's Handbook, unless it has an asterisk.

3rd Level

aura of vitality
spirit shroud

4th Level

aura of life
aura of purity

5th Level

summon celestial

6th Level

sunbeam

8th Level

sunburst

9th Level

power word heal

HARNESS DIVINE POWER

2nd-level cleric feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

CANTRIP VERSATILITY

4th-level cleric feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

BLESSED STRIKES

8th-level cleric feature, which replaces the Divine Strike or Potent Spellcasting feature

You are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.



DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most. Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

KNOWLEDGE DOMAIN (PHB)

The gods of knowledge including Oghma, Soccoth, Gilean, Aureon, and Thoth value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including smith deities like Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

KNOWLEDGE DOMAIN SPELLS

Cleric Level Spells

1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>
5th	<i>nondetection, speak with dead</i>
7th	<i>arcane eye, confusion</i>
9th	<i>legend lore, scrying</i>

BLESSINGS OF KNOWLEDGE

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

CHANNEL DIVINITY: KNOWLEDGE OF THE AGES

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CHANNEL DIVINITY: READ THOUGHTS

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

POTENT SPELLCASTING

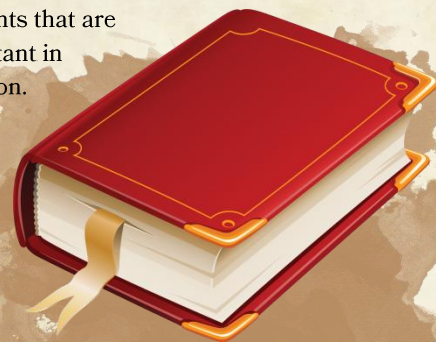
Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

VISIONS OF THE PAST

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.



LIFE DOMAIN (PHB)

The Life domain focuses on the vibrant positive energy one of the fundamental forces of the universe that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Water, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

LIFE DOMAIN SPELLS

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

BONUS PROFICIENCY

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

DISCIPLE OF LIFE

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

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

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SUPREME HEALING

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



LIGHT DOMAIN (PHB)

Gods of light including Helm, Lathander, Pholtus, Branchala, the Silver Flame, Belenus, Apollo, and Re-Horakhty promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

LIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, scrying</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *light* cantrip if you don't already know it.

WARDING FLARE

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: RADIANCE OF THE DAWN

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to $2d10 +$ your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

IMPROVED FLARE

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

CORONA OF LIGHT

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.



NATURE DOMAIN (PHB)

Gods of nature are as varied as the natural world itself from inscrutable gods of the deep forests (such as Silvanus, Obad-Hai, Chislev, Balinor, and Pan) to friendly deities associated with particular springs and groves (such as Eldath). Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

NATURE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, wind wall</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>insect plague, tree stride</i>

ACOLYTE OF NATURE

At 1st level, you learn one druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency with heavy armor.

CHANNEL DIVINITY: CHARM ANIMALS AND PLANTS

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants. As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

DAMPEN ELEMENTS

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

MASTER OF NATURE

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn,



TEMPEST DOMAIN (PHB)

Gods whose portfolios include the Tempest domain including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

TEMPEST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>destructive wave, insect plague</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

WRAITH OF THE STORM

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or

thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

THUNDERBOLT STRIKE

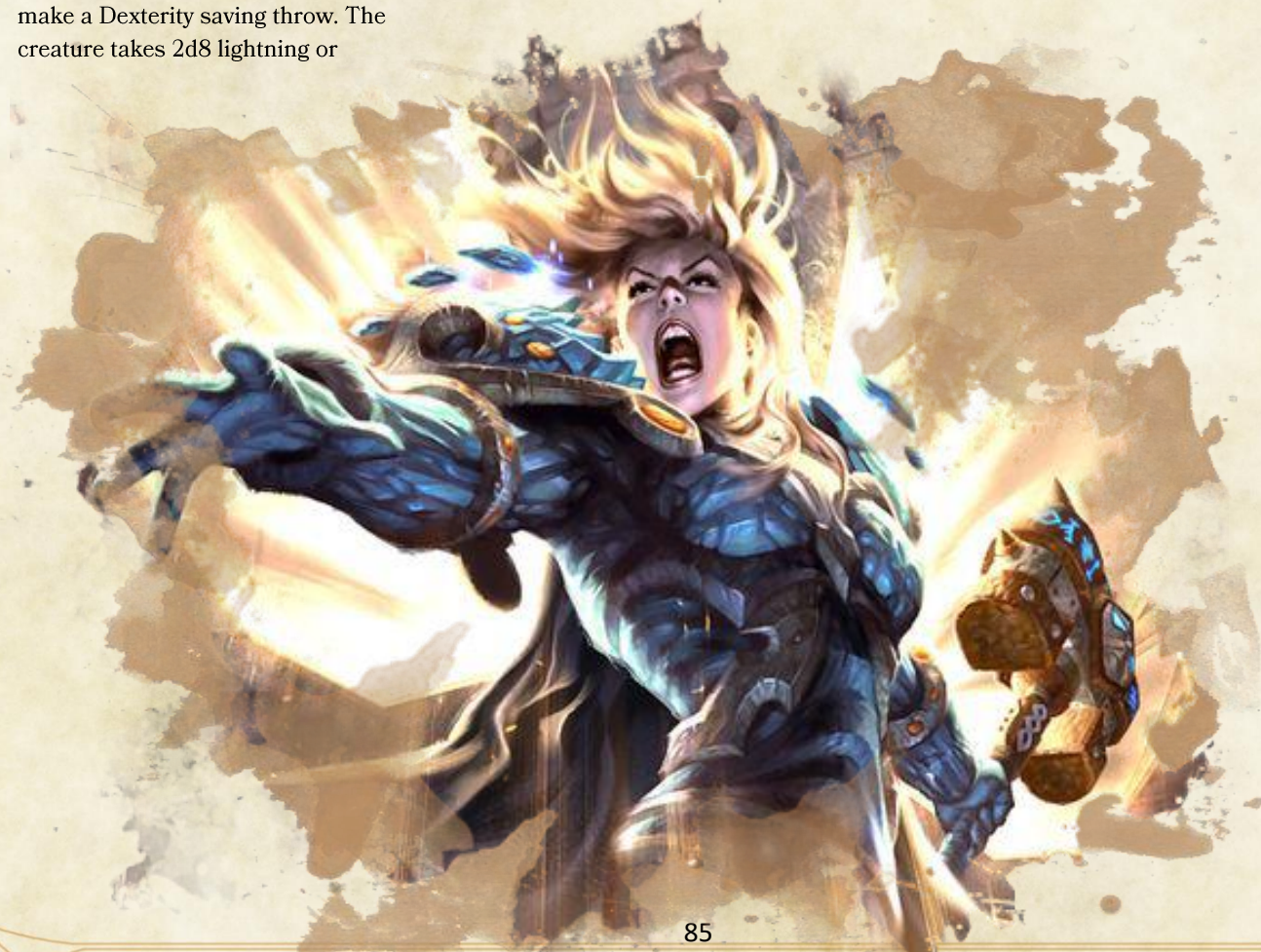
At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

STORMBORN

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.



TRICKERY DOMAIN (PHB)

Gods of trickery such as Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and Loki are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their clerics 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, deception, and theft rather than direct confrontation.

TRICKERY DOMAIN SPELLS

Cleric Level Spells

1st	<i>charm person, disguise self</i>
3rd	<i>mirror image, pass without trace</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

BLESSING OF THE TRICKSTER

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: INVOKE DUPLICITY

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, 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.

CHANNEL DIVINITY: CLOAK OF SHADOWS

Starting at 6th level, you can use your Channel Divinity to vanish. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with poison—a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPROVED DUPLICITY

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.



WAR DOMAIN (PHB)

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. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry (such as Torm, Heironeous, and Kirijolith) as well as gods of destruction and pillage (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of conquest and domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, and Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

WAR DOMAIN SPELLS

Cleric Level Spells

1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>freedom of movement, stoneskin</i>
9th	<i>flame strike, hold monster</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

WAR PRIEST

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: GUIDED STRIKE

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

CHANNEL DIVINITY: WAR GOD'S BLESSING

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.



DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF BATTLE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

WAR DOMAIN BONUS PROFICIENCIES (SR)

If you choose the War domain at 1st level, you also gain proficiency with sidearms.

DEATH DOMAIN (DMG)

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and WeeJas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel).

DEATH DOMAIN SPELLS

Cleric Level	Spells
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1st	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>animate dead, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, cloud kill</i>

BONUS PROFICIENCY

When the cleric chooses this domain at 1st level, he or she gains proficiency with martial weapons.

REAPER

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

CHANNEL DIVINITY: TOUCH OF DEATH

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch. When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

INESCAPABLE DESTRUCTION

Starting at 6th level, the cleric's ability to channel negative energy becomes more potent. Necrotic damage dealt by the character's cleric spells and Channel Divinity options ignores resistance to necrotic damage.

DIVINE STRIKE

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

IMPROVED REAPER

Starting at 17th level, when the cleric casts a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.





the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you.

It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving.

If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

ARCANA DOMAIN (SCAG)

Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit. The gods of this domain are often associated with knowledge, as learning and arcane power tend to go hand-in-hand. In the Realms, deities of this domain include Azuth and Mystra, as well as Corellon Larethian of the elven pantheon. In other worlds, this domain includes Hecate, Math Mathonwy, and Isis; the triple moon gods of Solinari, Lunitari, and Nuitari of Krynn; and Boccob, Vecna, and Wee'Jaas of Greyhawk.

ARCANA DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, magic missile</i>
3rd	<i>magic weapon, Nystul's magic aura</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>arcane eye, Leomund's secret chest</i>
9th	<i>planar binding, teleportation circle</i>

ARCANA INITIATE

When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

CHANNEL DIVINITY: ARCANE ABJURATION

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures. As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. If

ARCANE BANISHMENT

Cleric Level	Banishes Creature of CR
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

SPELL BREAKER

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

ARCANE MASTERY

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

FORGE DOMAIN (XGE)

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamondtipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Clerics of these deities search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

I've got a minion that forges things. An ink-stained little twerp with excellent penmanship. So how do the hammers and fire help the process? Wouldn't the paper get burned? Oh, the fire must be for the wax seals!

FORGE DOMAIN FEATURES

Level	Features
1st	Domain Spells, Bonus Proficiencies, Blessings of the Forge
2nd	Channel Divinity: Artisan's Blessing
6th	Soul of the Forge
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Saint of Forge and Fire

FORGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, searing smite</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>animate objects, creation</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools.

BLESSING OF THE FORGE

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

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

CHANNEL DIVINITY: ARTISAN'S BLESSING

Starting at 2nd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object (see chapter 5, "Equipment," in the Player's Handbook for examples of these items). The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

SOUL OF THE FORGE

Starting at 6th level, your mastery of the forge grants you special abilities:

- You gain resistance to fire damage.
- While wearing heavy armor, you gain a +1 bonus to AC.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SAINT OF FORGE AND FIRE

At 17th level, your blessed affinity with fire and metal becomes more powerful:

- You gain immunity to fire damage.
- While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.



GRAVE DOMAIN (XGE)

Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse. To desecrate the peace of the dead is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. Followers of these deities seek to put wandering spirits to rest, destroy the undead, and ease the suffering of the dying. Their magic also allows them to stave off death for a time, particularly for a person who still has some great work to accomplish in the world. This is a delay of death, not a denial of it, for death will eventually get its due. I guess if you can't disintegrate them or eat them, burying dead bodies makes as much sense as anything else.

GRAVE DOMAIN FEATURES

Level	Features
1st	Domain Spells, Circle of Mortality, Eyes of the Grave
2nd	Channel Divinity: Path to the Grave
6th	Sentinel at Death's Door
8th	Potent Spellcasting
17th	Keeper of Souls

GRAVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, false life</i>
3rd	<i>gentle response, ray of enfeeblement</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, raise dead</i>

CIRCLE OF MORTALITY

At 1st level, you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the spare the dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

EYES OF THE GRAVE

At 1st level, you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. 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.

CHANNEL DIVINITY: PATH TO THE GRAVE

Starting at 2nd level, you can use your Channel Divinity to mark another creature's life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

SENTINEL AT DEATH'S DOOR

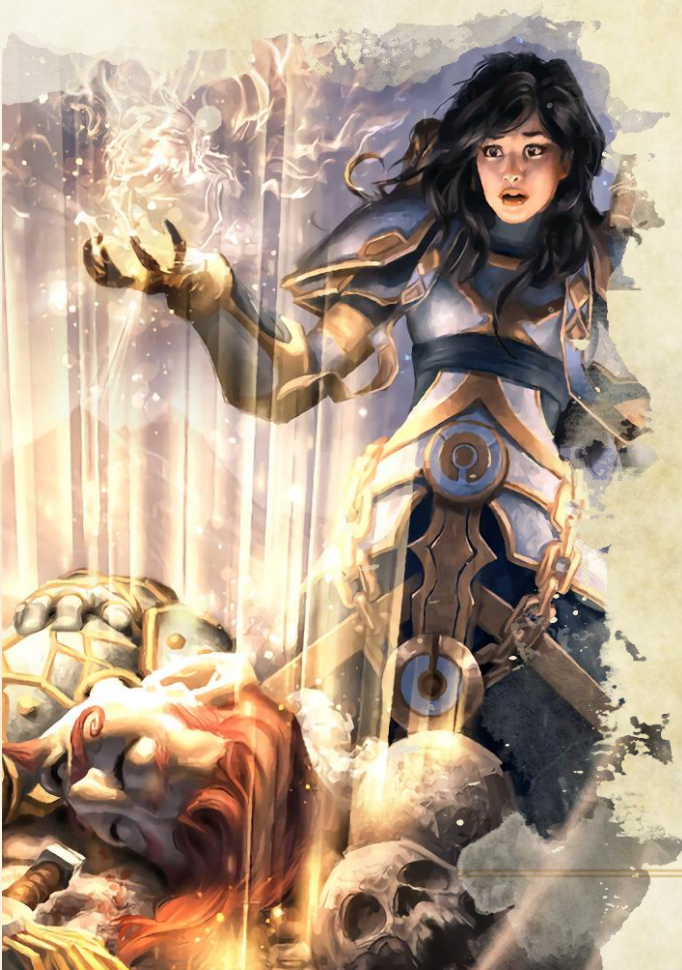
At 6th level, you gain the ability to impede death's progress. As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

KEEPER OF SOULS

Starting at 17th level, you can seize a trace of vitality from a parting soul and use it to heal the living. When an enemy you can see dies within 60 feet of you, you or one creature of your choice that is within 60 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.



PEACE DOMAIN (TCOE)

Clerics of the Peace Domain preside over the signing of treaties, and they are often asked to arbitrate in disputes. These clerics' blessings draw people together and help them shoulder one another's burdens, and the clerics' magic aids those who are driven to fight for the way of peace.

PEACE DOMAIN SPELLS

Cleric Level Spells

1st	<i>heroism, sanctuary</i>
3rd	<i>aid, warding bond</i>
5th	<i>beacon of hope, sending</i>
7th	<i>aura of purity, Ottiluke's resilient sphere</i>
9th	<i>greater restoration, Rary's telepathic bond</i>

IMPLEMENT OF PEACE

1st-level Peace Domain feature

You gain proficiency in the Insight, Performance, or Persuasion skill (your choice).

EMBOLDENING BOND

1st-level Peace Domain feature

You can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BALM OF PEACE

2nd-level Peace Domain feature

You can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to $2d6 +$ your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

PROTECTIVE BOND

6th-level Peace Domain feature

The bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

POTENT SPELLCASTING

8th-level Peace Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

EXPANSIVE BOND

17th-level Peace Domain feature

The benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. Moreover, when a creature uses Protective Bond to take someone else's damage, the creature has resistance to that damage.



TWILIGHT DOMAIN (TCOE)

The twilight transition from light into darkness often brings calm and even joy, as the day's labors end and the hours of rest begin. The darkness can also bring terrors, but the gods of twilight guard against the horrors of the night. Clerics who serve these deities—examples of which appear on the Twilight Deities table—bring comfort to those who seek rest and protect them by venturing into the encroaching darkness to ensure that the dark is a comfort, not a terror.

TWILIGHT DOMAIN SPELLS

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

1st	<i>faerie fire, sleep</i>
3rd	<i>moonbeam, see invisibility</i>
5th	<i>aura of vitality, Leomund's tiny hut</i>
7th	<i>aura of life, greater invisibility</i>
9th	<i>circle of power, mislead</i>

BONUS PROFICIENCIES

1st-level Twilight Domain feature

You gain proficiency with martial weapons and heavy armor.

EYES OF NIGHT

1st-level Twilight Domain feature

You can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

VIGILANT BLESSING

1st-level Twilight Domain feature

The night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

CHANNEL DIVINITY: TWILIGHT SANCTUARY

2nd-level Twilight Domain feature

You can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 plus your cleric level.

- You end one effect on it causing it to be charmed or frightened.

STEPS OF NIGHT

6th-level Twilight Domain feature

You can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. 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.

DIVINE STRIKE

8th-level Twilight Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

TWILIGHT SHROUD

17th-level Twilight Domain feature

The twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

ORDER DOMAIN (GGR/TCoE)

The Order Domain represents discipline, as well as devotion to a society or an institution and strict obedience to the laws governing it. On Ravnica, the domain is favored by clerics of the Azorius Senate, who use it to maintain and enforce the law, and of the Orzhov Syndicate, who exploit law and order for their personal gain. On other worlds, gods who grant access to this domain include Bane, Tyr, Majere, Erathis, Pholtus, Weejas, Aureon, Maglubiyet, Nuada, Athena, Anubis, Forseti, and Asmodeus.

The ideal of order is obedience to the law above all else, rather than to a specific individual or the passing influence of emotion or popular rule. Clerics of order are typically concerned with how things are done, rather than whether an action's results are just. Following the law and obeying its edicts is critical, especially when it benefits these clerics and their guilds or deities. Law establishes hierarchies. Those selected by the law to lead must be obeyed. Those who obey must do so to the best of their ability. In this manner, law creates an intricate web of obligations that allows society to forge order and security in a chaotic multiverse.

ORDER DOMAIN FEATURES

Level	Features
1st	Domain Spells, Bonus Proficiencies, Voice of Authority
2nd	Channel Divinity: Order's Demand
6th	Embodiment of the Law
8th	Divine Strike
17th	Order's Wrath

ORDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, heroism</i>
3rd	<i>hold person, zone of truth</i>
5th	<i>mass healing word, slow</i>
7th	<i>compulsion, locate creature</i>
9th	<i>commune, dominate person</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

VOICE OF AUTHORITY

Starting at 1st level, you can invoke the power of law to drive an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

CHANNEL DIVINITY: ORDER'S DEMAND

Starting at 2nd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature

of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

EMBODIMENT OF THE LAW

At 6th level, you become remarkably adept at channeling magical energy to compel others. If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 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.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ORDER'S WRATH

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

CITY DOMAIN (SR)

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens. New spells introduced for the City domain are marked with an asterisk and detailed in the “New Spells” chapter. For all other spells, see the Player’s Handbook.

CITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>comprehend languages, remote access*</i>
3rd	<i>find vehicle, heat metal</i>
5th	<i>lightning bolt, protection from ballistics*</i>
7th	<i>locate creature, synchronicity*</i>
9th	<i>commune with the city*, shutdown*</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *on/off* cantrip in addition to your chosen cantrips.

BONUS PROFICIENCIES

Also starting at 1st level, you gain proficiency with sidearms and proficiency with vehicles (land).

HEART OF THE CITY

From 1st level, you are able to tap into the spirit of community found in the city. While you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: SPIRITS OF THE CITY

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid. As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, highpressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the GM.

BLOCK WATCH

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and

you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

EXPRESS TRANSIT

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a teleport spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.

TECHNOLOGY DOMAIN (SR)

Gods of technology promote the ideals of invention, city building and science. Cities, electronic and mechanical devices are the example of their ideals, empowering everyone who uses the technology in their name. New spells introduced for the Technology domain are marked with an asterisk and detailed in the “New Spells” chapter. For all other spells, see the Player’s Handbook.

TECHNOLOGY DOMAIN SPELLS

Cleric Level Spells

1st	<i>grease, power device*</i>
3rd	<i>arcane lock, relay text*</i>
5th	<i>electromagnetic pulse*, lightning bolt</i>
7th	<i>fabricate, wire walk*</i>
9th	<i>instant connectivity*, synchronicity*</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *on/off* cantrip in addition to your chosen cantrips.

CHANNEL DIVINITY: RECHARGE

Starting at 2nd level, you can use your Channel Divinity to power electrical devices. As an action, you touch your holy symbol and evoke pure energy. You gain a number of energy points equal to five times your cleric level that last for 2 hours or until you finish a short or long rest.

As an action, you can touch an electrical device and transfer energy points from your pool to power it. Expending 1 energy point you can power a medium or smaller electrical device for 10 minutes, and expending 4 energy points you can power a Large or Huge-sized electrical device for 10 minutes.

You can increase the duration expending more energy points, up to the maximum amount remaining of your energy points.

URBAN BUILDER

Beginning at 6th level, while in an urban environment, you are considered proficient with the engineering kit and the mechanic tools, and you add double your proficiency bonus to checks using those tools instead of your normal proficiency bonus.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

TECHPRIEST

At 17th level, you gain resistance to lightning damage and you learn the spell chain lightning, which is always prepared and count as a domain spell for you. Additionally, all electric devices that require batteries don’t expend charges when you use it.



DRUID

Holding high a gnarled staff wreathed with holly, an elf summons the fury of the storm and calls down explosive bolts of lightning to smite the torch-carrying ores who threaten her forest. Crouching out of sight on a high tree branch in the form of a leopard, a human peers out of the jungle at the strange construction of a temple of Evil Elemental Air, keeping a close eye on the cultists' activities. Swinging a blade formed of pure fire, a half-elf charges into a mass of skeletal soldiers, sundering the unnatural magic that gives the foul creatures the mocking semblance of life.

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury.

They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will.

POWER OF NATURE

Druids revere nature above all, gaining their spells and other magical powers either from the force of nature itself or from a nature deity. Many druids pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity, while others serve gods of wild nature, animals, or elemental forces.

The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

Druid spells are 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 make a particular study of this practice, even to the point where they prefer animal form to their natural form.

PRESERVE THE BALANCE

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 the need for civilized folk to live in harmony with nature, not in opposition to it. Druids accept that which is cruel in nature, and they hate that which is unnatural, including aberrations (such as beholders and mind flayers) and undead (such as zombies and vampires). Druids sometimes lead raids against such creatures, especially when the monsters encroach on the druids' territory. 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 on a more active role in combating the threat, as adventurers.

CREATING A DRUID

When making a druid, consider why your character has such a close bond with nature. Perhaps your character lives in a society where the Old Faith still thrives, or was raised by a druid after being abandoned in the depths of a forest. Perhaps your character had a dramatic encounter with the spirits of nature, coming face to face with a giant eagle or dire wolf and surviving the experience. Maybe your character was born during an epic storm or a volcanic eruption, which was interpreted as a sign that becoming a druid was part of your character's destiny. Have you always been an adventurer as part of your druidic calling, or did you first spend time as a caretaker of a sacred grove or spring? Perhaps your homeland was befouled by evil, and you took up an adventuring life in hopes of finding a new home or purpose.

QUICK BUILD

You can make a druid quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the hermit background.

CLASS FEATURES

As a druid, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per druid level

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

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

PROFICIENCIES

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

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

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

DRUIDIC

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

SPELLCASTING

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid spell list.

CANTRIPS

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

PREPARING AND CASTING SPELLS

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.



THE DRUID

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

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a druidic focus (found in chapter 5) as a spellcasting focus for your druid spells.

WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

BEAST SHAPES

Level	Max. CR	Abilities	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	---	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality,

and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or

is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment 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 CIRCLE

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

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

TIMELESS BODY

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

BEAST SPELLS

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

ARCHDRUID

At 20th level, you can use your Wild Shape an unlimited number of times. Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.



OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a druid. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

ADDITIONAL DRUID SPELLS

1st-level druid feature

1st Level

protection from evil and good

2nd Level

augury (ritual)
continual flame
enlarge/reduce
summon beast

3rd Level

aura of vitality
elemental weapon
revivify
summon fey

4th Level

divination (ritual)
fire shield
summon elemental

5th Level

cone of cold

6th Level

flesh to stone

7th Level

symbol

8th Level

incendiary cloud

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

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

WILD COMPANION

2nd-level druid feature

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

CANTRIP VERSATILITY

4th-level druid feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

CIRCLE OF THE LAND (PHB)

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

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

BONUS CANTRIP

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

NATURAL RECOVERY

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

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

CIRCLE SPELLS

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

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

ARCTIC

Druid Level Circle Spells

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

COAST

Druid Level Circle Spells

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

DESERT

Druid Level Circle Spells

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

FOREST

Druid Level Circle Spells

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

GRASSLAND

Druid Level Circle Spells

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

MOUNTAIN

Druid Level Circle Spells

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

SWAMP

Druid Level Circle Spells

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

UNDERDARK

Druid Level Circle Spells

3rd	<i>spider climb, web</i>
5th	<i>gaseous form, stinking cloud</i>
7th	<i>greater invisibility, stone shape</i>
9th	<i>cloudkill, insect plague</i>

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

NATURE'S WARD

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

NATURE'S SANCTUARY

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

CIRCLE OF THE MOON (PHB)

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

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

COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ELEMENTAL WILD SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

THOUSAND FORMS

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the *alter self* spell at will.

CIRCLE OF DREAMS (XGE)

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild and its dreamlike realms. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with dreamy wonder. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places, where dream and reality blur together and where the weary can find rest.

I don't dream because I don't sleep. I'm always awake so no one can ever sneak up on me.

If I dreamed, they would be bigger dreams than yours, though, because my head is bigger.

CIRCLE OF DREAMS FEATURES

Level	Features
2nd	Balm of the Summer Court
6th	Hearth of Moonlight and Shadow
10th	Hidden Paths
14th	Walker in Dreams

BALM OF THE SUMMER COURT

At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level. As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent. You regain all expended dice when you finish a long rest.

HEARTH OF MOONLIGHT AND SHADOW

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere.

While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or

the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

HIDDEN PATHS

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in the blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

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.

WALKER IN DREAMS

At 14th level, the magic of the Feywild grants you the ability to travel mentally or physically through dreamlands.

When you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: *dream* (with you as the messenger), *scrying*, or *teleportation circle*.

This use of *teleportation circle* is special. Rather than opening a portal to a permanent teleportation circle, it opens a portal to the last location where you finished a long rest on your current plane of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted.

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

CIRCLE OF THE SHEPARD (XGE)

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

CIRCLE OF THE SHEPARD FEATURES

Level	Features
2nd	Speech of the Woods, Spirit Totem
6th	Mighty Summoner
10th	Guardian Spirit
14th	Faithful Summons

SPEECH OF THE WOODS

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

SPIRIT TOTEM

Starting at 2nd level, you can call forth nature spirits to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit. The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk Spirit. The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.

Unicorn Spirit. The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

MIGHTY SUMMONER

Starting at 6th level, beasts and fey that you conjure are more resilient than normal. Any beast or fey summoned or created by a spell that you cast gains the following benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

GUARDIAN SPIRIT

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

FAITHFUL SUMMONS

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast using a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required). Once you use this feature, you can't use it again until you finish a long rest.



CIRCLE OF SPORES (GGR)

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are portions of a grand cycle, with one leading to the other and then back again. Death is not the end of life, but instead a change of state that sees life shift into a new form. Druids of this circle have a complex relationship with the undead. Unlike most other druids, they see nothing inherently wrong with undeath, which they consider to be a companion to life and death. However, these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or avoid passing to a final rest, violate the cycle and must be thwarted.

CIRCLE OF SPORES FEATURES

Level	Features
2nd	Circle Spells, Halo of Spores, Symbiotic Entity
6th	Fungal Infestation
10th	Spreading Spores
14th	Fungal Body

CIRCLE SPELLS

Your symbiotic link to fungus and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the chill touch cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

HALO OF SPORES

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

CIRCLE OF SPORES SPELLS

Druid Level Spells

3rd	Blindness/deafness, gentle repose
5th	animate dead, gaseous form
7th	blight, confusion
9th	cloudkill, contagion

SYMBIOTIC ENTITY

At 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 poison damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

FUNGAL INFESTATION

At 6th level, your spores gain the ability to infest a corpse and animate it. If a beast or a humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the zombie stat block in the Monster Manual. It remains animate for 1 hour, after which time it collapses and dies. In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack. 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.

SPREADING SPORES

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active. Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

FUNGAL BODY

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.



CIRCLE OF STARS (TCOE)

The Circle of Stars allows druids to draw on the power of starlight. These druids have tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By revealing and understanding these secrets, the Circle of the Stars seeks to harness the powers of the cosmos.

Many druids of this circle keep records of the constellations and the stars' effects on the world. Some groups document these observations at megalithic sites, which serve as enigmatic libraries of lore. These repositories might take the form of stone circles, pyramids, petroglyphs, and underground temples—any construction durable enough to protect the circle's sacred knowledge even against a great cataclysm.

STAR MAP

2nd-level Circle of the Stars feature

You've created a star chart as part of your heavenly studies. It is a Tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding this map, you have these benefits:

- You know the guidance cantrip.
- You have the guiding bolt spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.
- You can cast guiding bolt without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

STAR MAP

d6	Map Form
1	A scroll covered with depictions of constellations
2	A stone tablet with fine holes drilled through it
3	A speckled owlbear hide, tooled with raised marks
4	A collection of maps bound in an ebony cover
5	A crystal that projects starry patterns when placed before a light
6	Glass disks that depict constellations

STARRY FORM

2nd-level Circle of the Stars feature

As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form, rather than transforming into a beast.

While in your starry form, you retain your game statistics, but your body becomes luminous; your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

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

- **Archer.** A constellation of an archer appears on you. When you activate this form, and as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.
- **Chalice.** A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.
- **Dragon.** A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

COSMIC OMEN

6th-level Circle of the Stars feature

Whenever you finish a long rest, you can consult your Star Map for omens. When you do so, roll a die. Until you finish your next long rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die:

Weal (even). Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.

Woe (odd). Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

TWINKLING CONSTELLATIONS

10th-level Circle of the Stars feature

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

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

FULL OF STARS

14th-level Circle of the Stars feature

While in your Starry Form, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage.

CIRCLE OF WILDFIRE (TCOE)

Druids within the Circle of Wildfire understand that destruction is sometimes the precursor of creation, such as when a forest fire promotes later growth.

These druids bond with a primal spirit that harbors both destructive and creative power, allowing the druids to create controlled flames that burn away one thing but give life to another.

CIRCLE SPELLS

2nd-level Circle of Wildfire feature

You have formed a bond with a wildfire spirit, a primal being of creation and destruction. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Wildfire Spells table.

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

CIRCLE OF WILDFIRE SPELLS

Druid Level	Spells
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2nd	<i>burning hands, cure wounds</i>
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3rd	<i>flaming sphere, scorching ray</i>
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5th	<i>plant growth, revivify</i>
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7th	<i>aura of life, fire shield</i>
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9th	<i>flame strike, mass cure wounds</i>
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SUMMON WILDFIRE SPIRIT

2nd-level Circle of Wildfire feature

You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your wildfire spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in flame, while others look like beasts wreathed in fire.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

ENHANCED BOND

6th-level Circle of Wildfire feature

The bond with your wildfire spirit enhances your destructive and restorative spells. Whenever you cast a spell that deals fire damage or restores hit points while your wildfire spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage or healing roll of the spell. In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit.

CAUTERIZING FLAMES

10th-level Circle of Wildfire feature

You gain the ability to turn death into magical flames that can heal or incinerate. When a Small or larger creature dies within 30 feet of you or your wildfire spirit, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral flame there and either heal the creature or deal fire damage to it. The healing or damage equals 2d10 + your Wisdom modifier. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BLAZING REVIVAL

14th-level Circle of Wildfire feature

The bond with your wildfire spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points and thereby fall unconscious, you can cause the spirit to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

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

WILDFIRE SPIRIT

Small elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 5 + five times your druid level

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge -

Proficiency Bonus. equals your bonus

Fiery Teleportation. The spirit and each willing creature of your choice within 5 feet of it teleport up to 15 feet to unoccupied spaces you can see. Then each creature within 5 feet of the space that the spirit left must succeed on a Dexterity saving throw against your spell save DC or take 1d6 + PB fire damage.

ACTIONS

Flame Seed. Ranged Weapon Attack: your spell attack modifier to hit, range 60 ft., one target you can see. Hit: 1d6 + PB fire damage

CIRCLE OF THE CITY (SR)

The Circle of the City is made up of druids living in cities to guard and to maintain the balance between nature and civilization. Druids of this circle do not reject technology and metal, but rather are very pragmatic about the tech they use. This circle thinks that metals come from the earth, and because of that, they have a natural place in the world.

BONUS PROFICIENCIES

Starting at 2nd level, you gain proficiency with dart guns and pistols (including machine pistols).

METAL WILD SHAPE

Also at 2nd level, whenever you use your Wild Shape feature, your shape is made with metal and pieces of the city, more similar to a construct than a beast. While transformed into a beast, your AC increases by your proficiency bonus and the Constitution score of the shape increases by 2. Starting at 6th level, the Constitution score of the shape increases by 4.

CONSTRUCT MIND

At 6th level, while transformed into a beast, you are considered a construct, you gain a +1 bonus to attack rolls and your attacks count as magical for purpose of overcoming resistance and immunity to nonmagical attacks and damage. At 8th level, the attack bonus increases to +2.

CITY GUARDIAN

At 10th level, you can wild shape into a city guardian for 1 minute. After using this feature, you must finish a long rest to use it again.

TRUE CONSTRUCT

At 14th level, you cannot be charmed, paralyzed, petrified or poisoned and you are immune to poison and psychic damage. Additionally, you can wild shape into a city guardian twice before a long rest.

CITY GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge 4 (1,100 XP)

Construct Nature. A city guardian doesn't require air, food, drink or sleep

False Appearance. While the city guardian remains motionless, it is indistinguishable from a normal statue. While treants protect forests, the city guardian protects cities from outside threats. In general, these metallic constructs are asleep, waiting until the call for aid when the city is in danger.

Magical Resistance. The city guardian has advantage on saving throws against spells and other magical effects.

Regeneration. The city guardian regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The city guardian makes two fist attacks.

Fist. Melee weapon attack. +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

REACTIONS

Arcane Shield. The guardian adds 2 to its AC against one attack or single target spell that would hit. To do so, the city guardian must see the attacker.

LEARNING BEAST SHAPES

The Wild Shape feature lets you transform into a beast that you've seen. That rule gives you a tremendous amount of flexibility, making it easy to amass an array of beast form options for yourself, but you must abide by the limitations in The following tables organize beasts from the Monster Manual according to the beasts' most likely environments. Consider the environment your druid grew up in, then consult the appropriate table for a list of animals that your druid has probably seen by 2nd level.

ARCTIC

CR	Beast	Fly / Swim
o	Owl	Fly
1/8	Blood hawk	Fly
1/4	Giant owl	Fly
1	Brown bear	---
2	Polar bear	Swim
2	Saber-toothed tiger	---
6	Mammoth	---

COAST

CR	Beast	Fly / Swim
o	Crab	Swim
o	Eagle	Fly
1/8	Blood hawk	Fly
1/8	Giant crab	Swim
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Giant lizard	---
1/4	Giant wolf spider	---
1/4	Pteranodon	Fly
1	Giant eagle	Fly
1	Giant toad	Swim
2	Plesiosaurus	Swim

DESERT

CR	Beast	Fly / Swim
o	Cat	---
o	Hyena	---
o	Jackal	---
o	Scorpion	---
o	Vulture	Fly
1/8	Camel	---
1/8	Flying snake	Fly
1/8	Mule	---
1/8	Poisonous snake	Swim
1/8	Stirge	---
1/4	Giant lizard	---
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	---
1	Giant hyena	---
1	Giant spider	---
1	Giant toad	Swim
1	Giant vulture	Fly
1	Lion	---
2	Giant constrictor snake	Swim
3	Giant scorpion	---

FOREST

CR	Beast	Fly / Swim
o	Baboon	---
o	Badger	---
o	Cat	---
o	Deer	---
o	Hyena	---
o	Owl	Fly
1/8	Blood hawk	Fly
1/8	Flying snake	Fly
1/8	Giant rat	---
1/8	Giant weasel	---
1/8	Poisonous snake	Swim
1/8	Mastiff	---
1/8	Stirge	Fly
1/4	Boar	---
1/4	Constrictor snake	Swim
1/4	Elk	---
1/4	Giant badger	---
1/4	Giant bat	Fly
1/4	Giant frog	Swim
1/4	Giant lizard	---
1/4	Giant owl	Fly
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	---
1/4	Panther	---
1/4	Wolf	---
1/2	Ape	---
1/2	Black bear	---
1/2	Giant wasp	Fly
1	Brown bear	---
1	Dire wolf	---
1	Giant hyena	---
1	Giant spider	---
1	Giant toad	Swim
1	Tiger	---
2	Giant boar	---
2	Giant constrictor snake	Swim
2	Giant elk	---

UNDERWATER

CR	Beast	Fly / Swim
o	Quipper	Swim
1/4	Constrictor snake	Swim
1/2	Giant sea horse	Swim
1/2	Reef shark	Swim
1	Giant octopus	Swim
2	Giant constrictor snake	Swim
2	Hunter shark	Swim
2	Plesiosaurus	Swim
3	Killer whale	Swim
5	Giant shark	Swim

GRASSLAND

CR	Beast	Fly / Swim
o	Cat	---
o	Deer	---
o	Eagle	---
o	Goat	---
o	Hyena	---
o	Jackal	---
o	Vulture	Fly
1/8	Blood hawk	Fly
1/8	Flying snake	Fly
1/8	Giant weasel	---
1/8	Poisonous nsake	Swim
1/8	Stirge	Fly
1/4	Axe beak	---
1/4	Boar	---
1/4	Elk	---
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	---
1/4	Panther (leopard)	---
1/4	Pteranodon	---
1/4	Riding horse	---
1/4	Wolf	---
1/2	Giant goat	---
1/2	Giant wasp	Fly
1	Giant eagle	Fly
1	Giant hyena	---
1	Giant vulture	Fly
1	Lion	---
1	Tiger	---
2	Allosaurus	---
2	Giant board	---
2	Giant elk	---
2	Rhinoceros	---
3	Ankylosaurus	---
4	Elephant	---
5	Triceratops	---

HILL

CR	Beast	Fly / Swim
o	Baboon	---
o	Eagle	Fly
o	Goat	---
o	Hyena	---
o	Raven	Fly
o	Vulture	Fly
1/8	Blood hawk	Fly
1/8	Giant weasel	---
1/8	Mastiff	---
1/8	Mule	---
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Axe beak	---
1/4	Boar	---
1/4	Elk	---
1/4	Giant owl	Fly
1/4	Giant wolf spider	---
1/4	Panther (cougar)	---
1/4	Wolf	---
1/2	Giant goat	---

1	Brown bear	---
1	Dire wolf	---
1	Giant eagle	Fly
1	Giant hyena	---
1	Lion	---
2	Giant boar	---
2	Giant elk	---

MOUNTAIN

CR	Beast	Fly / Swim
o	Eagle	Fly
o	Goat	---
1/8	Blood hawk	Fly
1/8	Stirge	Fly
1/4	Pteranodon	Fly
1/2	Giant goat	---
1	Giant eagle	Fly
1	Lion	---
2	Elk	---
2	Saber-toothed tiger	---

SWAMP

CR	Beast	Fly / Swim
o	Rat	---
o	Raven	Fly
1/8	Giant rat	---
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Constrictor snake	Swim
1/4	Giant frog	Swim
1/4	Giant lizard	---
1/4	Giant poisonous snake	Swim
1/2	Crocodile	Swim
1	Giant spider	---
1	Giant toad	Swim
2	Giant constrictor snake	Swim
5	Giant crocodile	Swim

UNDERDARK

CR	Beast	Fly / Swim
o	Giant fire beetle	---
1/8	Giant rat	---
1/8	Stirge	Fly
1/4	Giant bat	Fly
1/4	Giant centipede	---
1/4	Giant lizard	---
1/4	Giant poisonous snake	Swim
1	Giant spider	---
1	Giant toad	Swim
2	Giant constrictor snake	Swim
2	Polar bear (cave bear)	Swim



FIGHTER

A human in clanging plate armor holds her shield before her as she runs toward the massed goblins. An elf behind her, clad in studded leather armor, peppers the goblins with arrows loosed from his exquisite bow. The half-ore nearby shouts orders, helping the two combatants coordinate their assault to the best advantage. A dwarf in chain mail interposes his shield between the ogre's club and his companion, knocking the deadly blow aside. His companion, a half-elf in scale armor, swings two scimitars in a blinding whirl as she circles the ogre, looking for a blind spot in its defenses. A gladiator fights for sport in an arena, a master with his trident and net, skilled at toppling foes and moving them around for the crowd's delight—and his own tactical advantage. His opponent's sword flares with blue light an instant before she sends lightning flashing forth to smite him. All of these heroes are fighters, perhaps the most diverse class of characters in the worlds of DUNGEONS & DRAGONS. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

WELL-ROUNDED SPECIALISTS

Fighters learn the basics of all combat styles. Every fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in a certain style 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 on battlefields and in dungeons alike.

TRAINED FOR DANGER

—Not every member of the city watch, the village militia, or the queen's army is a fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are fighters. Some fighters feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter, not all that different from the life he or she left behind. There are greater risks, perhaps, but also much greater rewards—few fighters in the city watch have the opportunity to discover a magic *flame tongue* sword, for example.

CREATING A FIGHTER

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might ail have been factors. You might have enjoyed formal training in a noble's army or in a local militia. Perhaps you trained in a war academy, learning strategy, tactics, and military history. Or you might be self-taught unpolished but well tested. Did you take up the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you acquire your weapons and armor? They might have been military issue or family heirlooms, or perhaps you scrimped and saved for years to buy them. Your armaments are now among your most important possessions the only things that stand between you and death's embrace.

QUICK BUILD

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution or Intelligence if you plan to adopt the Eldritch Knight martial archetype. Second, choose the soldier background.

CLASS FEATURES

As a fighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons



Tools: None

Saving Throws: Strength, Constitution

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

THE FIGHTER

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

FIGHTING STYLE

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

ARCHERY

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

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover,

even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

SUPERIOR TECHNIQUE

You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers.

A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

DEFENSE

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

DUELING

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

GREAT-WEAPON FIGHTING

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

PROTECTION

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

TWO-WEAPON FIGHTING

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

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself. On your turn, you can use a number of points equal to your fighter level. Once you finish a short or long rest before you can use it again.



that you can draw on to protect yourself. On your turn, you can use a number of points equal to your fighter level. Once you finish a short or long rest before you can use it again.

ACTION SURGE

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

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

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Battle Master, or Eldritch Knight, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

INDOMITABLE

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

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

OPTIONAL CLASS FEATURES

FIGHTING STYLE OPTIONS

1st-level fighter feature

When you choose a fighting style, the styles have been added to the list of options.

MARTIAL VERSATILITY

4th-level fighter feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:

Replace a fighting style you know with another fighting style available to fighters.

If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

MANEUVER OPTIONS

If you have access to maneuvers, the maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters but also to characters who have a special feature like the Superior Technique fighting style or the Martial Adept feat.

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CHAMPION (PHB)

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

IMPROVED CRITICAL

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

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

SUPERIOR CRITICAL

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

SURVIVOR

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



BATTLE MASTER (PHB)

To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

STUDENT OF WAR

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

KNOW YOUR ENEMY

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s,

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.



MANEUVERS

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 aren't incapacitated.

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 isn't incapacitated. 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.

Brace. When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Commander's Strike. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

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

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die 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, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Feinting Attack. You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature, if that attack hits, add the superiority die to the attack's damage roll. The advantage is lost if not used on the turn you gain it.

Goading Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Grappling Strike. Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action (see the Player's Handbook for rules on grappling). Add the superiority die to your Strength (Athletics) check.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you 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 + your Dexterity modifier.

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Quick Toss. As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

Rally. On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Sweeping Attack. When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. 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 (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

ELDRITCH KNIGHT (PHB)

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Eldritch Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic: abjuration and evocation. Abjuration spells grant an Eldritch Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighter's reach in combat. These knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Eldritch Knight 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. For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list. The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more

Eldritch Knight Spellcasting

--Spell Slots per Spell Level--

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	--	--	--
4th	2	4	3	--	--	--
5th	2	4	3	--	--	--
6th	2	4	3	--	--	--
7th	2	5	4	2	--	--
8th	2	6	4	2	--	--
9th	2	6	4	2	--	--
10th	3	7	4	3	--	--
11th	3	8	4	3	--	--
12th	3	8	4	3	--	--
13th	3	9	4	3	2	--
14th	3	10	4	3	2	--
15th	3	10	4	3	2	--
16th	3	11	4	3	3	--
17th	3	11	4	3	3	--
18th	3	11	4	3	3	--
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the wizard 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, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

WEAPON BOND

At 3rd level, 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 are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, 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

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

ELDRITCH STRIKE

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, 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

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

IMPROVED WAR MAGIC

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

PURPLE DRAGON KNIGHT (SCAG)

Purple Dragon knights are warriors who hail from the kingdom of Cormyr. Pledged to protect the crown, they take the fight against evil beyond their kingdom's borders. They are tasked with wandering the land as knights errant, relying on their judgment, bravery, and fidelity to the code of chivalry to guide them in defeating evildoers.

A Purple Dragon knight inspires greatness in others by committing brave deeds in battle. The mere presence of a knight in a hamlet is enough to cause some ores and bandits to seek easier prey. A lone knight is a skilled warrior, but a knight leading a band of allies can transform even the most poorly equipped militia into ferocious war band.

A knight prefers to lead through deeds, not words. As a knight spearheads an attack, the knight's actions can awaken reserves of courage and conviction in allies that they never suspected they had.

RESTRICTION: KNIGHTHOOD

Purple Dragon knights are tied to a specific order of Cormyrean knighthood.

Banneret serves as the generic name for this archetype if you use it in other campaign settings or to model warlords other than Purple Dragon knights.

RALLYING CRY

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

ROYAL ENVOY

A Purple Dragon knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance. Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

BULWARK

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.



ARCANE ARCHER (XGE)

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Arcane Archers are some of the most elite warriors among the elves. They stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

Arrows are the worst. They go much farther than eye rays.

That's why I stay indoors all the time.

Besides, the sky is totally overrated.

ARCANE ARCHER FEATURES

Level	Features
3rd	Arcane Archer Lore, Arcane Shot (2 option)
7th	Curving Shot, Magic Arrow, Arcane Shot (3 options)
10th	Arcane Shot (4 options)
15th	Every-Ready Shot, Arcane Shot (5 options)
18th	Arcane Shot (6 options, improved shots)

ARCANE ARCHER LORE

At 3rd level, you learn magical theory or some of the secrets of nature — typical for practitioners of this elven martial tradition. You choose to gain proficiency in either the Arcana or the Nature skill, and you choose to learn either the prestidigitation or the druidcraft cantrip.

ARCANE SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see “Arcane Shot Options” below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.

CURVING SHOT

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with an arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your magical archery is available whenever battle starts. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

ARCANE SHOT OPTIONS

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic. If an option requires a saving throw, your

Arcane Shot save DC = 8 + your proficiency bonus + your Intelligence modifier.



Banishing Arrow. You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied. After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Beguiling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw. The psychic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow. You imbue your arrow with force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each. The force damage increases to 4d6 when you reach 18th level in this class.

Enfeebling Arrow. You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn. The necrotic damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again. The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

Piercing Arrow. You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage. The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow. Using divination magic, you grant your arrow the ability to seek out a target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location. The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn. The psychic damage increases to 4d6 when you reach 18th level in this class.



CAVALIER (XGE)

The archetypal Cavalier excels at mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. Cavaliers also learn how to guard those in their charge from harm, often serving as the protectors of their superiors and of the weak. Compelled to right wrongs or earn prestige, many of these fighters leave their lives of comfort to embark on glorious adventure.

CAVALIER FEATURES

Level	Features
3rd	Bonus Proficiency, Born to the Saddle, Unwavering Mark
7th	Warding Maneuver
10th	Hold the Line
15th	Ferocious Charger
18th	Vigilant Defender

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

UNWAVERING MARK

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

WARDING MANEUVER

At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

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

HOLD THE LINE

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.



FEROCIOUS CHARGER

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

VIGILANT DEFENDER

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

SAMURAI (XGE)

The Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A Samurai's resolve is nearly unbreakable, and the enemies in a Samurai's path have two choices: yield or die fighting.

SAMURAI FEATURES

Level	Features
3rd	Bonus Proficiency, Fighting Spirit (5 temp. hp)
7th	Elegant Courtier
10th	Tireless Spirit, Fighting Spirit (10 temp. hp)
15th	Rapid Strike, Fighting Spirit (15 temp. hp)
18th	Strength before Death

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

FIGHTING SPIRIT

Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

ELEGANT COURTIER

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier. Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

TIRELESS SPIRIT

Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.


RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

STRENGTH BEFORE DEATH

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points. Once you use this





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

ECHO KNIGHT (EGTW)

A mysterious and feared frontline warrior of the Kryn Dynasty, the Echo Knight has mastered the art of using dunamis to summon the fading shades of unrealized timelines to aid them in battle. Surrounded by echoes of their own might, they charge into the fray as a cycling swarm of shadows and strikes.

MANIFEST ECHO

3rd-level Echo Knight feature

You can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated. Your echo has AC 14 + your proficiency bonus, 1 hitpoint, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.

You can use the echo in the following ways:

- As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.
- When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack.
- When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

UNLEASH INCARNATION

3rd-level Echo Knight feature

You can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

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

ECHO AVATAR

7th-level Echo Knight feature

You can temporarily transfer your consciousness to your echo. As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

SHADOW MARTYR

10th-level Echo Knight feature

You can make your echo throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the echo to

an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your echo.

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

RECLAIM POTENTIAL

15th-level Echo Knight feature

You've learned to absorb the fleeting magic of your echo. When an echo of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to 2d6 + your Constitution modifier, provided you don't already have temporary hit points.

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

LEGION OF ONE

18th-level Echo Knight feature

You can use a bonus action to create two echoes with your Manifest Echo feature, and these echoes can coexist. If you try to create a third echo, the previous two echoes are destroyed. Anything you can do from one echo's position can be done from the other's instead.

In addition, when you roll initiative and have no uses of your Unleash Incarnation feature left, you regain one use of that feature.



PSI WARRIOR (TCoE)

Awake to the psionic power within, a Psi Warrior is a fighter who augments their physical might with psi-infused weapon strikes, telekinetic lashes, and barriers of mental force. Many githyanki train to become such warriors, as do some of the most disciplined high elves. In the world of Eberron, many young kalashtar dream of becoming Psi Warriors.

As a Psi Warrior, you might have honed your psionic abilities through solo discipline, unlocked it under the tutelage of a master, or refined it at an academy dedicated to wielding the mind's power as both weapon and shield.

PSIONIC POWER

3rd-level Psi Warrior feature

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

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

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

Telekinetic Movement. You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Once you take this action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

TELEKINETIC ADEPT

7th-level Psi Warrior feature

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

Psi-Powered Leap. As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

Telekinetic Thrust. When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the save fails, you can knock the target prone or move it up to 10 feet in any direction horizontally.

GUARDED MIND

10th-level Psi Warrior feature

The psionic energy flowing through you has bolstered your mind. You have resistance to psychic damage. Moreover, if you start your turn charmed or frightened, you can expend a Psionic Energy die and end every effect on yourself subjecting you to those conditions.

BULWARK OF FORCE

15th-level Psi Warrior feature

You can shield yourself and others with telekinetic force. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you're incapacitated. Once you take this bonus action, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to take it again.

TELEKINETIC MASTER

18th-level Psi Warrior feature

Your ability to move creatures and objects with your mind is matched by few. You can cast the telekinesis spell, requiring no components, and your spellcasting ability for the spell is Intelligence. On each of your turns while you concentrate on the spell, including the turn when you cast it, you can make one attack with a weapon as a bonus action. Once you cast the spell with this feature, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to cast it again.

RUNE KNIGHT (TCoE)

Rune Knights enhance their martial prowess using the supernatural power of runes, an ancient practice that

originated with giants. Rune cutters can be found among any family of giants, and you likely learned your methods first or second hand from such a mystical artisan. Whether you found the giant's work carved into a hill or cave, learned of the runes from a sage, or met the giant in person, you studied the giant's craft and learned how to apply magic runes to empower your equipment.

BONUS PROFICIENCIES

3rd-level Rune Knight feature

You gain proficiency with smith's tools, and you learn to speak, read, and write Giant.

RUNE CARVER

3rd-level Rune Knight feature

You can use magic runes to enhance your gear. You learn two runes of your choice, from among the runes described below, and each time you gain a level in this class, you can replace one rune you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes, as shown in the Runes Known table.

RUNES KNOWN

Fighter Level	Number of Runes
3rd	2
7th	3
10th	4
15th	5

Whenever you finish a long rest, you can touch a number of objects equal to the number of runes you know, and you inscribe a different rune onto each of the objects. To be eligible, an object must be a weapon, a suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand. Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time. The following runes are available to you when you learn a rune. If a rune has a level requirement, you must be at least that level in this class to learn the rune. If a rune requires a saving throw, your Rune Magic save DC equals 8 + your proficiency bonus + your Constitution modifier.

Cloud Rune. This rune emulates the deceptive magic used by some cloud giants. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks. In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Fire Rune. This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

In addition, when you hit a creature with an attack using a

weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Frost Rune. This rune's magic evokes the might of those who survive in the wintry wilderness, such as frost giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Animal Handling) checks and Charisma (Intimidation) checks.

In addition, you can invoke the rune as a bonus action to increase your sturdiness. For 10 minutes, you gain a +2 bonus to all ability checks and saving throws that use Strength or Constitution. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Stone Rune. This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet.

In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Hill Rune (7th Level or Higher). This rune's magic bestows a resilience reminiscent of a hill giant. While wearing or carrying an object that bears this rune, you have advantage on saving throws against being poisoned, and you have resistance against poison damage.

In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Storm Rune (7th Level or Higher). Using this rune, you can glimpse the future like a storm giant seer. While wearing or carrying an object inscribed with this rune, you have advantage on Intelligence (Arcana) checks, and you can't be surprised as long as you aren't incapacitated.

In addition, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or until you're incapacitated. Until the state ends, when you or another creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke this rune, you can't do so again until you finish a short or long rest.

GIANT'S MIGHT

3rd-level Rune Knight feature

You have learned how to imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

RUNIC SHIELD

7th-level Rune Knight feature

You learn to invoke your rune magic to protect your allies. When another creature you can see within 60 feet of you is hit by an attack roll, you can use your reaction to force the attacker to reroll the d20 and use the new roll.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GREAT STATURE

10th-level Rune Knight feature

The magic of your runes permanently alters you. When you gain this feature, roll 3d4. You grow a number of inches in height equal to the roll.

Moreover, the extra damage you deal with your Giant's Might feature increases to 1d8.

MASTER OF RUNES

15th-level Rune Knight feature

You can invoke each rune you know from your Rune Carver feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

RUNIC JUGGERNAUT

18th-level Rune Knight feature

You learn how to amplify your rune-powered transformation. As a result, the extra damage you deal with the Giant's Might feature increases to 1d10.

Moreover, when you use that feature, your size can increase to Huge, and while you are that size, your reach increases by 5 feet.

STREET SAMURAI (SR)

The street samurai is a lethal mix of millennial combat techniques with cutting edge technology. It's hard to say where the natural body of the street samurai ends and where his cybernetic enhancements begin. He can be dedicated to the service of a single organization, like his shogun; or a freelance mercenary, like a ronin. In any case, the discipline and training of the street samurai detach him from the dishonored scum of the streets that vainly tries to face him.

CYBERNETIC SUPERIORITY

Beginning when you choose this archetype at 3rd level, all the DC's for cybernetics are reduced by 2.

FIGHTING SPIRIT

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

CYBERNETIC EXPERT

Starting at 7th level, you gain proficiency with the engineering kit.

UNBREAKABLE WILL

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

DEFENDER'S BLADE

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. In addition, you gain a +1 bonus to AC while wearing heavy armor.

VETERAN (SR)

The veteran is an experienced warrior who has served or is serving in the armed forces. A veteran can be an ex-military, a mercenary, a hired gun or similar. The veteran learns how to defeat his enemies and to complete his missions.

TACTICAL AID

Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

PRE-PLANNING

Starting at 7th level, after spending 1 hour studying a map, plan or similar of an 8-mile area, you learn something about two of the following points of your choice:

- Access (the password for entering a restricted area, the location of a keycard, an unlocked entry door or window).
- Alternative routes (the ventilation system, the basement access, roof access and such)
- Dead Drop (an insider drops off up to 20 lb. of equipment in a location you choose. The equipment can be both yours or from your allies).
- Surveillance (location of cameras, the security room, number of guards, metal detectors and such).

Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option for the Fighting Style class feature.

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

FIRST CONTACT

At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

ADDITIONAL FIGHTING STYLE

The following new option can be selected by fighters, paladins and rangers for the Fighting Style class feature.

EXOTIC WEAPON FIGHTING

You gain proficiency with a single exotic melee or ranged weapon of your choice (see the "Equipment" chapter).

M ONK

Her fists a blur
as they deflect
an
incoming
hail of arrows, a
half-elf springs over
a barricade and throws
herself into the massed ranks

of hobgoblins on the other side. She whirls among them, knocking their blows aside and sending them reeling, until at last she stands alone.

Taking a deep breath, a human covered in tattoos settles into a battle stance. As the first charging arcs reach him, he exhales and a blast of fire roars from his mouth, engulfing his foes.

Moving with the silence of the night, a black-clad halfling steps into a shadow beneath an arch and emerges from another inky shadow on a balcony a stone's throw away.

She slides her blade free of its clothwrapped scabbard and peers through the open window at the tyrant prince, so vulnerable in the grip of sleep.

Whatever their discipline, monks are united in their ability to magically harness the energy that flows in their bodies.

Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

The Magic of Ki

Monks make careful study of a magical energy that most monastic traditions call ki. This energy is an element of the magic that suffuses the multiverse—specifically, the element that flows through living bodies. Monks harness this power within themselves to create magical effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of ki in their opponents. Using this energy, monks channel uncanny speed and strength into their unarmed strikes.

As they gain experience, their martial training and their mastery of ki gives them more power over their bodies and the bodies of their foes.

TRAINING AND ASCETICISM

Small walled cloisters dot the landscapes of the worlds of D&D, tiny refuges from the flow of ordinary life, where time seems to stand still. The monks who live there seek personal perfection through contemplation and rigorous training. Many entered the monastery as children, sent to live there when their parents died, when food couldn't be found to support them, or in return for some kindness that the monks had performed for their families.

Some monks live entirely apart from the surrounding population, secluded from anything that might impede their spiritual progress. Others are sworn to isolation, emerging only to serve as spies or assassins at the command of their leader, a noble patron, or some other mortal or divine power.

The majority of monks don't shun their neighbors, making frequent visits to nearby towns or villages and exchanging their



service for food and other goods. As versatile warriors, monks often end up protecting their neighbors from monsters or tyrants.

For a monk, becoming an adventurer means leaving a structured, communal lifestyle to become a wanderer. This can be a harsh transition, and monks don't undertake it lightly. Those who leave their cloisters take their work seriously, approaching their adventures as personal tests of their physical and spiritual growth. As a rule, monks care little for material wealth and are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering their treasure.

CREATING A MONK

As you make your monk character, think about your connection to the monastery where you learned your skills and spent your formative years. Were you an orphan or a child left on the monastery's threshold? Did your parents promise you to the monastery in gratitude for a service performed by the monks? Did you enter this secluded life to hide from a crime you committed?

Or did you choose the monastic life for yourself? Consider why you left. Did the head of your monastery choose you for a particularly important mission beyond the cloister? Perhaps you were cast out because of some violation of the community's rules. Did you dread leaving, or were you happy to go? Is there something you hope to accomplish outside the monastery? Are you eager to return to your home?

As a result of the structured life of a monastic community and the discipline required to harness ki, monks are almost always lawful in alignment.

QUICK BUILD

You can make a monk quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. Second, choose the hermit background.

CLASS FEATURES

As a monk, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per monk level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortswords

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

Saving Throws: Strength, Dexterity

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

UNARMORED DEFENSE

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

MARTIAL ARTS

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

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

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

Certain monasteries use specialized Forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5 (PHB).

KI

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

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

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

FLURRY OF BLOWS

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

PATIENT DEFENSE

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

STEP OF THE WIND

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

UNARMORED MOVEMENT

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

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

MONASTIC TRADITION

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

THE MONK

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

DEFLECT MISSILES

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack - the range of the monk's ranged attack is 20/60 feet.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

STUNNING STRIKE

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

KI-EMPOWERED STRIKES

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



EVASION

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

STILLNESS OF MIND

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

PURITY OF BODY

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

TONGUE OF THE SUN AND MOON

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

DIAMOND SOUL

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

TIMELESS BODY

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

EMPTY BODY

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the *astral projection* spell, without needing material components. When you do so, you can't take any other creatures with you.

PERFECT SELF

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

OPTIONAL CLASS FEATURES

DEDICATED WEAPON

2nd-level monk feature

You train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

KI-FUELED ATTACK

3rd-level monk feature

If you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

QUICKENED HEALING

4th-level monk feature

As an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

FOCUSED AIM

5th-level monk feature

When you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

MONASTIC TRADITIONS

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

WAY OF THE OPEN HAND (PHB)

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

OPEN HAND TECHNIQUE

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

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

WHOLENESS OF THE BODY

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

TRANQUILITY

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

QUIVERING PALM

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw, if it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.



WAY OF SHADOW (PHB)

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadowdancers, and they serve as spies and assassins. Sometimes the members of a ninja monastery are family members, forming a clan sworn to secrecy about their arts and missions. Other monasteries are more like thieves' guilds, hiring out their services to nobles, rich merchants, or anyone else who can pay their fees. Regardless of their methods, the heads of these monasteries expect the unquestioning obedience of their students.

SHADOW ARTS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, you gain the *minor illusion* cantrip if you don't already know it.

SHADOW STEP

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can 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 first melee attack you make before the end of the turn.

CLOAK OF SHADOWS

By 11th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

OPPORTUNIST

At 17th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.



WAY OF THE FOUR ELEMENTS (PHB)

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

Many monks of this tradition tattoo their bodies with representations of their ki powers, commonly imagined as coiling dragons, but also as phoenixes, fish, plants, mountains, and cresting waves.

DISCIPLE OF THE ELEMENTS

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. A discipline requires you to spend ki points each time you use it. You know the Elemental Attunement discipline and one other elemental discipline of your choice, which are detailed in the "Elemental Disciplines" section below.

You learn one additional elemental discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

Casting Elemental Spells. Some elemental disciplines allow you to cast spells. See chapter 10 for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *burning hands* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and use Sweeping Cinder Strike to cast *burning hands*, you can spend 3 ki points to cast it as a 2nd-level spell (the discipline's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

SPELLS AND KI POINTS

Level	Maximum Ki Points for a Spell
5th – 8th	3
9th – 12th	4
13th – 16th	5
17th – 20th	6

ELEMENTAL DISCIPLINES

The elemental disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

Breath of Winter (17th Level Required). You can spend 6 ki points to cast *cone of cold*.

Clench of the North Wind (6th Level Required). You can spend 3 ki points to cast *hold person*.

Elemental Attunement. You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.



Eternal Mountain Defense (17th Level Required). You can spend 5 ki points to cast *stoneskin*, targeting yourself.

Fangs of the Fire Snake. When you use the Attack action on your turn, you can spend 1 ki point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals an extra 1d10 fire damage.

Fist of Four Thunders. You can spend 2 ki points to cast *thunderwave*.

Fist of Unbroken Air. You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 ki points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

Flames of the Phoenix (11th Level Required). You can spend 4 ki points to cast *fireball*.

Gong of the Summit (6th Level Required). You can spend 3 ki points to cast *shatter*.

Mist Stance (11th Level Required). You can spend 4 ki points to cast *gaseous form*, targeting yourself.

Ride the Wind (11th Level Required). You can spend 4 ki points to cast *fly*, targeting yourself.

River of Hungry Flame (17th Level Required). You can spend 5 ki points to cast *wall of fire*.

Rush of the Gale Spirits. You can spend 2 ki points to cast *gust of wind*.

Shape the Flowing River. As an action, you can spend 1 ki point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar.

The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

Sweeping Cinder Strike. You can spend 2 ki points to cast *burning hands*.

Water Whip. You can spend 2 ki points as an action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

Wave of Rolling Earth (17th Level Required). You can spend 6 ki points to cast *wall of stone*.

WAY OF THE LONG DEATH (SCAG)

Monks of the Way of the Long Death are obsessed with the meaning and mechanics of dying. They capture creatures and prepare elaborate experiments to capture, record, and understand the moments of their demise. They then use this knowledge to guide their understanding of martial arts, yielding a deadly fighting style.

TOUCH OF DEATH

Starting when you choose this tradition at 3rd level, your study of death allows you to extract vitality from another creature as it nears its demise. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your Wisdom modifier + your monk level (minimum of 1 temporary hit point).

HOURLY OF REAPING

At 6th level, you gain the ability to unsettle or terrify those around you as an action, for your soul has been touched by the shadow of death. When you take this action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

MASTERY OF DEATH

Beginning at 11th level, you use your familiarity with death to escape its grasp. When you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 1 hit point instead.

TOUCH OF THE LONG DEATH

Starting at 17th level, your touch can channel the energy of death into a creature. As an action, you touch one creature within 5 feet of you, and

you expend 1 to 10 ki points.

The target must make a Constitution saving throw, and it takes 2d10 necrotic damage per ki point spent on a failed save, or half as much damage on a successful one.



WAY OF THE SUN SOUL (SCAG/XGE)

Monks of the Way of the Sun Soul learn to channel their own life energy into searing bolts of light. They teach that meditation can unlock the ability to unleash the indomitable light shed by the soul of every living creature.

RADIANT SUN BOLT

Starting when you choose this tradition at 3rd level, you can hurl searing bolts of magical radiance.

You gain a ranged spell attack that you can use with the Attack action. The attack has a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is radiant, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you use the Attack action on your turn to use this special attack, you can spend 1 ki point to make two additional attacks with it as a bonus action.

SEARING ARC STRIKE

At 6th level, you gain the ability to channel your ki into searing waves of energy. Immediately after you take the Attack action on your turn, you can spend 2 ki points to cast the 1st-level spell *burning hands* as a bonus action.

You can spend additional ki points to cast *burning hands* as a higher level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level (round down).

SEARING SUNBURST

At 11th level, you gain the ability to create an orb of light that erupts into a devastating explosion. As an action, you magically create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant.

Each creature in that 20-foot-radius sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover that is opaque.

You can increase the sphere's damage by spending ki points. Each point you spend, up to a maximum of 3, increases the damage by 2d6.

SUN SHIELD

At 17th level, you become wreathed in a magical, luminous aura.

You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as a bonus action.

If a creature hits you with a melee attack while this light shines, you can use your reaction to deal radiant damage to the creature. The radiant damage equals 5 + your Wisdom modifier.

WAY OF THE DRUNKEN MASTER (XGE)

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

WAY OF THE DRUNKEN MASTER FEATURES

Level	Features
3rd	Bonus Proficiency, Drunken Technique
6th	Tipsy Sway
11th	Drunkard's Luck
17th	Intoxicated Frenzy

BONUS PROFICIENCY

When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You also gain proficiency with brewer's supplies if you don't already have it.

DRUNKEN TECHNIQUE

At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

TIPSY SWAY

Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits.

- **Leap to Your Feet.** When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.
- **Redirect Attack.** When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.

DRUNKARD'S LUCK

Starting at 11th level, you always seem to get a lucky bounce at the right moment. When you make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, you can spend 2 ki points to cancel the disadvantage for that roll.

INTOXICATED FRENZY

At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five Flurry of Blows attacks), provided that each Flurry of Blows attack targets a different creature this turn.



WAY OF THE KENSEI (XGE)

Monks of the Way of the Kensei train relentlessly with their weapons, to the point where the weapon becomes an extension of the body. Founded on a mastery of sword fighting, the tradition has expanded to include many different weapons. A kensei sees a weapon in much the same way a calligrapher or painter regards a pen or brush. Whatever the weapon, the kensei views it as a tool used to express the beauty and precision of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

WAY OF THE KENSEI FEATURES

Level	Features
3rd	Path of the Kensei (2 weapons)
6th	One with the Blade, Path of the Kensei (3 weapons)
11th	Sharpen the Blade, Path of the Kensei (4 weapons)
17th	Unerring Accuracy, Path of the Kensei (5 weapons)

PATH OF THE KENSEI

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits.

- **Kensei Weapons.** Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon — either melee or ranged — to be a kensei weapon for you, following the criteria above.
- **Agile Parry.** If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.
- **Kensei's Shot.** You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.
- **Way of the Brush.** You gain proficiency with your choice of calligrapher's supplies or painter's supplies.

ONE WITH THE BLADE

At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.

- **Magic Kensei Weapons.** Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Deft Strike.** When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

SHARPEN THE BLADE

At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on a magic weapon that already has a bonus to attack and damage rolls.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.



WAY OF MERCY (TCoE)

Monks of the Way of Mercy learn to manipulate the life force of others to bring aid to those in need. They are wandering physicians to the poor and hurt.

However, to those beyond their help, they bring a swift end as an act of mercy.

Those who follow the Way of Mercy might be members of a religious order, administering to the needy and making grim choices rooted in reality rather than idealism. Some might be gentle-voiced healers, beloved by their communities, while others might be masked bringers of macabre mercies. The walkers of this way usually don robes with deep cowls, and they often conceal their faces with masks, presenting themselves as the faceless bringers of life and death.

IMPLEMENTS OF MERCY

3rd-level Way of Mercy feature

You gain proficiency in the Insight and Medicine skills, and you gain proficiency with the herbalism kit.

You also gain a special mask, which you often wear when using the features of this subclass. You determine its appearance.

HAND OF HEALING

3rd-level Way of Mercy feature

Your mystical touch can mend wounds. As an action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.

HAND OF HARM

3rd-level Way of Mercy feature

You use your ki to inflict wounds. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Wisdom modifier. You can use this feature only once per turn.

PHYSICIAN'S TOUCH

6th-level Way of Mercy feature

You can administer even greater cures with a touch, and if you feel it's necessary, you can use your knowledge to cause harm.

When you use Hand of Healing on a creature, you can also end one disease or one of the following conditions affecting the creature: blinded, deafened, paralyzed, poisoned, or stunned.

When you use Hand of Harm on a creature, you can subject that creature to the poisoned condition until the end of your next turn.

FLURRY OF HEALING AND HARM

11th-level Way of Mercy feature

You can now mete out a flurry of comfort and hurt. When you use Flurry of Blows, you can now replace each of the unarmed

strikes with a use of your Hand of Healing, without spending ki points for the healing.

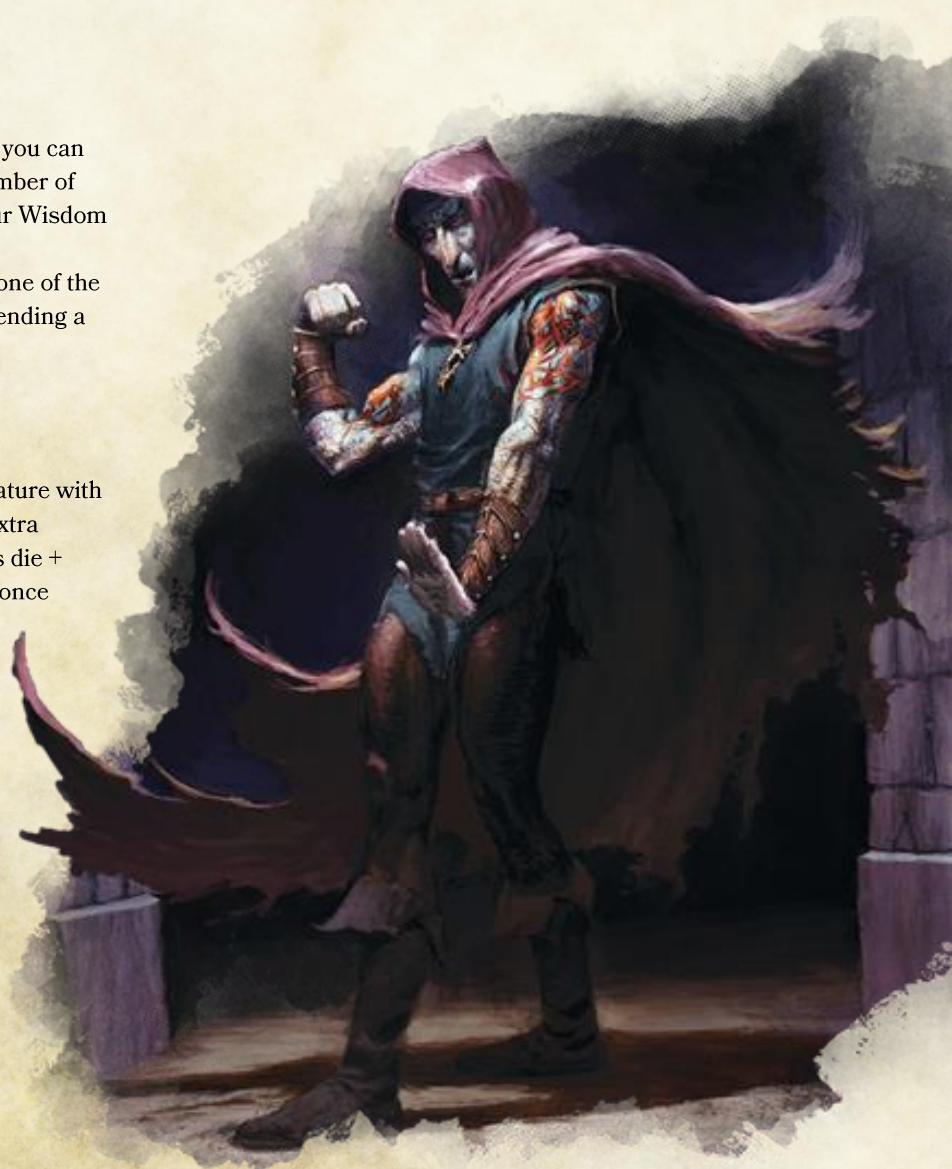
In addition, when you make an unarmed strike with Flurry of Blows, you can use Hand of Harm with that strike without spending the ki point for Hand of Harm. You can still use Hand of Harm only once per turn.

HAND OF ULTIMATE MERCY

17th-level Way of Mercy feature

Your mastery of life energy opens the door to the ultimate mercy. As an action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 ki points. The creature then returns to life, regaining a number of hit points equal to $4d10 +$ your Wisdom modifier. If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned.

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



WAY OF THE ASTRAL SELF (TCoE)

A monk who follows the Way of the Astral Self believes their body is an illusion. They see their ki as a representation of their true form, an astral self. This astral self has the capacity to be a force of order or disorder, with some monasteries training students to use their power to protect the weak and other instructing aspirants in how to manifest their true selves in service to the mighty.

ARMS OF THE ASTRAL SELF

3rd-level Way of the Astral Self feature

Your mastery of your ki allows you to summon a portion of your astral self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Martial Arts die.

For 10 minutes, these spectral arms hover near your shoulders or surround your arms (your choice). You determine the arms' appearance, and they vanish early if you are incapacitated or die.

While the spectral arms are present, you gain the following benefits:

- You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You can use the spectral arms to make unarmed strikes.
- When you make an unarmed strike with the arms on your turn, your reach for it is 5 feet greater than normal.
- The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls, and their damage type is force.

VISAGE OF THE ASTRAL SELF

6th-level Way of the Astral Self feature

You can summon the visage of your astral self. As a bonus action, or as part of the bonus action you take to activate Arms of the Astral Self, you can spend 1 ki point to summon this visage for 10 minutes. It vanishes early if you are incapacitated or die.

The spectral visage covers your face like a helmet or mask. You determine its appearance.

While the spectral visage is present, you gain the following benefits:

Astral Sight. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Wisdom of the Spirit. You have advantage on Wisdom (Insight) and Charisma (Intimidation) checks.

Word of the Spirit. When you speak, you can direct your words to a creature of your choice that you can see within 60 feet of you, making it so only that creature can hear you. Alternatively, you can amplify your voice so that all creatures within 600 feet can hear you.

BODY OF THE ASTRAL SELF

11th-level Way of the Astral Self feature

When you have both your astral arms and visage summoned, you can cause the body of your astral self to appear (no action required). This spectral body covers your physical form like a suit of armor, connecting with the arms and visage. You determine its appearance.

While the spectral body is present, you gain the following benefits.

Deflect Energy. When you take acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to deflect it.

When you do so, the damage you take is reduced by 1d10 + your Wisdom modifier (minimum reduction of 1).

Empowered Arms. Once on each of your turns when you hit a target with the Arms of the Astral Self, you can deal extra damage to the target equal to your Martial Arts die.

AWAKENED ASTRAL SELF

17th-level Way of the Astral Self feature

Your connection to your astral self is complete, allowing you to unleash its full potential. As a bonus action, you can spend 5 ki points to summon the arms, visage, and body of your astral self and awaken it for 10 minutes. This awakening ends early if you are incapacitated or die.

While your astral self is awakened, you gain the following benefits:

Armor of the Spirit. You gain a +2 bonus to Armor Class.

Astral Barrage. Whenever you use the Extra Attack feature to attack twice, you can instead attack three times if all the attacks are made with your astral arms.



THE WAY OF GUN-FU (SR)

Monks of the Way of the Gun-Fu are masters in the sophisticated close-quarters gunplay resembling a martial arts battle played out with firearms instead of traditional weapons. The focus of gun-fu is both style and the usage of firearms in ways that they were not designed to be used. Shooting a gun from each hand (usually paired with jumping to the side at the same time), shots from behind the back, as well as the use of guns as melee weapons are all common.

GUN-FU TECHNIQUE

When you choose this tradition at 3rd level, you gain proficiency with heavy pistols and machine pistols. These weapons are monk weapons for you, and you gain the following benefits:

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.

Immediately after you take the Attack action on your turn to make an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack with a firearm as a bonus action.

COUNTERSHOT

At 6th level, as a reaction when an enemy misses you with a melee attack roll, you can make a single ranged weapon attack with a firearm against the attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

GUN-FU MASTERY

At 11th level, you gain proficiency with submachine guns and tactical shotguns. These weapons are also considered as monk weapons for you.

Additionally, when you hit a target with a firearm which is a monk weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

BULL'S-EYE

At 17th level, your mastery of firearms grants you extraordinary accuracy. If you make an attack roll with a firearm which is a monk weapon for you and miss, you can reroll it.

You can use this feature only once on each of your turns.



ALADIN

Clad in plate armor that gleams in the sunlight despite the dust and grime of long travel, a human lays down her sword and shield and places her hands on a mortally wounded man. Divine radiance shines from her hands, the man's wounds knit closed, and his eyes open wide with amazement.

A dwarf crouches behind an outcrop, his black cloak making him

nearly invisible in the night, and watches an orc war band celebrating its recent victory. Silently, he stalks into their midst and whispers an oath, and two orcs are dead before they even realize he is there. Silver hair shining in a shaft of light that seems to illuminate only him, an elf laughs with exultation. His spear flashes like his eyes as he jabs again and again at a twisted giant, until at last his light overcomes its hideous darkness.

Whatever their origin and their mission, paladins are united by their oaths to stand against the forces of evil.

Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

THE CAUSE OF RIGHTEOUSNESS

A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk. Different paladins focus on various aspects of the cause of righteousness, but all are bound by the oaths that grant them

power to do their sacred work. Although many paladins are devoted to gods of good, a paladin's power comes as much from a commitment to justice itself as it does from a god. Paladins train for years 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 the wicked and the undead, and to protect the innocent and those who join them in the fight for justice.

BEYOND THE MUNDANE LIFE

Almost by definition, the life of a paladin is an adventuring life. Unless a lasting injury has taken him or her away from adventuring for a time, every paladin lives on the front lines of the cosmic struggle against evil. Fighters are rare enough among the ranks of the militias and armies of the world, but even fewer people can claim the true calling of a paladin. When they do receive the call, these warriors turn from their former occupations and take up arms to fight evil. 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 the cause of righteousness, not to crown and country. Adventuring paladins take their work seriously. A delve into an ancient ruin or dusty crypt can be a quest driven by a higher purpose than the acquisition of treasure. Evil lurks in dungeons and primeval forests, and even the smallest victory against it can tilt the cosmic balance away from oblivion.

CREATING A PALADIN

The most important aspect of a paladin character is the nature of his or her holy quest. Although the class features related to your oath don't appear until you reach 3rd level, plan ahead for that choice by reading the oath descriptions at the end of the class. Are you a devoted servant of good, loyal to the gods of justice and honor, a holy knight in shining armor venturing forth to smite evil? Are you a glorious champion of the light, cherishing everything beautiful that stands against the shadow, a knight whose oath descends from traditions older than many of the gods? Or are you an embittered loner sworn to take vengeance on those who have done great evil, sent as an angel of death by the gods or driven by your need for revenge? Appendix B lists many deities worshiped by paladins throughout the multiverse, such as Torm, Tyr, Heironeous,

Paladine, Kiri-jolith, Dol Arrah, the Silver Flame, Baharnut, Athena, Re-Horakhty, and Heimdall.

How did you experience your call to serve as a paladin? Did you hear a whisper from an unseen god or angel while you were at prayer? Did another paladin sense the potential within you and decide to train you as a squire? Or did some terrible event—the destruction of your home, perhaps—drive you to your quests? Perhaps you stumbled into a sacred grove or a hidden elven enclave and found yourself called to protect all such refuges of goodness and beauty. Or you might have known from your earliest memories that the paladin's life was your calling, almost as if you had been sent into the world with that purpose stamped on your soul.

As guardians against the forces of wickedness, paladins are rarely of any evil alignment. Most of them walk the paths of charity and justice. Consider how your alignment colors the way you pursue your holy quest and the manner in which you conduct yourself before gods and mortals. Your oath and alignment might be in harmony, or your oath might represent standards of behavior that you have not yet attained.

QUICK BUILD

You can make a paladin quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the noble background.

CLASS FEATURES

As a paladin, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per paladin level

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

DIVINE SENSE

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strand von Zarovich, for instance).

Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

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

LAY ON HANDS

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

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

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

This feature has no effect on undead and constructs.

FIGHTING STYLE

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

DEFENSE

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

DUELING

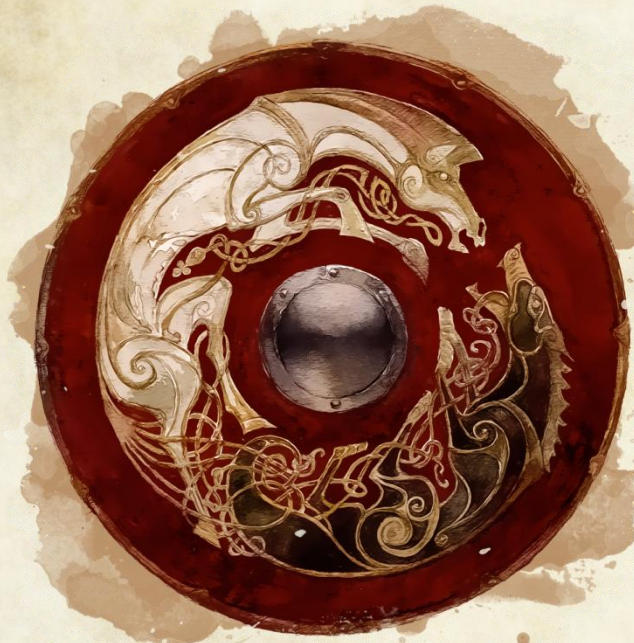
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

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

PROTECTION

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



SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 for the paladin spell list.

PREPARING AND CASTING SPELLS

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin Level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a holy symbol (found in chapter 5) as a spellcasting focus for your paladin spells.

DIVINE SMITE

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

DIVINE HEALTH

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

SACRED OATH

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description.

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

OATH SPELLS

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

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

CHANNEL DIVINITY

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

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

ABILITY SCORE IMPROVEMENT

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

THE PALADIN

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

EXTRA ATTACK

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

AURA OF PROTECTION

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

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

AURA OF COURAGE

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

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

IMPROVED DIVINE SMITE

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them.

Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

CLEANSING TOUCH

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a paladin. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

ADDITIONAL PALADIN SPELLS

2nd-level paladin feature

The spells in the following list expand the paladin spell list in the Player's Handbook. The list is organized by spell level, not character level.

2nd Level

gentle repose
prayer of healing
warding bond

3rd Level

spirit shroud

5th Level

summon celestial

FIGHTING STYLE OPTIONS

2nd-level paladin feature

When you choose a fighting style, the following styles are added to your list of options.

Blessed Warrior

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Interception

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

HARNESS DIVINE POWER

3rd-level paladin feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

MARTIAL VERSATILITY

4th-level paladin feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

SACRED OATHS

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

OATH OF DEVOTION (PHB)

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

TENETS OF DEVOTION

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

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

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

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

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

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

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Devotion Spells

Paladin Level Spells

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

CHANNEL DIVINITY

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

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of

+1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

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

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

AURA OF DEVOTION

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

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

PURITY OF SPIRIT

Beginning at 15th level, you are always under the effects of a *protection from Evil and Good* spell.

HOLY NIMBUS

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

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead. Once you use this feature, you can't use it again until you finish a long rest.

OATH OF THE ANCIENTS (PHB)

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in 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

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

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 there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song and laughter, in beauty 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

You gain oath spells at the paladin levels listed.

Oath of Ancients Spells

Paladin Level Spells

3rd	<i>ensnaring strike, speak with animals</i>
5th	<i>moonbeam, misty step</i>
9th	<i>plant growth, protection from energy</i>
13th	<i>ice storm, stone skin</i>
17th	<i>commune with nature, tree stride</i>

CHANNEL DIVINITY

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

Nature's Wrath. You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see.

The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Turn the Faithless. You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

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

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

AURA OF WARDING

Beginning at 7th level, ancient magic lies so heavily upon you that it forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells. At 18th level, the range of this aura increases to 30 feet.

UNDYING SENTINEL

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it 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

At 20th level, you can assume the form of an ancient force of nature, taking on an appearance you choose. For example, your skin might turn green or take on a bark-like texture, your hair might become leafy or mosslike, or you might sprout antlers or a lion-like mane. Using your action, you undergo a transformation.

For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your paladin spells and Channel Divinity options.

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



OATH OF VENGEANCE (PHB)

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against 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 that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice.

TENETS OF VENGEANCE

The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

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 their misdeeds.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Vengeance Spells

Paladin Level Spells

3rd	<i>bane, hunter's mark</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, protection from energy</i>
13th	<i>banishment, dimension door</i>
17th	<i>hold monster, scrying</i>

CHANNEL DIVINITY

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

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

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0 and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity. As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack

rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

RELENTLESS AVENGER

By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

SOUL OF VENGEANCE

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

AVENGING ANGEL

At 20th level, you can assume the form of an angelic avenger. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you 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.



OATH OF THE CROWN (SCAG)

The Oath of the Crown is sworn to the ideals of civilization, be it the spirit of a nation, fealty to a sovereign, or service to a deity of law and rulership. The paladins who swear this oath dedicate themselves to serving society and, in particular, the just laws that hold society together. These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built, and are commonly known as guardians, exemplars, or sentinels. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order's ranks.

TENETS OF THE CROWN

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.

Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

Loyalty. Your word is your bond. Without loyalty, oaths and laws are meaningless.

Courage. You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?

Responsibility. You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Crown Spells

Paladin Level Spells

3rd	<i>command, compelled duel</i>
5th	<i>warding bond, zone of truth</i>
9th	<i>aura of vitality, spirit guardians</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>circle of power, geas</i>

CHANNEL DIVINITY

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

Champion Challenge. As a bonus action you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

DIVINE ALLEGIANCE

Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

UNYIELDING SPIRIT

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

EXALTED CHAMPION

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you. This effect ends early if you are incapacitated or die.

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

OATH OF CONQUEST (XGE)

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins — called hell knights — as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

TENETS OF CONQUEST

A paladin who takes this oath has the tenets of conquest seared on the upper arm.

Douse the Flame of Hope. It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.

Rule with an Iron Fist. Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.

Strength Above All. You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

OATH OF CONQUEST FEATURES

Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Conquest (10 ft.)
15th	Scornful Rebuke
18th	Aura of Conquest (30 ft.)
20th	Invincible Conquerer

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Conquest Spells

Paladin Level	Spells
3rd	<i>armor of agathys, command</i>
5th	<i>hold person, spiritual weapon</i>
9th	<i>bestow curse, fear</i>
13th	<i>dominate beast, stonewall</i>
17th	<i>cloudkill, dominate person</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Conquering Presence. You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Guided Strike. You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

AURA OF CONQUEST

Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated.

The aura extends 10 feet from you in every direction, but not through total cover.

If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

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

SCORNFUL REBUKE

Starting at 15th level, those who dare to strike you are psychically punished for their audacity.

Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 1) if you're not incapacitated.

INVINCIBLE CONQUEROR

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

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

OATH OF REDEMPTION (XGE)

The Oath of Redemption sets a paladin on a difficult path, one that requires the use of violence only as a last resort. Paladins of this oath believe that any person can be redeemed, the path of benevolence and justice is one that anyone can walk.

These paladins face evil creatures in the hope of turning their foes to the light, and they slay their enemies only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.

While redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, paladins who swear this oath bring the full wrath of their weapons and spells to bear.

TENETS OF REDEMPTION

The Oath of Redemption hold a paladin to a high standard of peace and justice.

Peace. Violence is a weapon of last resort. Diplomacy and understanding are the paths to lasting peace.

Innocence. All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.

Patience. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow that seed to survive and flourish.

Wisdom. Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

OATH OF REDEMPTION FEATURES

Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of the Guardian (10 ft.)
15th	Protective Spirit
18th	Aura of Guardian (30 ft.)
20th	Emissary of Redemption

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Redemption Spells

Paladin Level	Spells
3rd	sanctuary, sleep
5th	calm emotions, hold person
9th	counterspell, hypnotic pattern
13th	Otiluke's resilient sphere, stonewall
17th	hold monster, wall of force

CHANNEL DIVINITY

At 3rd level, you gain the following two Channel Divinity options.

Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

AURA OF THE GUARDIAN

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

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

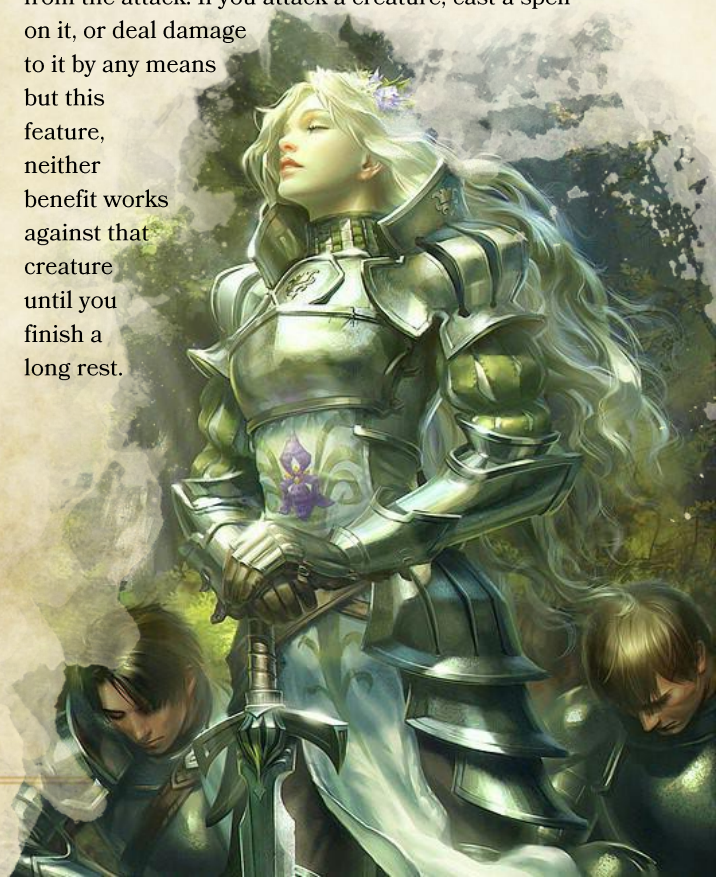
PROTECTIVE SPIRIT

Starting at 15th level, a holy presence mends your wounds in battle. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

EMISSARY OF REDEMPTION

At 20th level, you become an avatar of peace, which gives you two benefits:

- You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
- Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack. If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.



OATHBREAKER (DMG)

An Oathbreaker is a paladin who breaks his or her sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart has been extinguished. Only darkness remains.

A paladin must be evil and at least 3rd level to become an Oathbreaker. The paladin replaces the features specific to his or her Sacred Oath with Oathbreaker features.

OATHBREAKER SPELLS

An Oathbreaker paladin loses previously gained oath spells and instead gains the following Oathbreaker spells at the paladin levels listed.

Oathbreaker Spells

Paladin Level Spells

3rd	<i>hellish rebuke, inflict wounds</i>
5th	<i>crown of madness, darkness</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>blight, confusion</i>
17th	<i>contagion, dominate person</i>

CHANNEL DIVINITY

An Oathbreaker paladin of 3rd level or higher gains the following two Channel Divinity options.

Control Undead. As an action, the paladin targets one undead creature he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw.

On a failed save, the target must obey the paladin's commands for the next 24 hours, or until the paladin uses this Channel

Divinity option again. An undead whose challenge rating is equal to or greater than the paladin's level is immune to this effect.

Dreadful Aspect. As an action, the paladin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the paladin's choice within 30 feet of the paladin must make a Wisdom saving throw if it can see the paladin. On a failed save, the target is frightened of the paladin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the paladin, it can attempt another Wisdom saving throw to end the effect on it.

AURA OF HATE

Starting at 7th level, the paladin, as well any fiends and undead within 10 feet of the paladin, gains a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

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

SUPERNATURAL RESISTANCE

At 15th level, the paladin gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DREAD LORD

At 20th-level, the paladin can, as an action, surround himself or herself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the paladin to dim light. Whenever an enemy that is frightened by the paladin starts its turn in the aura, it takes 4d10 psychic damage. Additionally, the paladin and creatures he or she chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.

While the aura lasts, the paladin can use a bonus action on his or her turn to cause the shadows in the aura to attack one creature. The paladin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + the paladin's Charisma modifier.

After activating the aura, the paladin can't do so again until he or she finishes a long rest.



OATH OF GLORY (MOOT)

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

The tenets of the Oath of Glory drive a paladin to attempt heroics that might one day shine in legend.

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

3rd-level Oath of Glory feature

You gain oath spells at the paladin levels listed in the Oath of Glory Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the Glory Spells

Paladin Level	Spells
3rd	<i>guiding bolt, heroism</i>
5th	<i>enhance ability, magic weapon</i>
9th	<i>haste, protection from energy</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>commune, flame strike</i>

CHANNEL DIVINITY

3rd-level Oath of Glory feature

You gain the following two Channel Divinity options.

See the Sacred Oath class feature for how Channel Divinity works.

Peerless Athlete. As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, 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).

Inspiring Smite. Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your choice within 30 feet of you, which can include you. The total number of temporary hit points equals 2d8 + your level in this class, divided among the chosen creatures however you like.

AURA OF ALACRITY

7th- and 18th-level Oath of Glory feature

You emanate an aura that fills you and your companions with supernatural speed, allowing you to race across a battlefield in formation. Your walking speed increases by 10 feet. In addition, if you aren't incapacitated, the walking speed of any ally who starts their turn within 5 feet of you increases by 10 feet until the end of that turn.

When you reach 18th level in this class, the range of the aura increases to 10 feet.

GLORIOUS DEFENSE

15th-level Oath of Glory feature

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

20th-level Oath of Glory feature

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:

- You are blessed with an otherworldly presence, gaining advantage on all Charisma checks.
- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

OATH OF THE WATCHERS (TCoE)

The Oath of the Watchers binds paladins to protect mortal realms from the predations of extraplanar creatures, many of which can lay waste to mortal soldiers. Thus, the Watchers hone their minds, spirits, and bodies to be the ultimate weapons against such threats.

Paladins who follow the Watchers' oath are ever vigilant in spotting the influence of extraplanar forces, often establishing a network of spies and informants to gather information on suspected cults. To a Watcher, keeping a healthy suspicion and awareness about one's surroundings is as natural as wearing armor in battle.

TENETS OF THE WATCHERS

A paladin who assumes the Oath of the Watchers swears to safeguard mortal realms from otherworldly threats.

Vigilance. The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.

Loyalty. Never accept gifts or favors from friends or those who truck with them. Stay true to your order, your comrades, and your duty.

Discipline. You are the shield against the endless terrors that lie beyond the stars. Your blade must be forever sharp and your mind keen to survive what lies beyond.

OATH SPELLS

3rd-level Oath of the Watchers feature

You gain oath spells at the paladin levels listed in the Oath of the Watchers table. See the Sacred Oath class feature for how oath spells work.

Oath of the Watchers Spells

Paladin Level	Spells
3rd	<i>alarm, detect magic</i>
5th	<i>moon beam, see invisibility</i>
9th	<i>counterspell, nondetection</i>
13th	<i>aura of purity, banishment</i>
17th	<i>hold monster, scrying</i>

CHANNEL DIVINITY

3rd-level Oath of the Watchers feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Watcher's Will. You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on Intelligence, Wisdom, and Charisma saving throws.

Abjure the Extraplanar. You can use your Channel Divinity to castigate unworldly beings. As an action, you present your holy symbol and each aberration, celestial, elemental, fey, or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far

away from you as it can, and it can't willingly end its move in a space within 30 feet of you. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

AURA OF THE SENTINEL

7th-level Oath of the Watchers feature

You emit an aura of alertness while you aren't incapacitated.

When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus.

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

VIGILANT REBUKE

15th-level Oath of the Watchers feature

You've learned how to chastise anyone who dares wield beguilements against you and your wards. Whenever you or a creature you can see within 30 feet of you succeeds on an Intelligence, a Wisdom, or a Charisma saving throw, you can use your reaction to deal 2d8 + your Charisma modifier force damage to the creature that forced the saving throw.

MORTAL BULWARK

20th-level Oath of the Watchers feature

You manifest a spark of divine power in defense of the mortal realms. As a bonus action, you gain the following benefits for 1 minute:

- You gain truesight with a range of 120 feet.
- You have advantage on attack rolls against aberrations, celestials, elementals, fey, and fiends.
- When you hit a creature with an attack roll and deal damage to it, you can also force it to make a Charisma saving throw against your spell save DC.

On a failed save, the creature is magically banished to its native plane of existence if it's currently not there.

On a successful save, the creature can't be banished by this feature for 24 hours.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

OATH OF THE VIGILANTE (SR)

The Oath of the Vigilante is focused on eliminating targets in the name of justice. Although the common folk might call them assassins, they prefer to have some vigilantes in the city.

TENETS OF THE VIGILANTE

The following virtues are common to all paladins, even though the situations and laws might be different on each case:

Justice in Your Hands. Sometimes you must step outside the law to exact justice for keeping peace.

Hunt. Seek out those who might do harm to the innocent, even if they hide.

Eliminate the Guilty. The guilty must be destroyed in order for the innocent to live in peace.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Vigilante Spells

Paladin Level Spells

3rd	<i>bane, detect evil</i>
5th	<i>hold person, zone of truth</i>
9th	<i>haste, speak with dead</i>
13th	<i>resilient sphere, locate creature</i>
17th	<i>dominate person, hold monster</i>

CHANNEL DIVINITY

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

Hunter of the Evil. You can use your Channel Divinity to strike with divine accuracy upon a creature. When you make an attack roll, you can also use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

Smite the Guilty. As an action, you present your holy symbol and speak a prayer, using your Channel Divinity. Choose one creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on its attack rolls until the end of your next turn. Additionally, the creature can only take an action or bonus action on its next turn.

VIGILANT AURA

At 7th level, you and all friendly creatures within 10 feet of you cannot be surprised. At 18th level, the range of this aura increases to 30 feet.

STREET WATCH

Starting at 15th level, while in an urban environment, you can't be charmed and you have advantage on initiative rolls.

ETERNAL VIGILANT

At 20th level, as an action, you become an entity of true and divine judgment. For 1 minute, you gain the following benefits: You have advantage on attack rolls you make against creatures which have attacked you or a friendly creature in the last minute.

You can use *Smite the Guilty* once per round as a bonus action without using your Channel Divinity.





RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ores he knows are planning a raid on a nearby farm.

Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and

draws back her bow to loose an arrow at the white dragon.

Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side.

Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

DEADLY HUNTERS

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt.

A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

INDEPENDENT ADVENTURERS

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of ores attacks, a ranger might be the first—and possibly the last—line of defense.

This fierce independence makes rangers well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, rangers respond with some mixture of amusement, frustration, and compassion.

But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.

CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities.

Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers



affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and even a magical connection to nature through the necessity of surviving in the wilds. What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change?

What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background;

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

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

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

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

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

NATURAL EXPLORER

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

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

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

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



FIGHTING STYLE

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

ARCHERY

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

DEFENSE

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

DUELING

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

TWO WEAPON-FIGHTING

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

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the ranger spell list.

SPELL SLOTS

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

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list. The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots.

For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present

THE RANGER

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

within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

VANISH

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

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you,

provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

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



OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

DEFT EXPLORER

1st-level ranger feature, which replaces the Natural Explorer feature

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class

CANNY (1ST LEVEL)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

ROVING (6TH LEVEL)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

TIRELESS (10TH LEVEL)

As an action, you can give yourself a number of temporary hit points equal to $1d8 +$ your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

FAVORED FOE

1st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by $1d4$.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to $1d6$ at 6th level and to $1d8$ at 14th level.

ADDITIONAL RANGER SPELLS

2nd-level ranger feature

The spells in the following list expand the ranger spell list in the Player's Handbook. The list is organized by spell level, not character level.

1st Level

*entangle
searing smite*

2nd Level

*aid
enhance ability
gust of wind
magic weapon
summon beast*

3rd Level

*elemental weapon
meld into stone
revivify
summon fey*

4th Level

*dominate beast
summon elemental*

5th Level

greater restoration

FIGHTING STYLE OPTIONS

2nd-level ranger feature

When you choose a fighting style, the following styles are added to your list of options.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DRUIDIC WARRIOR

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them.

Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

SPELLCASTING FOCUS

2nd-level ranger feature

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

PRIMAL AWARENESS

3rd-level ranger feature, which replaces the Primeval Awareness feature

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

Ranger Level Spells

3rd	<i>Speak with animals</i>
5th	<i>Beast sense</i>
9th	<i>Speak with plants</i>
13th	<i>Locate creature</i>
17th	<i>Commune with nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

MARTIAL VERSATILITY

4th-level ranger feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

NATURE'S VEIL

10th-level ranger feature, which replaces the Hide in Plain Sight feature

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

RANGER ARCHETYPES

HUNTER (PHB)

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

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

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

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

DEFENSIVE TACTICS

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

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

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

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

MULTIATTACK

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

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

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

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

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

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

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



BEAST MASTER (PHB)

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action. Like any creature, the beast can spend Hit Dice during a short rest. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack. While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, or Help action on its turn. In addition, the beast's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BESTIAL FURY

Starting at 11th level, when you command the beast to take the Attack action, the beast can attack twice or take the Multi-attack action if it has that action.

SHARE SPELLS

Beginning at 15th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.



EXCEPTIONAL TRAINING

BEAST MASTER COMPANIONS (TCoE)

The Beast Master in the Player's Handbook forms a mystical bond with an animal. As an alternative, a Beast Master can take the feature below to form a bond with a special primal beast instead.

PRIMAL COMPANION

3rd-level Beast Master feature, which replaces the Ranger's Companion feature

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 mystical 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 another 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 are incapacitated, 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.

When 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 also vanishes if you die.

BEAST OF THE LAND

Medium beast, no alignment

Armor Class 13 + your proficiency bonus (PB)

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

Challenge -

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 be knocked prone.

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 slashing damage.

BEAST OF THE SEA

Medium beast, no alignment

Armor Class 13 + your proficiency bonus (PB)

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 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge -

Amphibious. The beast can breath both 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 piercing or bludgeoning damage (your choice), and the target is grappled (escape DC equals your spell save DC). Until the grapple ends, the beast can't use this attack on another target.

BEAST OF THE SKY

Small beast, no alignment

Armor Class 13 + your proficiency bonus (PB)

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 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge -

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

GLOOM STALKER (XGE)

Gloom Stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a Gloom Stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

So you sneak around in the dark? You know most everything but humans can see in the dark, right? We all see you.

Tiptoeing doesn't turn you invisible.

GLOOM STALKER FEATURES

Level	Features
3rd	Gloom Stalker Magic, Dread Ambusher, Umbral Sight
7th	Iron Mind
11th	Stalker's Flurry
15th	Shadow Dodge

GLOOM STALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gloom Stalker Spells

Ranger Level	Spells
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>fear</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

DREAD AMBUSER

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

IRON MIND

By 7th level, you have honed your ability to resist the mind-altering 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

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

SHADOWY DODGE

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.



HORIZON WALKER (XGE)

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse — especially benevolent dragons, fey, and elementals — that work to preserve life and the order of the planes.

HORIZON WALKER FEATURES

Level	Features
3rd	Horizon Walker Magic, Detect Portal, Planar Warrior (1d8)
7th	Ethereal Step
11th	Distant Strike, Planar Warrior (2d8)
15th	Spectral Defense

HORIZON WALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Horizon Walker Spells

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>misty step</i>
9th	<i>haste</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

DETECT PORTAL

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

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

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

ETHEREAL STEP

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn.

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

DISTANT STRIKE

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

SPECTRAL DEFENSE

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.



MONSTER SLAYER (XGE)

You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A Monster Slayer seeks out vampires, dragons, evil fey, fiends, and other magical threats. Trained in supernatural techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

MONSTER SLAYER FEATURES

Level	Features
3rd	Monster Slayer Magic, Hunter's Sense, Slayer's Prey
7th	Supernatural Defense
11th	Magic-User's Nemesis
15th	Slayer's Counter

MONSTER SLAYER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Monster Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Monster Slayer Spells

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>zone of truth</i>
9th	<i>magic circle</i>
13th	<i>banishment</i>
17th	<i>hold monster</i>

HUNTER'S SENSE

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it.

As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once).

You regain all expended uses of it when you finish a long rest.

SLAYER'S PREY

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

SUPERNATURAL DEFENSE

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

MAGIC-USER'S NEMESIS

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

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

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your hits, your save automatically succeeds, in addition to the attack's normal effects.



FEY WANDERER (TCoE)

A fey mystique surrounds you, thanks to the boon of an archfey, the shining fruit you ate from a talking tree, the magic spring you swam in, or some other auspicious event. However you acquired your fey magic, you are now a Fey Wanderer, a ranger who represents both the mortal and the fey realms. As you wander the multiverse, your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

DREADFUL STRIKES

3rd-level Fey Wanderer feature

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

FEY WANDERER MAGIC

3rd-level Fey Wanderer feature

You learn an additional spell when you reach certain levels in this class, as shown in the Fey Wanderer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Fey Wanderer Spells

Ranger Level	Spells
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3rd	<i>charm</i>
5th	<i>misty step</i>
9th	<i>dispel magic</i>
13th	<i>dimension door</i>
17th	<i>mislead</i>

You also possess a preternatural blessing from a fey ally or a place of fey power. Choose your blessing from the Feywild Gifts table or determine it randomly.

Feywild Gifts

d6	Gift
1	<i>Illusory butterflies flutter around you while you take a short or long rest.</i>
2	<i>Fresh, seasonal flowers sprout from your hair each dawn.</i>
3	<i>You faintly smell of cinnamon, lavender, nutmeg or another comforting herb or spice.</i>
4	<i>Your shadow dances while no one is looking directly at you.</i>
5	<i>Horns or antlers sprout from your head.</i>
6	<i>Your skin and hair change color to match the season at each dawn.</i>

OTHERWORLDLY GLAMOUR

3rd-level Fey Wanderer feature

Your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1). In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion.

BEGUILING TWIST

7th-level Fey Wanderer feature

The magic of the Feywild guards your mind. You have advantage on saving throws against being charmed or frightened.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the save fails, the target is charmed or frightened by you (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 successful save.

FEY REINFORCEMENTS

11th-level Fey Wanderer feature

The royal courts of the Feywild have blessed you with the assistance of fey beings: you know *summon fey* (a spell in chapter 3). It doesn't count against the number of ranger spells you know, and you can cast it without a material component. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

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

MISTY WANDERER

15th-level Fey Wanderer feature

You can slip in and out of the Feywild to move in a blink of an eye: you can cast *misty step* without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

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

SWARMKEEPER (TCoE)

Feeling a deep connection to the environment around them, some rangers reach out through their magical connection to the world and bond with a swarm of nature spirits. The swarm becomes a potent force in battle, as well as helpful company for the ranger. Some Swarmkeepers are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other Swarmkeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.

GATHERED SWARM

3rd-level Swarmkeeper feature

A swarm of intangible nature spirits has bonded itself to you and can assist you in battle. Until you die, the swarm remains in your space, crawling on you or flying and skittering around you within your space. You determine its appearance, or you generate its appearance by rolling on the Swarm Appearance table.

Swarm Appearance

D4	Gift
1	Swarming insects
2	Miniature twig blights
3	Fluttering birds
4	Playful pixies

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
- You are moved by the swarm 5 feet horizontally in a direction of your choice.

SWARMKEEPER MAGIC

3rd-level Swarmkeeper feature

You learn the mage hand cantrip if you don't already know it. When you cast it, the hand takes the form of your swarming nature spirits.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Swarmkeeper Spells

Ranger Level	Spells
3rd	faerie fire, mage hand
5th	web
9th	gaseous form
13th	arcane eye
17th	insect plague

WRITHING TIDE

7th-level Swarmkeeper feature

You can condense part of your swarm into a focused mass that lifts you up. As a bonus action, you gain a flying speed of 10 feet and can hover. This effect lasts for 1 minute or until you are incapacitated.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MIGHTY SWARM

11th-level Swarmkeeper feature

Your Gathered Swarm grows mightier in the following ways:

- The damage of Gathered Swarm increases to 1d8.
- If a creature fails its saving throw against being moved by Gathered Swarm, you can also cause the swarm to knock the creature prone.
- When you are moved by Gathered Swarm, it gives you half cover until the start of your next turn.

SWARMING DISPERSAL

15th-level Swarmkeeper feature

You can disincorporate into your swarm, avoiding danger. When you take damage, you can use your reaction to give yourself resistance to that damage. You vanish into your swarm and then teleport to an unoccupied space that you can see within 30 feet of you, where you reappear with the swarm.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



SHADOW HUNTER (SR)

The Shadow Hunter is a tracker, a stalker, a finder of lost things and people – particularly those that do not want to be found. The Shadow Hunter is familiar with all the modern forensics methods of tracking a subject, but places equal faith in magic and supernatural methods.

TARGET CREATURE

At 3rd level, you may designate a creature as your target. You don't need to know the target personally and you may know the creature only through her actions or description, such as "the orc from the bank heist" or "the troll who led the jail breakout". You cannot designate a creature while you or the target is in combat, and once you choose a target you must wait 24 hours before choosing another.

The creature you target counts as a favored enemy for you.

NO TRACE

At 7th level, you have advantage on checks you make to hide and avoid being detected while you are in your favored terrain or an urban environment. Additionally, while you are tracking your target, you can move stealthily at a normal pace and enemies have disadvantage on Perception checks to track you.

PLAY A HUNCH

At 11th level, you can use your action and expend one ranger spell slot to determine whether an assumption, hunch, or guess is correct. When you do so, you must state the assertion (such as "He has left the building", or "The mayor is an evil man"). Then, the GM rolls a percentile dice. There's a 70%+1% per ranger level chance of getting a response on the hunch. If the roll is a

success, the GM lets the player hunch is true, false, both or "both" response is possible assumptions such as "the an evil man" can be both true false (he is evil, but not human). An "unknown" response is for questions with no immediate answer.

The GM may determine that the hunch is so obvious that it does not require a roll, or that is so vague that there is no chance for success. A hunch does not translate as a legal truth, and will not stand up in a court of law.

Rather it is an obvious fact to the Shadow Hunter alone.

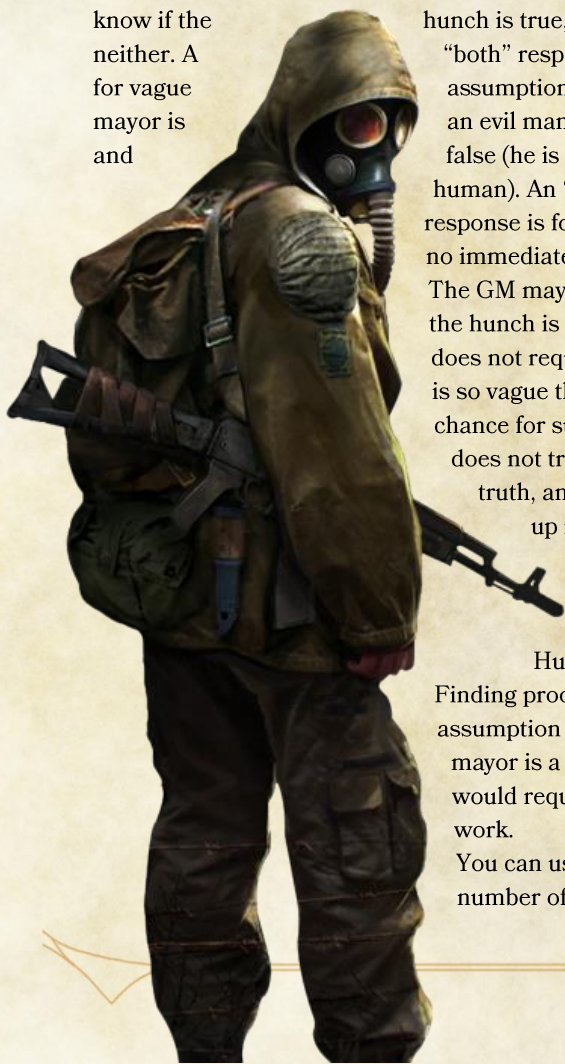
Finding proof of an assumption such as "the mayor is a mind flayer" would require additional work.

You can use this feature a number of times equal to

your Wisdom modifier and you regain any expended uses when you finish a long rest.

LOCATE TARGET

At 15th level, you gain the supernatural ability to know where your target is. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense your targeted creature's location if it is within 3 miles of you, and if it's moving, you know the direction of its movement. This ability applies only on the target, and does not reveal attitude, status, or the presence of others around the target. After you use this ability, you must finish a short or long rest to use it again.





ROGUE

Signaling for her companions to wait, a halfling creeps forward through the dungeon hall. She presses an ear to the door, then pulls out a set of tools and picks the lock in the blink of an eye. Then she disappears into the shadows as her fighter friend moves forward to kick the door open.

A human lurks in the shadows of an alley while his accomplice prepares for her part in the ambush. When

their target—a notorious slaver—passes the alleyway, the accomplice cries out, the slaver comes to investigate, and the assassin's blade cuts his throat before he can make a sound. Suppressing a giggle, a gnome waggles her fingers and magically lifts the key ring from the guard's belt. In a moment, the keys are in her hand, the cell door is open, and she and her companions are free to make their escape.

Rogues rely on skill, 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 resourcefulness and versatility that is the cornerstone of any successful adventuring party.

SKILL AND PRECISION

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Many rogues focus on stealth and deception, while others refine the 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 cunning over brute strength. A rogue would rather make one precise strike, placing it exactly where the attack will hurt the target most,

than wear an opponent down with a barrage of attacks. Rogues have an almost supernatural knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

A SHADY LIVING

Every town and city has its share of rogues. Most of them live up to the worst stereotypes of the class, making a living as burglars, assassins, cutpurses, and con artists. Often, these scoundrels are organized into thieves' guilds or crime families. Plenty of rogues operate independently, but even they sometimes recruit apprentices to help them in their scams and heists. A few rogues make an honest living as locksmiths, investigators, or exterminators, which can be a dangerous job in a world where dire rats—and wererats—haunt the sewers. As adventurers, rogues fall on both sides of the law. Some are hardened criminals who decide to seek their fortune in treasure hoards, while others take up a life of adventure to escape from the law. Some have learned and perfected their skills with the explicit purpose of infiltrating ancient ruins and hidden crypts in search of treasure.

THE ROGUE

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype Feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck



CREATING A ROGUE

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past—or present? Are you on the run from the law or from an angry thieves' guild master? Or did you leave your guild in search of bigger risks and bigger rewards? Is it greed that drives you in your adventures, or some other desire or ideal? What was the trigger that led you away from your previous life? Did a great con or heist gone terribly wrong cause you to reevaluate your career? Maybe you were lucky and a successful robbery gave you the coin you needed to escape the squalor of your life. Did wanderlust finally call you away from your home? Perhaps you suddenly found yourself cut off from your family or your mentor, and you had to find a new means of support. Or maybe you made a new friend—another member of your adventuring party—who showed you new possibilities for earning a living and employing your particular talents.

QUICK BUILD

You can make a rogue quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Intelligence your next-highest if you want to Arcane Trickster archetype. Choose Charisma learned and perfected their skills with the explicit instead if you plan to emphasize deception and social purpose of infiltrating ancient ruins and hidden crypts interaction. Second, choose the charlatan background.

CLASS FEATURES

As a rogue, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rogue level

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

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

PROFICIENCIES

Armor: Light armor

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

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

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

THIEVES' CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such



messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

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

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

OPTIONAL CLASS FEATURE

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers an additional feature that you can gain as a rogue. Unlike the features in the Player's Handbook, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

STEADY AIM

3rd-level rogue feature

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus— not necessarily an indication of your chosen profession, but a description of your preferred techniques.

THIEF (PHB)

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

THIEF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.



ASSASSIN (PHB)

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity.

Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

ASSASSINATE

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

INFILTRATION EXPERTISE

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

IMPOSTOR

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

DEATH STRIKE

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.



ARCANE TRICKSTER (PHB)

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the wizard spell list.

Cantrips.

You learn three cantrips: *mage hand* and two other cantrips of your choice from the wizard spell list.

You learn another wizard cantrip of your choice at 10th level.

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.

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

Spells Known of 1st-Level and Higher.

You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you

reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard 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, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability.

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

MAGE HAND LEGERDEMAIN

Starting at 3rd level, when you cast *mage hand*, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.



MAGICAL AMBUSH

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

VERSATILE TRICKSTER

At 13th level, you gain the ability to distract targets with your *mage hand*. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

SPELL THIEF

At 17th level, 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 1st level and of a level you can cast (it doesn't need to be a wizard 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.

Arcane Trickster Spellcasting

--Spell Slots per Spell Level --

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	--	--	--
4th	3	4	3	--	--	--
5th	3	4	3	--	--	--
6th	3	4	3	--	--	--
7th	3	5	4	2	--	--
8th	3	6	4	2	--	--
9th	3	6	4	2	--	--
10th	4	7	4	3	--	--
11th	4	8	4	3	--	--
12th	4	8	4	3	--	--
13th	4	9	4	3	2	--
14th	4	10	4	3	2	--
15th	4	10	4	3	2	--
16th	4	11	4	3	3	--
17th	4	11	4	3	3	--
18th	4	11	4	3	3	--
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1



INQUISITIVE (XGE)

As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for detail, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your keen deductions make you well equipped to expose and end hidden evils.

INQUISITIVE FEATURES

Level	Features
3rd	Ear for Deceit, Eye for Detail, Insightful Fighting
9th	Steady Eye
13th	Unerring Eye
17th	Eye for Weakness

EAR FOR DECEIT

When you choose this archetype at 3rd level, you develop a talent for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

EYE FOR DETAIL

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

INSIGHTFUL FIGHTING

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target.

STEADY EYE

Starting at 9th level, you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn.

UNERRING EYE

Beginning at 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.

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.

EYE FOR WEAKNESS

At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6



MASTERMIND (SCAG/XGE)

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

MASTERMIND FEATURES

Level	Features
3rd	Master of Intrigue, Master of Tactics
9th	Insightful Manipulator
13th	Misdirection
17th	Soul of Deceit

MASTER OF INTRIGUE

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

MASTER OF TACTICS

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

INSIGHTFUL MANIPULATOR

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own.

The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

MISDIRECTION

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

SOUL OF DECEIT

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.





SCOUT (XGE)

You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and rangers, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter — these are just a few of the roles that Scouts assume as they range the world.

SCOUT FEATURES

Level	Features
3rd	Skirmisher, Survivalist
9th	Superior Mobility
13th	Ambush Master
17th	Sudden Strike

SKIRMISHER

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

SURVIVALIST

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

SUPERIOR MOBILITY

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

AMBUSH MASTER

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

SUDDEN STRIKE

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

SWASHBUCKLER (SCAG/XGE)

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

SWASHBUCKLER FEATURES

Level	Features
3rd	Fancy Footwork, Rakish Audacity
9th	Panache
13th	Elegant Maneuver
17th	Master Duelist

FANCY FOOTWORK

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

RAKISH AUDACITY

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls 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

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you.

This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your

companions do anything harmful to it.

ELEGANT MANEUVER

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

MASTER DUELIST

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.



PHANTOM (TCoE)

Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues discover a mystical connection to death itself. These rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

Many shadar-kai of the Shadowfell are masters of these macabre techniques, and some are willing to teach this path. In places like Thay in the Forgotten Realms and Karnath in Eberron, where many necromancers practice their craft, a Phantom can become a wizard's confidant and right hand. In temples of gods of death, the Phantom might work as an agent to track down those who try to cheat death and to recover knowledge that might otherwise be lost to the grave.

How did you discover this grim power? Did you sleep in a graveyard and awaken to your new abilities? Or did you cultivate them in a temple or thieves' guild dedicated to a deity of death?

WHISPERS OF THE DEAD

3rd-level Phantom feature

Echoes of those who have died cling to you. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

WAILS FROM THE GRAVE

3rd-level Phantom feature

As you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

TOKENS OF THE DEPARTED

9th-level Phantom feature

When a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the Trinkets table in the Player's Handbook to generate it.

You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum.

You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution

saving throws, for your vitality is enhanced by the life essence within the object.

- When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

GHOST WALK

13th-level Phantom feature

You can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also 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.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

DEATH'S FRIEND

17th-level Phantom feature

Your association with death has become so close that you gain the following benefits:

- When you use your Wails from the Grave, you can deal the necrotic damage to both the first and the second creature.
- At the end of a long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.



SOUL KNIFE (TCoE)

Most assassins strike with physical weapons, and many burglars and spies use thieves' tools to infiltrate secure locations. In contrast, a Soulknife strikes and infiltrates with the mind, cutting through barriers both physical and psychic. These rogues discover psionic power within themselves and channel it to do their roguish work. They find easy employment as members of thieves' guilds, though they are often mistrusted by rogues who are leery of anyone using strange mind powers to conduct their business. Most governments would also be happy to employ a Soulknife as a spy.

Amid the trees of ancient forests on the Material Plane and in the Feywild, some wood elves walk the path of the Soulknife, serving as silent, lethal guardians of their woods. In the endless war among the gith, a githzerai is encouraged to become a Soulknife when stealth is required against the githyanki foe.

As a Soulknife, your psionic abilities might have haunted you since you were a child, only revealing their full potential as you experienced the stress of adventure. Or you might have sought out a reclusive order of psychic adepts and spent years learning how to manifest your power.

PSIONIC POWER

3rd-level Soulknife feature

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

Psi-Bolstered Knack. When your nonpsionic training fails you, your psionic power can help: if you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

Psychic Whispers. You can establish telepathic communication between yourself and others—perfect for quiet infiltration. As an action, choose one or more creatures you can see, up to a

number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

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

PSYCHIC BLADES

3rd-level Soulknife feature

You can manifest your psionic power as shimmering blades of psychic energy. Whenever you take the Attack action, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

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

SOUL BLADES

9th-level Soulknife feature

Your Psychic Blades are now an expression of your psi-suffused soul, giving you these powers that use your Psionic Energy dice:

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

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

PSYCHIC VEIL

13th-level Soulknife feature

You can weave a veil of psychic static to mask yourself. As an action, you can magically become invisible, along with anything you are wearing or carrying, for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to use this feature again.



REND MIND

17th-level Soulknife feature

You can sweep your Psychic Blades directly through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). If the save fails, the target is stunned for 1 minute. The stunned 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 feature, you can't do so again until you finish a long rest, unless you expend three Psionic Energy dice to use it again.

HACKER (SR)

A hacker is the "cowboy" of the cyberspace. He can enter any system or computer to access its database, or even to control it. A hacker is a computing expert, and through this knowledge he is able to get information, tamper with data or even sabotage an entire system. There's no system safe enough against a real hacker. In the end, the only and best defense against a hacker is another hacker.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the engineering kit and hacking tools.

SPEED HACKING

Starting at 3rd level, you can use your bonus action granted by your Cunning Action to make an ability check with hacking tools or take an Attack action inside the Matrix (see the "Netrunning" chapter).

"SAMURAI"

At 9th level, you have a number of hacking dice equal to your Intelligence modifier, which are d8s. You regain all of your expended hacking dice when you finish a short or long rest. You can expend a hacking dice and add it to the result whenever you make a check using hacking tools (including on attack rolls and AC checks inside the Matrix; see the "Netrunning" chapter) after you roll, but before the GM says whether the roll succeeds or fails.

"NINJA"

At 13th level, you are extremely accustomed to invading systems without being detected. You are considered to be under permanent effect of a digital phantom spell (only you, not your allies).

"MAGE"

At 17th level, you cannot be easily disconnected from the net. You must have four failures on a Matrix Combat to be disconnected (see the "Netrunning" chapter). Additionally, your hacking dice are now

d10s, and you can expend up to two hacking dice for each check instead of only one.

INFILTRATOR (SR)

An infiltrator can break into places others wouldn't dream of, find what it's looking for, and get back out again while eluding or evading anyone who would try to stop him.

An infiltrator is a master of stealth, breaking and entering, and second-story work.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and hacking tools.

SWEEP

Starting at 3rd level, you know how to size up an area and get the lay of the land in a single sweep of your eyes that often isn't perceptible to those around you.

You can use your bonus action granted by your Cunning Action to make the Search action. You also gain advantage on the check when looking for alarms, surveillance devices, escape routes and any expensive objects that can easily be concealed and carried away.

INFILTRATION ADEPT

At 9th level, you have a number of infiltration dice equal to your Dexterity modifier, which are d8s. You regain all of your expended infiltration dice when you finish a short or long rest. You can expend an infiltration dice and add it to the result for the following checks after you roll, but before the GM says whether the roll succeeds or fails.

- Whenever you make a Dexterity (Stealth) check.
- Whenever you make an attack roll while hiding.
- Whenever you make a check using, disarming or repairing an electrical or mechanical device.

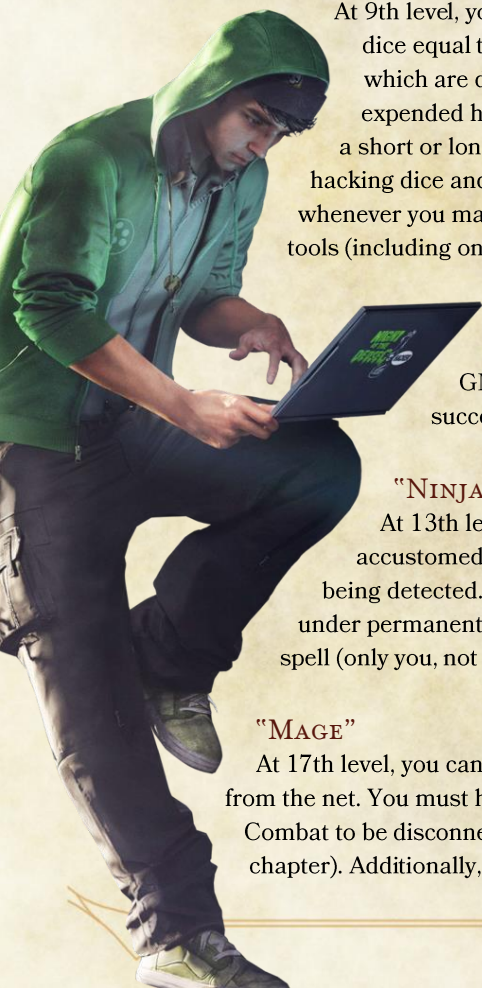
ENGINEER

At 13th level, you understand how machines and electrical devices work. You gain advantage on checks to use, disarm or repair an electrical or mechanical device.

Additionally, when you fail to deactivate a trap, explosive or alarm, you can use your reaction to avoid triggering the effect (activating the trap, detonate an explosive or trigger an alarm). You can use this feature once per short or long rest.

MASTER INFILTRATOR

At 17th level, your infiltration dice are now d10s, and you can expend up to two infiltration dices for each check instead of only one. Additionally, whenever you make a check using tools you are not proficient, you can add half your proficiency bonus to the check.





SORCERER

Golden eyes flashing, a human stretches out her hand and unleashes the dragonfire that burns in her veins. As an inferno rages around her foes, leathery wings spread from her back and she takes to the air.

Long hair whipped by a conjured wind, a half elf spreads his arms wide and throws his head back. Lifting him momentarily off the ground, a wave of magic surges up in him, through him, and out from him in a mighty blast of lightning. Crouching behind a stalagmite, a halfling points a finger at a charging troglodyte. A blast of fire springs from her finger to strike the creature. She ducks back behind the rock formation with a grin, unaware that her wild magic has turned her skin bright blue.

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. One can't study sorcery as one learns a language, any more than one can learn to live a legendary life. No one chooses sorcery; the power chooses the sorcerer.

RAW MAGIC

Magic is a part of every sorcerer, suffusing body, mind, and spirit with a latent power that waits to be tapped. Some

sorcerers wield magic that springs from an ancient bloodline infused with the magic of dragons. Others carry a raw, uncontrolled magic within them, a chaotic storm that manifests in unexpected ways. The appearance of sorcerous powers is wildly unpredictable. Some draconic bloodlines produce exactly one sorcerer in every generation, but in other lines of descent every individual is a sorcerer. Most of the time, the talents of sorcery appear as apparent flukes. Some sorcerers can't name the origin of their power, while others trace it to strange events in their own lives. The touch of a demon, the blessing of a dryad at a baby's birth, or a taste of the water from a mysterious spring might spark the gift of sorcery. So too might the gift of a deity of magic, exposure to the elemental forces of the Inner Planes or the maddening chaos of Limbo, or a glimpse into the inner workings of reality. Sorcerers have no use for the spellbooks and ancient tomes of magic lore that wizards rely on, nor do they rely on a patron to grant their spells as warlocks do. By learning to harness and channel their own inborn magic, they can discover new and staggering ways to unleash that power.

UNEXPLAINED POWERS

Sorcerers are rare in the world, and it's unusual to find a sorcerer who is not involved in the adventuring life in some way. People with magical power seething in their veins soon discover that the power doesn't like to stay quiet. A sorcerer's magic wants to be wielded, and it has a tendency to spill out in unpredictable ways if it isn't called on.

Sorcerers often have obscure or quixotic motivations driving them to adventure. Some seek a greater understanding of the magical force that infuses them, or the answer to the mystery of its origin. Others hope to find a way to get rid of it, or to unleash its full potential. Whatever their goals, sorcerers are every bit as useful to an adventuring party as wizards, making up for a comparative lack of breadth in their magical knowledge with enormous flexibility in using the spells they know.

CREATING A SORCERER

The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll choose an origin that ties to a draconic bloodline or the influence of wild magic, but the exact source of your power is up to you to decide. Is it a family curse, passed down to you from distant ancestors? Or did some extraordinary event leave you blessed with inherent magic but perhaps scarred as well? How do you feel about the magical power coursing through you? Do you embrace it, try to master it, or revel in its unpredictable nature? Is it a blessing or a curse? Did you seek it out, or did it find you? Did you have the option to refuse it, and do you wish you had? What do you intend to do with it? Perhaps you feel like you've been given this power for some lofty purpose. Or you might decide that the power gives you the right to do what you want, to take what you want from those who lack such power. Perhaps your power links you to a powerful individual in the world—the fey creature that blessed you at birth, the dragon who put a drop of its blood into your veins, the lick who created you as an experiment, or the deity who chose you to carry this power.



QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the *fight*, *prestidigitation*, *ray of frost*, and *shocking grasp* cantrips, along with the 1st-level spells *shield* and *magic missile*.

CLASS FEATURES

As a sorcerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per sorcerer level

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

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

PROFICIENCIES

Armor: None

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

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 (PHB) for the general rules of spellcasting.

CANTRIPS

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

SPELL SLOTS

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

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

THE SORCERER

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list.

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

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description.

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

FONT OF MAGIC

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

SORCERY POINTS

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

FLEXIBLE CASTING

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

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

than 5th. The created spell slots vanish at the end of a long rest.

CREATING SPELL SLOTS

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

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

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

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

DISTANT SPELL

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

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

EMPOWERED SPELL

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

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

EXTENDED SPELL

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

HEIGHTENED SPELL

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

QUICKENED SPELL

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

SUBTLE SPELL

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

TWINNED SPELL

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

ABILITY SCORE IMPROVEMENT

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

SORCEROUS RESTORATION

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

OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a sorcerer. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

ADDITIONAL SORCERER SPELLS

1st-level sorcerer feature

The spells in the following list expand the sorcerer spell list in the Player's Handbook. The list is organized by spell level, not character level.

Cantrip (0 Level)

booming blade
green-flame blade
lightning lure
mind sliver
sword burst

1st Level

grease
Tasha's caustic brew

2nd Level

flame blade
flaming sphere
magic weapon
Tasha's mind whip

3rd Level

intellect fortress
vampiric touch

4th Level

fire shield

5th Level

Bigby's hand

6th Level

flesh to stone
Otiluke's freezing sphere
Tasha's otherworldly guise

7th Level

dream of the blue veil

8th Level

demiplane

9th Level

blade of disaster

METAMAGIC OPTIONS

3rd-level sorcerer feature

When you choose Metamagic options, you have access to the following additional options.

SEEKING SPELL

If you make an attack roll for a spell and miss, you can spend 2 sorcery points 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.

TRANSMUTED SPELL

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.

SORCEROUS VERSATILITY

4th-level sorcerer feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:

- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

MAGICAL GUIDANCE

5th-level sorcerer feature

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: a draconic bloodline and wild magic.

DRAGONIC BLOODLINE (PHB)

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

DRAGON ANCESTOR

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

DRAGONIC ANCESTRY

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

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRAGONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ELEMENTAL AFFINITY

Starting at 5th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRAGONIC PRESENCE

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



WILD MAGIC (PHB)

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1 on the Wild Magic Surge table to create a random magical effect. A surge can happen once per turn. If a surge effect is a spell, it's too wild to be affected by Metamagic. If it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

CONTROLLED CHAOS

At 14th level, 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.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.



DIVINE SOUL (XGE)

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a blessed soul is a sign that your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

A Divine Soul, with a natural magnetism, is seen as a threat by some religious hierarchies. As an outsider who commands sacred power, a Divine Soul can undermine an existing order by claiming a direct tie to the divine.

In some cultures, only those who can claim the power of a Divine Soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

DIVINE SOUL FEATURES

Level	Features
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1st	Divine Magic, Favored by the Gods
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6th	Empowered Healing
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14th	Otherworldly Wings
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18th	Unearthly Recovery
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DIVINE MAGIC

Your link to the divine allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list

Affinity	Spell
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Good	<i>cure wounds</i>
------	--------------------

Evil	<i>inflict wounds</i>
------	-----------------------

Law	<i>bles</i>
-----	-------------

Chaos	<i>bane</i>
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Neutrality	<i>protection from Evil and Good</i>
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FAVORED BY THE GODS

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

EMPOWERED HEALING

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

OTHERWORLDLY WINGS

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action. The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

UNEARTHLY RECOVERY

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.



SHADOW MAGIC (XGE)

You are a creature of shadow, for your innate magic comes from the Shadowfell itself. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed by it. The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul. At your option, you can pick from or roll on the Shadow Sorcerer Quirks table to create a quirk for your character.

SHADOW SORCERER QUIRKS

d6 Quirk

1	You are always icy cold to the touch.
2	When you are asleep, you don't appear to breathe (though you must still breathe to survive).
3	You barely bleed, even when badly injured.
4	Your heart beats once per minute. This event sometimes surprises you.
5	You have trouble remembering that living creatures and corpses should be treated differently.
6	You blinked. Once. Last week.

SHADOW MAGIC FEATURES

Level Features

1st	Eyes of the Dark, Strength of the Grave
3rd	Eyes of the Dark (darkness)
6th	Hound of Ill Omen
14th	Shadow Walk
18th	Umbral Form

EYES OF THE DARK

Starting at 1st level, you have darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

STRENGTH OF THE GRAVE

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.

HOUND OF ILL OMEN

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics (see the Monster

Manual or appendix C in the Player's Handbook), with the following changes: The hound is size Medium, not Large, and it counts as a monstrosity, not a beast. It appears with a number of temporary hit points equal to half your sorcerer level. It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object. At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound. The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

SHADOW WALK

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

UMBRAL FORM

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



STORM SORCERY (SCAG/XGE)

Your innate magic comes from the power of elemental air. Many with this power can trace their magic back to a near-death experience caused by the Great Rain, but perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures such as djinn. Whatever the case, the magic of the storm permeates your being. Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by sahuagin, pirates, and other waterborne threats.

STORM SORCERY FEATURES

Level	Features
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1st	Wind Speaker, Tempestuous Magic
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6th	Heart of the Storm, Storm Guide
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14th	Storm's Fury
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18th	Wind Soul
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WIND SPEAKER

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

TEMPESTUOUS MAGIC

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher.

Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

HEART OF THE STORM

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

STORM GUIDE

At 6th level, you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

STORM'S FURY

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

WIND SOUL

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.



ABERRANT MIND (TCoE)

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you by using it to control the magical energy of the multiverse.

Were you born with them? Or did an event later in life leave you shining with psionic awareness?

Aberrant Origins

d6	Origin
1	You are convinced that a tentacle is now growing on you, but no one else can see it
2	A psychic wind from the Astral Plane carried psionic energy to you. When you use your powers, faint motes of light sparkle around you.
3	You once suffered the dominating powers of an aboleth, leaving a psychic splinter in your mind.
4	You were implanted with a mind flayer tadpole, but the ceremorphosis never completed. And now its psionic power is yours. When you use it, your flesh shines with a strange mucus.
5	As a child, you had an imaginary friend that looked like a flumph or a strange platypus-like creature. One day, it gifted you with psionic powers, which have ended up being not so imaginary.
6	Your nightmares whisper the truth to you: your psionic powers are not your own. You draw them from your parasitic twin!

Psionic Spells

1st-level Aberrant Mind feature

You learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the sorcerer, warlock, or wizard spell list.

Psionic Spells

Sorcerer Level	Spells
1st	<i>arms of Hadar, dissonant whispers, mind sliver</i>
3rd	<i>calm emotions, detect thoughts</i>
5th	<i>hunger of Hadar, sending</i>
7th	<i>Evard's black tentacles, summon aberration</i>
9th	<i>Rary's telepathic bond, telekinesis</i>

TELEPATHIC SPEECH

1st-level Aberrant Mind feature

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 you. 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 sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

PSIONIC SORCERY

6th-level Aberrant Mind feature

When you cast any spell of 1st level or higher from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

PSYCHIC DEFENSES

6th-level Aberrant Mind feature

You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

REVELATION IN FLESH

14th-level Aberrant Mind feature

You can unleash the aberrant truth hidden within yourself. As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- You can see any invisible creature within 60 feet of you, provided it isn't behind total cover. Your eyes also turn black or become writhing sensory tendrils.
- You gain a flying speed equal to your walking speed, and you can hover. As you fly, your skin glistens with mucus or shines with an otherworldly light.
- You gain a swimming speed equal to twice your walking speed, and you can breathe underwater. Moreover, gills grow from your neck or fan out from behind your ears, your fingers become webbed, or you grow writhing cilia that extend through your clothing.
- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

WARPING IMPLOSION

18th-level Aberrant Mind feature

You can unleash your aberrant power as a space-warping anomaly. As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes 3d10 force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled. Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

CLOCKWORK SOUL (TCoE)

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

CLOCKWORK MAGIC

1st-level Clockwork Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Clockwork Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

Clockwork Spells

Sorcerer Level	Spells
1st	<i>alarm, protection from evil and good</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>dispel magic, protection from energy</i>
7th	<i>freedom of movement, summon contract</i>
9th	<i>greater restoration, wall of force</i>

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

Manifestations of Order

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

RESTORE BALANCE

1st-level Clockwork Soul feature

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BASTION OF LAW

6th-level Clockwork Soul feature

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you. The ward lasts until you finish a long rest or until you use this feature again.

The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

TRANCE OF ORDER

14th-level Clockwork Soul feature

You gain the ability to align your consciousness to the endless calculations of Mechanus. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

CLOCKWORK CAVALCADE

18th-level Clockwork Soul feature

You summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like modrons or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

- The spirits restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.
- Any damaged objects entirely in the cube are repaired instantly.
- Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.



THE NETWORK (SR)

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet gave you your powers.

SOCIAL NETWORK

Starting at 1st level, your innate connection allows you to get information easily. Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

NETWORK STRIKES

At 1st level, as a bonus action you gain the following benefits for 1 minute:

- Whenever you deal damage with a spell, you can replace the damage type to lightning damage.
- Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.

Once you use this feature, you must finish a short or long rest to use it again.

ARCANE FIREWALL

At 6th level, whenever you are targeted by a spell that makes you roll a saving throw, you can use your reaction and spend 1 sorcery point to gain advantage on that roll. If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

METAMAGIC GLITCH

At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

NETWORK OVERLOAD

Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.



WARLOCK

With a pseudo-dragon curled on his shoulder, a young elf in golden robes smiles warmly, weaving a magical charm into his honeyed words and bending the palace sentinel to his will.

As flames spring to life in her hands, a wizened human whispers the secret name of her demonic patron, infusing her spell with fiendish magic. Shifting his gaze between a battered tome and the odd alignment of the stars overhead, a wild-eyed tiefling chants the mystic ritual that will open a doorway to a distant world.

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power.

SWORN AND BEHOLDEN

A warlock is defined by a pact with an otherworldly being. Sometimes the relationship between warlock and patron is like that of a cleric and a deity, though the beings that serve as patrons for warlocks are not gods. A warlock might lead a cult dedicated to a demon prince, an archdevil, or an utterly alien entity—beings not typically served by clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The warlock learns and grows in power, at the cost of occasional services performed on the patron's behalf.

The magic bestowed on a warlock ranges from minor but lasting alterations to the warlock's being (such as the ability to see in darkness or to read any language) to access to powerful spells. Unlike bookish wizards, warlocks supplement their magic with some facility at hand-to-hand combat. They are comfortable in light armor and know how to use simple weapons.

DELVERS INTO SECRETS

Warlocks are driven by an insatiable need for knowledge and power, which compels them into their pacts and shapes their lives. This thirst drives warlocks into their pacts and shapes



their later careers as well. Stories of warlocks binding themselves to fiends are widely known. But many warlocks serve patrons that are not fiendish. Sometimes a traveler in the wilds comes to a strangely beautiful tower, meets its fey lord or lady, and stumbles into a pact without being fully aware of it. And sometimes, while poring over tomes of forbidden lore, a brilliant but crazed student's mind is opened to realities beyond the material world and to the alien beings that dwell in the outer void.

Once a pact is made, a warlock's thirst for knowledge and power can't be slaked with mere study and research. No one makes a pact with such a mighty patron if he or she doesn't intend to use the power thus gained. Rather, the vast majority of warlocks spend their days in active pursuit of their goals, which typically means some kind of adventuring. Furthermore, the demands of their patrons drive warlocks toward adventure.

CREATING A WARLOCK

As you make your warlock character, spend some time thinking about your patron and the obligations that your pact imposes upon you. What led you to make the pact, and how did you make contact with your patron? Were you seduced into summoning a devil, or did you seek out the ritual that would allow you to make contact with an alien elder god? Did you search for your patron, or did your patron find and choose you? Do you chafe under the obligations of your pact or serve joyfully in anticipation of the rewards promised to you? Work with your DM to determine how big a part your pact will play in your character's adventuring career.

Your patron's demands might drive you into adventures, or they might consist entirely of small favors you can do between adventures. What kind of relationship do you have with your patron? Is it friendly, antagonistic, uneasy, or romantic? How important does your patron consider you to be? What part do

you play in your patron's plans? Do you know other servants of your patron? How does your patron communicate with you? If you have a familiar, it might occasionally speak with your patron's voice. Some warlocks find messages from their patrons etched on trees, mingled among tea leaves, or adrift in the clouds—messages that only the warlock can see. Other warlocks converse with their patrons in dreams or waking visions, or deal only with intermediaries.

QUICK BUILD

You can make a warlock quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the *eldritch blast* and *chill touch* cantrips, along with the 1st-level spells *charm person* and *witch bolt*.

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warlock level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

CANTRIPS

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

SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witchbolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELL KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

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



SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice.

Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

PACT OF THE CHAIN

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own. When you let your familiar attack, it does so with its reaction.

PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon

THE WARLOCK

Level	Proficiency Bonus	Features	Cantripts Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1ST	--
2nd	+2	Eldritch Invocations	2	3	2	1ST	2
3rd	+2	Pact Boon	2	4	2	2ND	2
4th	+2	Ability Score Improvement	3	5	2	2ND	2
5th	+3	--	3	6	2	3RD	3
6th	+3	Otherworldly Patron Feature	3	7	2	3RD	3
7th	+3	--	3	8	2	4TH	4
8th	+3	Ability Score Improvement	3	9	2	4TH	4
9th	+4	--	3	10	2	5TH	5
10th	+4	Otherworldly Patron Feature	4	10	2	5TH	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5TH	5
12th	+4	Ability Score Improvement	4	11	3	5TH	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5TH	6
14th	+5	Otherworldly Patron Feature	4	12	3	5TH	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5TH	7
16th	+5	Ability Score Improvement	4	13	3	5TH	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5TH	7
18th	+6	--	4	14	4	5TH	8
19th	+6	Ability Score Improvement	4	15	4	5TH	8
20th	+6	Eldritch Master	4	15	4	5TH	8

thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die. If you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. The cantrips are considered warlock spells for you, and they needn't be from the same spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

PACT OF THE TALISMAN (TCoE)

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

ABILITY SCORE IMPROVEMENT

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

MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a warlock. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

ADDITIONAL WARLOCK SPELLS

1st-level warlock feature

The spells in the following list expand the warlock spell list in the Player's Handbook. The list is organized by spell level, not character level.

Cantrip (0 Level)

booming blade
green-flame blade
lightning lure
mind sliver
sword burst

3rd Level

intellect fortress
spirit shroud
summon fey
summon shadowspan
summon undead

4th Level

summon aberration

5th Level

mislead
planar binding
teleportation circle

6th Level

summon fiend
Tasha's otherworldly guise

7th Level

dream of the blue veil

9th Level

blade of disaster
gate
weird

PACT BOON OPTION

3rd-level warlock feature

When you choose your Pact Boon feature, the following option is available to you.

PACT OF THE TALISMAN

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

ELDRITCH VERSATILITY

4th-level warlock feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies: Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.

Replace the option you chose for the Pact Boon feature with one of that feature's other options.

If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.



OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE ARCH FEY (PHB)

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges. Beings of this sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; and ancient hags.

EXPANDED SPELL LIST

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Arch Fey Expanded Spells

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>calm emotions, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

FEY PRESENCE

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

MISTY ESCAPE

Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

BEGUILING DEFENSES

Beginning at 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

DARK DELIRIUM

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

You must finish a short or long rest before you can use this feature again.



THE FIEND (PHB)

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispatser, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and utroloths and other lords of the yugoloths.

EXPANDED SPELL LIST

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Fiend Expanded Spells

Spell Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

DARK ONE'S BLESSING

Starting at 1st level, when you reduce a hostile creature to 0 hit points; you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

DARK ONE'S OWN LUCK

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

FIENDISH RESILIENCE

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

HURL THROUGH HELL

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.



THE GREAT OLD ONE (PHB)

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

EXPANDED SPELL LIST

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Great Old One Expanded Spells

Spell Level	Spells
1st	<i>dissonant whispers</i> , <i>Tasha's hideous laughter</i>
2nd	<i>detect thoughts</i> , <i>phantasmal force</i>
3rd	<i>clairvoyance</i> , <i>sending</i>
4th	<i>dominate beast</i> , <i>Evard's black tentacles</i>
5th	<i>dominate person</i> , <i>telekinesis</i>

AWAKENED MIND

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

ENTROPIC WARD

At 5th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

THOUGHT SHIELD

Starting at 10th level, 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.

CREATE THRALL

At 14th level, you gain the ability to infect a humanoid's mind with the alien magic of your patron. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.





THE CELESTIAL (XGE)

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, unicorn, or other entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse. Being connected to such power can cause changes in your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, and a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now, and that your pact binds you to bring light to the dark places of the world.

CELESTIAL FEATURES

Level Features

1st	Expanded Spell List, Bonus Cantrip, Healing Light
6th	Radiant Soul
10th	Celestial Resilience
14th	Searing Vengeance

EXPANDED SPELL LIST

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Celestial Expanded Spells

Spell Level	Spells
1st	<i>cure wounds, guiding bolt</i>
2nd	<i>flaming sphere, lesser restoration</i>
3rd	<i>daylight, revivify</i>
4th	<i>guardian of faith, wall of fire</i>
5th	<i>flame strike, greater restoration</i>

BONUS CANTRIPS

At 1st level, you learn the *light* and *sacred flame* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

HEALING LIGHT

At 1st level, 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 + your warlock level.

As a bonus action, you can heal one creature you can see within 60 feet of you, 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, add them together, and restore a number of hit points equal to the total. Your pool regains all expended dice when you finish a long rest.

RADIANT SOUL

Starting at 6th level, your link to the Celestial 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 RESILIENCE

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + 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 + your Charisma modifier.

SEARING VENGEANCE

Starting at 14th level, 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 back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn. Once you use this feature, you can't use it again until you finish a long rest.

THE HEXBLADE (XGE)

You have made your pact with a mysterious entity from the Shadowfell — a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

Hexblade. What a cool name! So is your sword evil or cursed or something? But you're evil, right? ... Okay, now I don't like the name. Names aren't cool if they don't make sense. Like mine: The Xanathar. See? It's cool, and it makes sense!

Hexblade Features

HEXBLADE FEATURES

Level	Features
1st	Expanded Spell List, Hexblade's Curse, Hex Warrior
6th	Accursed Specter
10th	Armor of Hexes
14th	Master of Hexes

EXPANDED SPELL LIST

The Hexblade lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Hexblade Expanded Spells

Spell Level	Spells
1st	<i>shield, wrathful smite</i>
2nd	<i>blur, branding smite</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>phantasmal killer, staggering smite</i>
5th	<i>banishing smite, cone of cold</i>

HEXBLADE'S CURSE

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

HEX WARRIOR

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

ACCURSED SPECTER

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0). The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife. Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

ARMOR OF HEXES

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

MASTER OF HEXES

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

UNDYING (SCAG)

Death holds no sway over your patron, who has unlocked the secrets of everlasting life, although such a prize- like all power- comes at a price. Once mortal, the Undying has seen mortal lifetimes pass like the seasons, like the flicker of endless days and nights. It has the secrets of the ages to share, secrets of life and death. Beings of this sort include Vecna, Lord of the Hand and the Eye; the dread Iuz; the lich-queen Vol; the Undying Court of Aerenal; Vlaakith, lich-queen of the githyanki; and the deathless wizard Fistandantalus. In the Realms, Undying patrons include Larloch the Shadow King, legendary master of Warlock's Crypt, and Gilgeam, the God-King of Unther.

EXPANDED SPELL LIST

The Undying lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Undying Expanded Spells

Spell Level	Spells
1st	<i>false life, ray of sickness</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>aura of life, death ward</i>
5th	<i>contagion, legend lore</i>

AMONG THE DEAD

Starting at 1st level, you learn the *spare the dying* cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell

save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

DEFY DEATH

Starting at 6th level, you can give yourself vitality when you cheat death or when you help someone else cheat it. You can regain hit points equal to 1d8 +your Constitution modifier (minimum of 1 hit point) when you succeed on a death saving throw or when you stabilize a creature with *spare the dying*. Once you use this feature, you can't use it again until you finish a long rest.

UNDYING NATURE

Beginning at 10th level, you can hold your breath indefinitely, and you don't require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests. In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

INDESTRUCTIBLE LIFE

When you reach 14th level, you partake of some of the true secrets of the Undying. On your turn, you can use a bonus action to regain hit points equal to 1d8 +your warlock level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches. Once you use this feature, you can't use it again until you finish a short or long rest.



THE FATHOMLESS (TCoE)

You have plunged into a pact with the deeps. An entity of the ocean, the Elemental Plane of Water, or another otherworldly sea now allows you to draw on its thalassic power. Is it merely using you to learn about terrestrial realms, or does it want you to open cosmic floodgates and drown the world?

Perhaps you were born into a generational cult that venerates the Fathomless and its spawn. Or you might have been shipwrecked and on the brink of drowning when your patron's grasp offered you a chance at life. Whatever the reason for your pact, the sea and its unknown depths call to you.

Entities of the deep that might empower a warlock include krakens, ancient water elementals, godlike hallucinations dreamed into being by kuo-toa, merfolk demigods, and sea hag covens.

EXPANDED SPELL LIST

1st-level Fathomless feature

The Fathomless lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fathomless Spells

Spell Level	Spells
1st	<i>create or destroy water, thunderwave</i>
2nd	<i>gust of wind, silence</i>
3rd	<i>lightning bolt, sleet storm</i>
4th	<i>control water, summon elemental (water only)</i>
5th	<i>Bigby's hand (appears as a tentacle), cone of cold</i>

TENTACLE OF THE DEEPS

1st-level Fathomless feature

You can magically summon a spectral tentacle that strikes at your foes. As a bonus action, you create a 10-foot-long tentacle at a point you can see within 60 feet of you. The tentacle lasts

for 1 minute or until you use this feature to create another tentacle.

When you create the tentacle, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

When you reach 10th level in this class, the damage increases to 2d8.

As a bonus action on your turn, you can move the tentacle up to 30 feet and repeat the attack.

You can summon the tentacle a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GIFT OF THE SEA

1st-level Fathomless feature

You gain a swimming speed of 40 feet, and you can breathe underwater.

OCEANIC SOUL

6th-level Fathomless feature

You are now even more at home in the depths. You gain resistance to cold damage. In addition, when you are fully submerged, any creature that is also fully submerged can understand your speech, and you can understand theirs.

GUARDIAN COIL

6th-level Fathomless feature

Your Tentacle of the Deeps can defend you and others, interposing itself between them and harm. When you or a creature you can see takes damage while within 10 feet of the tentacle, you can use your reaction to choose one of those creatures and reduce the damage to that creature by 1d8.

When you reach

10th level in this class, the damage reduced by the tentacle increases to 2d8.

GRASPING TENTACLES

10th-level Fathomless feature

You learn the spell Evard's black tentacles. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

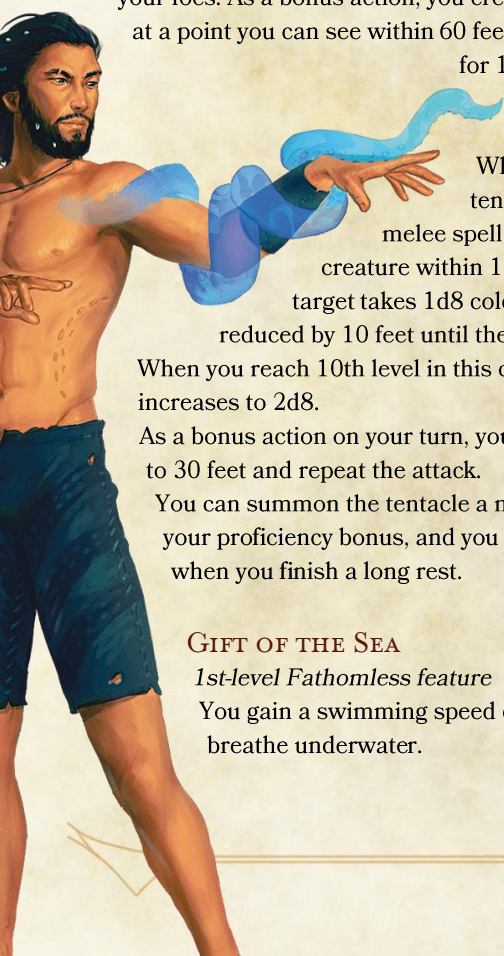
Whenever you cast this spell, your patron's magic bolsters you, granting you a number of temporary hit points equal to your warlock level. Moreover, damage can't break your concentration on this spell.

FATHOMLESS PLUNGE

14th-level Fathomless feature

You can magically open temporary conduits to watery destinations. As an action, you can teleport yourself and up to five other willing creatures that you can see within 30 feet of you. Amid a whirl of tentacles, you all vanish and then reappear up to 1 mile away in a body of water you've seen (pond size or larger) or within 30 feet of it, each of you appearing in an unoccupied space within 30 feet of the others.

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





THE GENIE (TCoE)

You have made a pact with one of the rarest kinds of genie, a noble genie. Such entities rule vast fiefs on the Elemental Planes and have great influence over lesser genies and elemental creatures. Noble genies are varied in their motivations, but most are arrogant and wield power that rivals that of lesser deities. They delight in turning the table on mortals, who often bind genies into servitude, and readily enter into pacts that expand their reach.

You choose your patron's kind or determine it randomly, using the Genie Kind table.

Genie Kind

D4	Kind
1	Dao
2	Djinni
3	Efreeti
4	Marid

EXPANDED SPELL LIST

1st-level Genie feature

The Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind: dao, djinni, efreeti, or marid.

GENIE'S VESSEL

1st-level Genie feature

Your patron gifts you a magical vessel that grants you a measure of the genie's power. The vessel is a Tiny object, and you can use it as a spellcasting focus for your warlock spells. You decide what the object is, or you can determine what it is randomly by rolling on the Genie's Vessel table.

Genie Expanded Spells

Spell Level	Genie Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
1st	<i>detect evil and good</i>	<i>sanctuary</i>	<i>thunderwave</i>	<i>burning hands</i>	<i>fog cloud</i>
2nd	<i>phantasmal force</i>	<i>spike growth</i>	<i>gust of wind</i>	<i>scorching ray</i>	<i>blur</i>
3rd	<i>create food and water</i>	<i>meld into stom</i>	<i>wind wall</i>	<i>fireball</i>	<i>sleet storm</i>
4th	<i>phantasmal killer</i>	<i>stone shape</i>	<i>greater invisibility</i>	<i>fire shield</i>	<i>control water</i>
5th	<i>creation</i>	<i>wall of stone</i>	<i>seeming</i>	<i>flame strike</i>	<i>cone of cold</i>
9th	<i>wish</i>	--	--	--	--

GENIE'S VESSEL

d6	Vessel
1	Oil lamp
2	Urn
3	Ring with a compartment
4	Stoppered bottle
5	Hollow statuette
6	Orante lantern

While you are touching the vessel, you can use it in the following ways:

Bottled Respite. As an action, you can magically vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a long rest.

Genie's Wrath. Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus.

The type of this damage is determined by your patron: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

The vessel's AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage.

If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and the previous vessel is destroyed if it still exists. The vessel vanishes in a flare of elemental power when you die.

ELEMENTAL GIFT

6th-level Genie feature

You begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. 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.

SANCTUARY VESSEL

10th-level Genie feature

When you enter your Genie's Vessel via the Bottled Respite feature, you can now choose up to five willing creatures that

you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

As a bonus action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave or die or if the vessel is destroyed.

In addition, anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of finishing a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

LIMITED WISH

14th-level Genie feature

You entreat your patron to grant you a small wish. As an action, you can speak your desire to your Genie's Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

THE UNDEAD (VRGTR)

You've made a pact with a deathless being, a creature that defies the cycle and life and death, forsaking its mortal shell so it might eternally pursue its unfathomable ambitions. For such beings, time and morality are fleeting things, the concerns of those for whom grains of sand still rush through life's hourglass. Having once been mortal themselves, these ancient undead know firsthand the paths of ambition and the routes past the doors of death. They eagerly share this profane knowledge, along with other secrets, with those who work their will among the living.

Beings of this type include the demilich Acererak, the vampire tyrant Kas the Bloody-Handed, the githyanki lich-queen Vlaakith, the dracolich Dragotha, the undead pharaoh Ankhtepot, and the elusive Darklord, Azalin Rex.

EXPANDED SPELL LIST

1st-level Undead feature

The Undead lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Undead Expanded Spells

Spell Level	Spells
1st	<i>bane, false life</i>
2nd	<i>blindness/deafness, phantasmal force</i>
3rd	<i>phantom steed, speak with dead</i>
4th	<i>death ward, greater invisibility</i>
5th	<i>antilife shell, cloudkill</i>

FORM OF DREAD

1st-level Undead feature

You manifest an aspect of your patron's dreadful power. As a bonus action, you transform for 1 minute. You gain the following benefits while transformed:

- You gain temporary hit points equal to 1d10 + your warlock level.
- Once during each of your turns, when you hit a creature with an attack roll, you can force it to make a Wisdom saving throw, and if the saving throw fails, the target is frightened of you until the end of your next turn.
- You are immune to the frightened condition.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

The appearance of your Form of Dread reflects some aspect of your patron. For example, your form could be a shroud of shadows forming the crown and robes of your lich patron, or your body might glow with glyphs from ancient funerary rites and be surrounded by desert winds, suggesting your mummy patron.

GRAVE TOUCHED

6th-level Undead feature

Your patron's powers have a profound effect on your body and magic. You don't need to eat, drink, or breathe.

In addition, once during each of your turns, when you hit a creature with an attack roll and roll damage against the creature, you can replace the damage type with necrotic damage. While you are using your Form of Dread, you can roll one additional damage die when determining the necrotic damage the target takes.

NECROTIC HUSK

10th-level Undead feature

Your connection to undeath and necrotic energy now saturates your body. You have resistance to necrotic damage. If you are transformed using your Form of Dread, you instead become immune to necrotic damage.

In addition, when you would be reduced to 0 hit points, you can use your reaction to drop to 1 hit point instead and cause your body to erupt with deathly energy. Each creature of your choice that is within 30 feet of you takes necrotic damage equal to 2d10 + your warlock level. You then gain 1 level of exhaustion. Once you use this reaction, you can't do so again until you finish 1d4 long rests.

SPIRIT PROJECTION

14th-level Undead feature

Your spirit can become untethered from your physical form. As an action, you can project your spirit from your body. The body you leave behind is unconscious and in a state of suspended animation.

Your spirit resembles your mortal form in almost every way, replicating your game statistics but not your possessions. Any damage or other effects that apply to your spirit or physical body affects the other. Your spirit can remain outside your body for up to 1 hour or until your concentration is broken (as if concentrating on a spell). When your projection ends, your spirit returns to your body or your body magically teleports to your spirit's space (your choice).

While projecting your spirit, you gain the following benefits:

- Your spirit and body gain resistance to bludgeoning, piercing, and slashing damage.
- When you cast a spell of the conjuration or necromancy school, the spell doesn't require verbal or somatic components or material components that lack a gold cost.
- You have a flying speed equal to your walking 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.
- While you are using your Form of Dread, once during each of your turns when you deal necrotic damage to a creature, you regain hit points equal to half the amount of necrotic damage dealt.

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



THE GHOST IN THE MACHINE (SR)

You have made a bargain for power granted by an entity that you believe to be completely digital. Whether it is a rogue AI or the spirit of a deceased hacker, the Ghost in the Machine is capable of feats that defy explanation.

EXPANDED SPELL LIST

The Ghost in the Machine lets you choose from an expanded list of spells when you learn a warlock spell. You gain the *on/off* cantrip, and the following new spells are added to the warlock spell list for you. See the “New Spells” chapter.

Ghost in the Machine Expanded Spells

Spell Level	Spells
1st	<i>infallible relay, remote access</i>
2nd	<i>arcane hacking, digital phantom</i>
3rd	<i>haywire, machine invisibility</i>
4th	<i>conjure knowbot, system backdoor</i>
5th	<i>shutdown, synchronicity</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency with hacking tools.

INFORMATION SURGE

At 1st level, you gain the ability to temporarily render computerized devices inoperable. As an action, you can target a computerized device within 30 feet of you. If the targeted device is held or otherwise actively used by a living creature, that creature must make an Intelligence saving throw against your spell save DC. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the GM makes a special saving throw for the device with disadvantage and a +0 modifier.

Certain shielded devices might negate the disadvantage, at the GM's determination.

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

WIRE TRAVEL

Starting at 6th level, you gain the ability to travel short distances over electrical wires, data lines, or telephone cables. As a bonus action, you can touch a device or socket connected to a hardwired network and teleport along this network to another device or socket within your line of sight. Once you use this feature, you can't use it again until you finish a short or long rest.

PERSONAL ENCRYPTION

Beginning at 10th level, you have learned to apply your innate knowledge of encryption to your thoughts, memories, and presence. You have advantage on saving throws against scrying, thought detection, or any other method of magically learning your whereabouts or reading your thoughts. For any such effect that does not grant you a saving throw but which requires the creature targeting you to make an ability check, the check is made with disadvantage.

TECHNOVIRUS

At 14th level, you gain the ability to infect a humanoid's body with living circuitry. You can use an action to make a melee attack against a humanoid creature using your spell attack modifier. The target must make a Constitution saving throw against your spell save DC as a techno-organic virus quickly spreads through its body. On a failed save, the target takes 8d10 psychic damage, or half as much damage on a successful one.

Additionally, if the target fails the saving throw, you can use an action to issue it a single command, as if you were casting the command spell. The target makes its saving throw against your command with disadvantage. You can issue this command at any time while the target remains infected.

Once you use this feature, you can't use it again until you finish a long rest, at which point the target is cured of the technovirus. The infection can also be removed with a lesser restoration spell.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. *Levels* refer to Warlock levels.

GENERAL PACT INVOCATIONS

BOOK OF ANCIENT SECRETS

Prerequisite: *Pact of the Tome* feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

ASPECT OF THE MOON

Prerequisite: *Pact of the Tome* feature

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

VOICE OF THE CHAIN MASTER

Prerequisite: *Pact of the Chain* feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

INVESTMENT OF THE CHAIN MASTER

Prerequisite: *Pact of the Chain* feature

When you cast *find familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

GIFT OF THE EVER-LIVING ONES

Prerequisite: *Pact of the Chain* feature

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

IMPROVED PACT WEAPON

Prerequisite: *Pact of the Blade* feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

REBUKE OF THE TALISMAN

Prerequisite: *Pact of the Talisman* feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

ARCANE GUNSLINGER (SR)

Prerequisite: *Pact of the Blade* feature

You can create a pact weapon that is a sidearm or long arm, and you can transform a magical sidearm or long arm into your pact weapon.

GENERAL PATRON INVOCATIONS

ARCHFEY

ASPECT OF THE MOON

Prerequisite: *The Archfey* patron

You have gained the Maiden of the Moon's favor. You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.

GREEN LORD'S GIFT

Prerequisite: *The Archfey* patron

The Green Lord oversees a verdant realm of everlasting summer. Your soul is linked to his power. Whenever you regain hit points, you treat any dice rolled to determine the hit points you regain as having rolled their maximum value.

SEA TWINS' GIFT

Prerequisite: *The Archfey* patron

The Sea Twins rule seas in the Feywild. Their gift allows you to travel through water with ease. You can breathe underwater, and you gain a swimming speed equal to your walking speed. You can also cast *water breathing* using a warlock spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

FROST LANCE

Prerequisite: The Archfey patron, eldritch blast cantrip

You draw on the gifts of the Prince of Frost to trap your enemies in ice. When you hit a creature with your *eldritch blast* cantrip one or more times on your turn, you can reduce that creature's speed by 10 feet until the end of your next turn.

MOON BOW

Prerequisite: The Archfey patron, Pact of the Blade feature

You can create a longbow using your Pact of the Blade feature. When you draw back its string and fire, it creates an arrow of white wood, which vanishes after 1 minute. You have advantage on attack rolls against lycanthropes with the bow. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level.

THE FIEND

CLOAK OF BAALZEBUL

Prerequisite: The Fiend patron

As a bonus action, you can conjure a swarm of buzzing flies around you. The swarm grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. In addition, a creature that starts its turn within 5 feet of you takes poison damage equal to your Charisma modifier. You can dismiss the swarm with another bonus action.

MACE OF DISPATER

Prerequisite: The Fiend patron, Pact of the Blade feature

When you create your pact weapon as a mace, it manifests as an iron mace forged in Dis, the second of the Nine Hells. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 force damage to the target per spell level, and you can knock the target prone if it is Huge or smaller.

THE GREAT OLD ONE

CAIPHON'S BEACON

Prerequisite: The Great Old One patron

The purple star Caiphon is the doom of inexperienced mariners. Those who use its deceptive light to guide their travels invariably come to ruin. You gain proficiency in the Deception and Stealth skills, and you have advantage on attack rolls against charmed creatures.

CLAW OF ACAMAR

Prerequisite: The Great Old One patron, Pact of the Blade feature

You can create a black, lead flail using your Pact of the Blade feature. The flail's head is sculpted to resemble a pair of grasping tentacles. The weapon has the reach property. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 necrotic damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

GRASP OF HADAR

Prerequisite: The Great Old One patron, eldritch blast cantrip

Once during your turn when you hit a creature with your *eldritch blast* cantrip, you can move that creature in a straight line 10 feet closer to yourself.

HEXBLADE

BURNING HEX

Prerequisite: The Hexblade patron

As a bonus action, you cause a target cursed by your Hexblade's Curse to take fire damage equal to your Charisma modifier (minimum of 1).

CHILLING HEX

Prerequisite: The Hexblade patron

As a bonus action, you cause frost to swirl around a target cursed by your Hexblade's Curse, dealing cold damage to each of your enemies within 5 feet of the target. The cold damage equals your Charisma modifier (minimum of 1).

CURSE BRINGER

Prerequisite: The Hexblade patron, Pact of the Blade feature

You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to 0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration. When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

GENERAL ELDRITCH INVOCATIONS

AGONIZING BLAST

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

ARMOR OF SHADOWS

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

BEAST SPEECH

You can cast *speak with animals* at will, without expending a spell slot.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

ELDRITCH MIND

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

ELDRITCH SIGHT

You can cast *detect magic* at will, without expending a spell slot.

ELDRITCH SPEAR

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, its range is 300 feet.

EYES OF THE RUNE KEEPER

You can read all writing.

FAR SCRIBE

Prerequisite: 5th-level warlock, Pact of the Tome feature

A new page appears in your Book of Shadows. 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.

You can cast the *sending* spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

FIENDISH VIGOR

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

GRASP OF HADAR

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your *eldritch blast*, you can move that creature in a straight line 10 feet closer to you.

LANCE OF LETHARGY

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your *eldritch blast*, you can reduce that creature's speed by 10 feet until the end of your next turn.

MASK OF MANY FACES

You can cast *disguise self* at will without expending a spell slot.

MISTY VISIONS

You can cast *silent image* at will, without expending a spell slot or material components.

REPELLING BLAST

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

THIEF OF FIVE FATES

You can cast *bane* once using a warlock spell slot. You can't do so again until you finish a long rest.

5TH LEVEL INVOCATIONS

CLOAK OF FLIES

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage). Once you use this invocation, you can't use it again until you finish a short or long rest.

ELDRITCH SMITE

Prerequisite: 5th level, Pact of the Blade feature

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 knock the target prone if it is Huge or smaller.

GIFT OF THE DEPTHS

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking 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.

IMPROVED PACT WEAPON

Prerequisite: 5th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a +1 weapon. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

KISS OF MEPHISTOPHELES

Prerequisite: 5th level, the Fiend patron, eldritch blast cantrip

You can channel the fires of Mephistopheles through your *eldritch blast*. When you hit a creature with that cantrip, you can cast *fireball* as a bonus action using a warlock spell slot. However, the spell must be centered on a creature you hit with *eldritch blast*.

MADDENING HEX

Prerequisite: 5th level, hex spell or a warlock feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

MIRE THE MIND

Prerequisite: 5th level

You can cast *slow* once using a warlock spell slot. You can't do so again until you finish a long rest.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

RELENTLESS HEX

Prerequisite: 5th level, the Hexblade patron

Your Hexblade's Curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport to a space you can see within 5 feet of the target cursed by your Hexblade's Curse. To do so, you must be able to see the target and must be within 30 feet of it.

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Blade feature

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

TOMB OF LEVISTUS

Prerequisite: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

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

UNDYING SERVITUDE

Prerequisite: 5th-level warlock

You can cast *animate dead* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

7TH LEVEL INVOCATIONS

BEWITCHING WHISPER

Prerequisite: 7th level

You can cast *compulsion* once using a warlock spell slot. You can't do so again until you finish a long rest.

DREADFUL WORD

Prerequisite: 7th level

You can cast *confusion* once using a warlock spell slot. You can't do so again until you finish a long rest.

GAZE OF KHIRAD

Prerequisite: 7th level, the Great Old One patron

You gain the piercing gaze of the blue star Khirad. As an action, you can see through solid objects to a range of 30 feet until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

GHOSTLY GAZE

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a short or long rest.

PROTECTION OF THE TALISMAN

Prerequisite: 7th-level warlock, Pact of the Talisman feature

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

RELENTLESS HEX

Prerequisite: 7th level, hex spell or a warlock feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast *polymorph* once using a warlock spell slot. You can't do so again until you finish a long rest.

TRICKSTER'S ESCAPE

Prerequisite: 7th level

You can cast freedom of movement once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

9TH LEVEL INVOCATIONS

ASCENDANT STEP

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

GIFT OF THE PROTECTORS

Prerequisite: 9th-level warlock, Pact of the Tome feature

A new page appears in your Book of Shadows. 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 an action, you can magically erase a name on the page by touching it.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

OTHERWORLDLY LEAP

Prerequisite: 9th level

You can cast *jump* on yourself at will, without expending a spell slot or material components.

SUPERIOR PACT WEAPON

Prerequisite: 9th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a +2 weapon. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

WHISPERS OF THE GRAVE

Prerequisite: 9th level

You can cast *speak with dead at will*, without expending a spell slot.

12TH LEVEL INVOCATIONS

BOND OF THE TALISMAN

Prerequisite: 12th-level, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

LIFEDRINKER

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

15TH LEVEL INVOCATIONS

CHAINS OF CARCERI

Prerequisite: 15th level, Pact of the Chain feature

You can cast *hold monster at will*—targeting a celestial, fiend, or elemental—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

MASTER OF MYRIAD FORMS

Prerequisite: 15th level

You can cast *alter self* at will, without expending a spell slot.

SHROUD OF SHADOW

Prerequisite: 15th level

You can cast *invisibility* at will, without expending a spell slot.

ULTIMATE PACT WEAPON

Prerequisite: 15th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a +3 weapon. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

VISIONS OF DISTANT REALMS

Prerequisite: 15th level

You can cast *arcane eye* at will, without expending a spell slot.

WITCH SIGHT

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

18TH LEVEL INVOCATIONS

SHROUD OF ULBAN

Prerequisite: 18th level, the Great Old One patron

The blue-white star Ulban maintains a fickle presence among the stars, fluttering into view only to herald a dire omen. As an action, you can turn invisible for 1 minute. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of the current turn.





WIZARD

Clad in the silver robes that denote her station, an elf closes her eyes to shut out the distractions of the battlefield and begins her quiet chant. Fingers weaving in front of her, she completes her spell and launches a tiny bead of fire toward the enemy ranks, where it erupts into a conflagration that engulfs the soldiers. Checking and rechecking his work, a human scribes an intricate magic circle in chalk on the bare stone floor, then sprinkles powdered iron along every line and graceful curve. When the circle is complete, he drones a long incantation. A hole opens in space inside the circle, bringing a whiff of brimstone from the otherworldly plane beyond. Crouching on the floor in a dungeon intersection, a gnome tosses a handful of small bones inscribed with mystic symbols, muttering a few words of power over them. Closing his eyes to see the visions more clearly, he nods slowly, then opens his eyes and points down the passage to his left. Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. 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 down from the sky, or open portals to other worlds.

SCHOLARS OF THE ARCANE

Wild and enigmatic, varied in form and function, the power of magic draws students who seek to master its mysteries. Some aspire to become like the gods, shaping reality itself. Though the casting of a typical spell requires merely the utterance of a few strange words, fleeting gestures, and sometimes a pinch or clump of exotic materials, these surface components barely hint at the expertise attained after years of apprenticeship and countless hours of study.

Wizards live and die by their spells. Everything else is secondary. They learn new spells as they experiment and grow in experience. They can also learn them from other wizards, from ancient tomes or inscriptions, and from ancient creatures (such as the fey) that are steeped in magic.

THE LURE OF KNOWLEDGE

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 out of 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.

CREATING A WIZARD

Creating a wizard character demands a backstory dominated by at least one extraordinary event. How did your character first come into contact with magic? How did you discover you had an aptitude for it? Do you have a natural talent, or did you simply study hard and practice incessantly? Did you encounter a magical creature or an ancient tome that taught you the basics of magic? What drew you forth from your life of study? Did your first taste of magical knowledge leave you hungry for more? Have you received word of a secret repository of knowledge not yet plundered by any other wizard? Perhaps you're simply eager to put your newfound magical skills to the test in the face of danger.

QUICK BUILD

You can make a wizard quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. If you plan to join the School of Enchantment, make Charisma your next-best score. Second, choose the sage background. Third, choose the *mage hand*, *light*, and *ray of frost* cantrips, along with the following 1st-level spells for your spellbook: *burning hands*, *charm person*, *feather fall*, *mage armor*, *magic missile*, and *sleep*.

CLASS FEATURES

As a wizard, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level

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

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

PROFICIENCIES

Armor: None

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

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- a spellbook

SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the wizard spell list.

CANTRIPS

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

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. A spellbook doesn't contain cantrips. The spells copied into a spellbook must be of a spell level the wizard can prepare.

PREPARING AND CASTING SPELLS

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



THE WIZARD

Level	Proficiency		Cantrips Known	—Spell Slots per Spell Level—									
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Spellcasting, Arcane Recovery	3	2	-	-	-	-	-	-	-	-	-
2nd	+2	Arcane Tradition	3	3	-	-	-	-	-	-	-	-	-
3rd	+2	--	3	4	2	-	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-	-
5th	+3	--	4	4	3	2	-	-	-	-	-	-	-
6th	+3	Arcane Tradition Feature	4	4	3	3	-	-	-	-	-	-	-
7th	+3	--	4	4	3	3	1	-	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-	-
9th	+4	--	4	4	3	3	3	1	-	-	-	-	-
10th	+4	Arcane Tradition Feature	5	4	3	3	3	2	-	-	-	-	-
11th	+4	--	5	4	3	3	3	2	1	-	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-	-
13th	+5	--	5	4	3	3	3	2	1	1	-	-	-
14th	+5	Arcane Tradition Feature	5	4	3	3	3	2	1	1	-	-	-
15th	+5	--	5	4	3	3	3	2	1	1	1	-	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-	-
17th	+6	--	5	4	3	3	3	2	1	1	1	1	-
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	1
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1	1

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition,

you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your wizard spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).



ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots,

ARCANE TRADITION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, all detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

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

SPELL MASTERY

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a

short or long rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

OPTIONAL CLASS FEATURES

ADDITIONAL WIZARD SPELLS

1st-level wizard feature

The spells in the following list expand the wizard spell list in the Player's Handbook. The list is organized by spell level, not character level. A spell's school of magic is noted, and if a spell can be cast as a ritual, the ritual tag appears after the spell's name.

Cantrip (0 Level)

booming blade (evoc)
green-flame blade (evoc)
lightning lure (evoc)
mind sliver (ench)
sword burst (conj)

4th Level

Divination (divin, ritual)
summon aberration (conj)
summon construct (conj)
summon elemental (conj)

6th Level

summon fiend (conj)
Tasha's otherworldly guise (trans)

1st Level

Tasha's caustic brew (evoc)

2nd Level

augury (divin, ritual)
enhance ability (trans)
Tasha's mind whip (ench)

7th Level

dream of the blue veil (conj)

3rd Level

intellect fortress (abjur)
speak with dead (necro)
spirit shroud (necro)
summon fey (conj)
summon shadow-spawn (conj)
summon undead (conj)

9th Level

blade of disaster (conj)

CANTRIP FORMULAS

3rd-level wizard feature

You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools, as described in chapter 10. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF ABJURATION (PHB)

The School of Abjuration emphasizes magic that blocks, banishes, or protects. Detractors of this school say that its tradition is about denial, negation rather than positive assertion. You understand, however, that ending harmful effects, protecting the weak, and banishing evil influences is anything but a philosophical void. It is a proud and respected vocation. Called abjurers, members of this school 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.

ABJURANT SERVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an abjuration spell into your spellbook is halved.

ARCANE WARD

Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, 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 hit points equal to twice your wizard level + 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 of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

PROJECTED WARD

Starting at 6th level, when a creature that you can see within 30 feet of you 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.

IMPROVED ABJURATION

Beginning at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add your proficiency bonus to that ability check.

SPELL RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.



SCHOOL OF CONJURATION (PHB)

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

CONJURANT SERVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

MINOR CONJURATION

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes any damage. The conjured object also disappears if it deals any damage.

BENIGN TRANSPOSITION

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

FOCUSED CONJURATION

Beginning at 10th level, while you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

DURABLE SUMMONS

Starting at 14th level, any creature that you summon or create with a conjuration spell has 30 temporary hit points.



SCHOOL OF DIVINATION (PHB)

The counsel of a diviner is sought by royalty and commoners alike, for all 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 that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

DIVINATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

PORTENT

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check 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

Beginning at 6th level, 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 2nd level 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 5th level.

THE THIRD EYE

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't

use the feature again until you finish a rest.

Darkvision. You gain darkvision out to a range of 60 feet, as described in chapter 8 (PHB).

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language.

See Invisibility. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

GREATER PORTENT

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.



SCHOOL OF ENCHANTMENT (PHB)

As a member of the School of Enchantment, you have honed your ability to magically entrance and beguile other people and monsters. Some enchanters are peacemakers who bewitch the violent to lay down their arms and charm the cruel into showing mercy. Others are tyrants who magically bind the unwilling into their service. Most enchanters fall somewhere in between.

ENCHANTMENT SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an enchantment spell into your spellbook is halved.

HYPNOTIC GAZE

Starting at 2nd level when you choose this school, your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

INSTINCTIVE CHARM

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest. You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

SPLIT ENCHANTMENT

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

ALTER MEMORIES



At

14th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed. Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

SCHOOL OF EVOCATION (PHB)

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 bandits, adventurers, or aspiring tyrants.

EVOCATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

SCULPT SPELLS

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells.

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

POTENT CANTRIP

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

EMPOWERED EVOCATION

Beginning at 10th level, you can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

OVERCHANNEL

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The feature doesn't benefit cantrips. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.



SCHOOL OF ILLUSION (PHB)

You focus your studies on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind 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

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an illusion spell into your spellbook is halved.

IMPROVED MINOR ILLUSION

When you choose this school at 2nd level, you learn 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 the spell.

MALLEABLE ILLUSIONS

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

ILLUSORY SELF

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction 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 or long rest.

ILLUSORY REALITY

By 14th level, you have learned the secret of weaving shadow *magic* into your illusions to give them a semireality. When you cast an illusion spell of 1st level or higher, 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 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 otherwise directly harm anyone.



SCHOOL OF NECROMANCY (PHB)

The School of Necromancy explores the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to manipulate the energy that animates all living things. As you progress, you learn to sap the life force from a creature as your magic destroys its body, transforming that vital energy into magical power you can manipulate. Most people see necromancers as menacing, or even villainous, due to the close association with death. Not all necromancers are evil, but the forces they manipulate are considered taboo by many societies.

NECROMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.

GRIM HARVEST

At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

UNDEAD THRALLS

At 6th level, you add the *animate dead* spell to your spellbook if it is not there already. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

INURED TO UNDEAD

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

COMMAND UNDEAD

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.



SCHOOL OF TRANSMUTATION (PHB)

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge. Some transmuters are tinkers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.

TRANSMUTATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

MINOR ALCHEMY

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

TRANSMUTER'S STONE

Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet, as described in chapter 8
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.

SHAPECHANGER

At 10th level, you add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast *polymorph* in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

MASTER TRANSMUTER

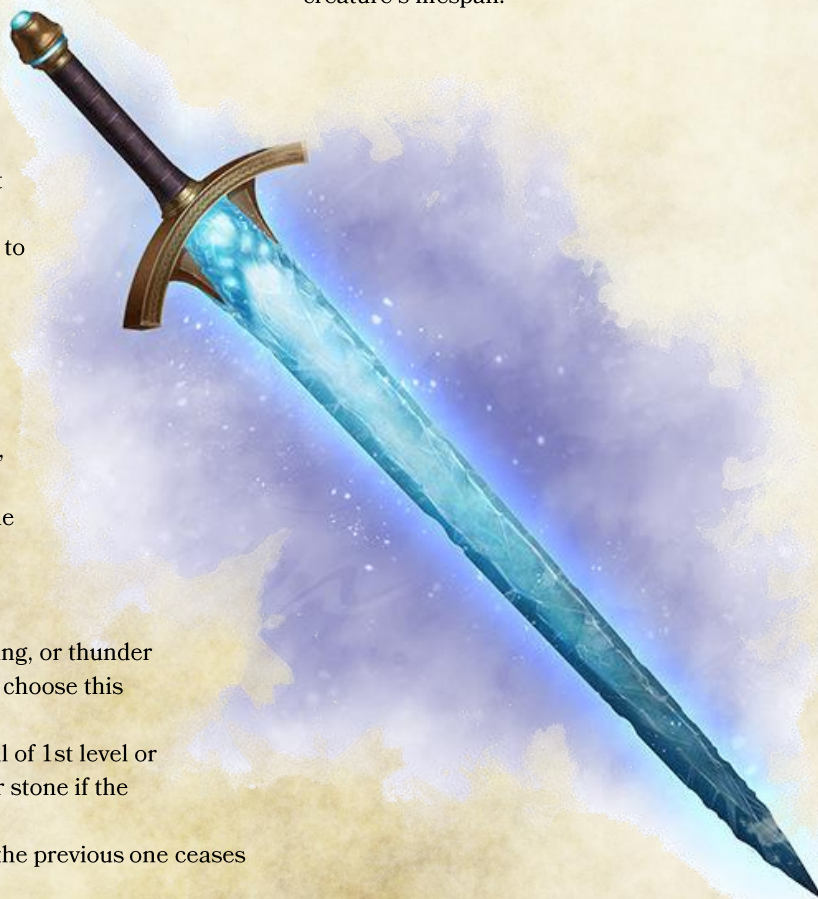
Starting at 14th level, you can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life. You cast the *raise dead* spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.



WAR MAGIC (XGE)

A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration, rather than specializing in either of those schools. It teaches techniques that empower a caster's spells, while also providing methods for wizards to bolster their own defenses.

Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any piece of steel. War mages act fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack. War mages are also adept at turning other spellcasters' magical energy against them. In great battles, a war mage often works with evokers, abjurers, and other types of wizards.

Evokers, in particular, sometimes tease war mages for splitting their attention between offense and defense. A war mage's typical response: "What good is being able to throw a mighty fireball if I die before I can cast it?"

WAR MAGIC FEATURES

Level	Features
2nd	Arcane Deflection, Tactical Wit
6th	Power Surge
10th	Durable Magic
14th	Deflecting Shroud

ARCANE DEFLECTION

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

TACTICAL WIT

Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

POWER SURGE

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge. You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with *dispel magic* or *counterspell*, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge. Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

DURABLE MAGIC

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

DEFLECTING SHROUD

At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, you can cause magical energy to arc from you. Up to three creatures of your choice that you can see within 60 feet of you each take force damage equal to half your wizard level.



BLADESINGING (SCAG/TCoE)

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

MACE SICILS

Wizards and many other arcane spellcasters develop a signature rune, which they use to identify their belongings, sign as their name, and warn others. As a mage gains in power, more individuals recognize the sigil and connect it with a mighty spellcaster, not to be trifled with. Some mage sigils are used in conjunction with spells such as *glyph of warding*, which enforces the tendency of ordinary people to shy away from items marked by such sigils. There are folktales, in fact, about the gods themselves punishing a person who misuses a wizard's sigil-preposterous tales that were most likely started by wizards themselves. There is no set penalty for violating another mage's signature sigil or using it without permission. Powerful mages tend to punish such activity themselves to discourage further use. Apprentice wizards in Faerun are reminded of the dangers of misusing another spellcaster's sigil by a rhyme:

"Whenever magic one doth weave / 'Tis never, ever, wise to deceive."

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense.

TRAINING IN WAR AND SONG

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

BLADESONG

Starting at 2nd level, you can invoke a secret elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don't wear medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time you choose (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

SONG OF DEFENSE

Beginning at 10th level, you can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

SONG OF VICTORY

Starting at 14th level, you add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.



CHRONURGY MAGIC (EGTW)

Focusing on the manipulation of time, those who follow the Chronurgy tradition learn to alter the pace of reality to their liking. Using the ramping of anticipatory dunamis energy, these mages can bend the flow of time as adroitly as a skilled musician plays an instrument, lending themselves and their allies an advantage in the blink of an eye.

CHRONAL SHIFT

2nd-level Chronurgy Magic feature

You can magically exert limited control over the flow of time

around a creature. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll. You can use this ability twice, and you regain any expended uses when you finish a long rest.

TEMPORAL AWARENESS

2nd-level Chronurgy Magic feature

You can add your Intelligence modifier to your initiative rolls.

MOMENTARY STASIS

6th-level Chronurgy Magic feature

As an action, you can magically force a Large or smaller creature you can see within 60 feet of you to make a Constitution saving throw against your spell save DC. Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of your next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ARCANE ABEYANCE

10th-level Chronurgy Magic feature

When you cast a spell using a spell slot of 4th level or lower, you can condense the spell's magic into a mote. The spell is frozen in time at the moment of casting and held within a gray bead for 1 hour. This bead is a Tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the bead is destroyed, it vanishes in a flash of light, and the spell is lost. A creature holding the bead can use its action to release the spell within, whereupon the bead disappears. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes. Once you create a bead with this feature, you can't do so again until you finish a short or long rest.

CONVERGENT FUTURE

14th-level Chronurgy Magic feature

You can peer through possible futures and magically pull one of them into events around you, ensuring a particular outcome. When you or a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to ignore the die roll and decide whether the number rolled is the minimum needed to succeed or one less than that number (your choice). When you use this feature, you gain one level of exhaustion. Only by finishing a long rest can you remove a level of exhaustion gained in this way.

GRAVITURGY MAGIC (EGTW)

Understanding and mastering the forces that draw bodies of matter together or drive them apart, the students of the



Graviturgy arcane tradition learn to further bend and manipulate the violent energy of gravity to their benefit, and the terrible detriment of their enemies.

ADJUST DENSITY

2nd-level Graviturgy Magic feature

As an action, you can magically alter the weight of one object or creature you can see within 30 feet of you. The object or creature must be Large or smaller. The target's weight is halved or doubled for up to 1 minute or until your concentration ends (as if you were concentrating on a spell). While the weight of a creature is halved by this effect, the creature's speed increases by 10 feet, it can jump twice as far as normal, and it has disadvantage on Strength checks and Strength saving throws. While the weight of a creature is doubled by this effect, the creature's speed is reduced by 10 feet, and it has advantage on Strength checks and Strength saving throws.

Upon reaching 10th level in this class, you can target an object or a creature that is Huge or smaller.

GRAVITY WELL

6th-level Graviturgy Magic feature

You've learned how to manipulate gravity around a living being: whenever you cast a spell on a creature, you can move the target 5 feet to an unoccupied space of your choice if the target is willing to move, the spell hits it with an attack, or it fails a saving throw against the spell.

VIOLENT ATTRACTION

10th-level Graviturgy Magic feature

When another creature that you can see within 60 feet of you hits with a weapon attack, you can use your reaction to increase the attack's velocity, causing the attack's target to take an extra 1d10 damage of the weapon's type.

Alternatively, if a creature within 60 feet of you takes damage from a fall, you can use your reaction to increase the fall's damage by 2d10.

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

EVENT HORIZON

14th-level Graviturgy Magic feature

As an action, you can magically emit a powerful field of gravitational energy that tugs at other creatures for up to 1 minute or until your concentration ends (as if you were concentrating on a spell). For the duration, whenever a creature hostile to you starts its turn within

30 feet of you, it must make a Strength saving throw against your spell save DC. On a failed save, it takes 2d10 force damage, and its speed is reduced to 0 until the start of its next turn. On a successful save, it takes half as much damage, and every foot it moves this turn costs 2 extra feet of movement. Once you use this feature, you can't do so again until you finish a long rest or until you expend a spell slot of 3rd level or higher on it.



ORDER OF SCRIBES (TCOE)

Magic of the book—that's what many folk call wizardry. The name is apt, given how much time wizards spend poring over tomes and penning theories about the nature of magic. It's rare to see wizards traveling without books and scrolls sprouting from their bags, and a wizard would go to great lengths to plumb an archive of ancient knowledge.

Among wizards, the Order of Scribes is the most bookish. It takes many forms in different worlds, but its primary mission is the same everywhere:

recording magical discoveries so that wizardry can flourish.

And while all wizards value spellbooks, a wizard in the Order of Scribes magically awakens their book, turning it into a trusted companion. All wizards study books, but a wizardly scribe talks to theirs!

WIZARDLY QUILL

2nd-level Order of Scribes feature

As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:

- The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
- The time you must spend to copy a spell into your spellbook equals 2 minutes per spell level if you use the quill for the transcription.
- You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.

This quill disappears if you create another one or if you die.

AWAKENED SPELLBOOK

2nd-level Order of Scribes feature

Using specially prepared inks and ancient incantations passed down by your wizardly order, you have awakened an arcane sentience within your spellbook. While you are holding the book, it grants you the following benefits:

- You can use the book as a spellcasting focus for your wizard spells.
- When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only. The latter spell must be of the same level as the spell slot you expend.
- When you cast a wizard spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes

to it. Once you use this benefit, you can't do so again until you finish a long rest.

If necessary, you can replace the book over the course of a short rest by using your Wizardly Quill to write arcane sigils in a blank book or a magic spellbook to which you're attuned. At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages.

MANIFEST MIND

6th-level Order of Scribes feature

You can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering

in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice).

While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet.

The mind can telepathically share with you what it sees and hears (no action required).

Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

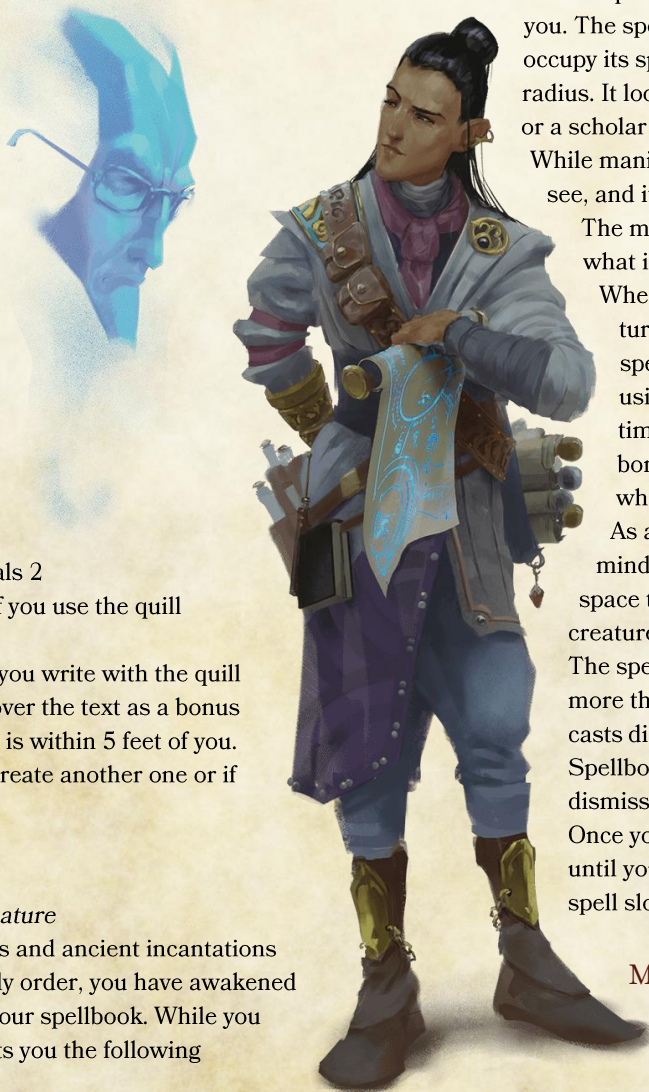
The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts dispel magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action. Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.

MASTER SCRIVENER

10th-level Order of Scribes feature

Whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll.

The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes



from the scroll when you cast it or when you finish your next long rest.

You are also adept at crafting spell scrolls, which are described in the treasure chapter of the *Dungeon Master's Guide*. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill.

ONE WITH THE WORD

14th-level Order of Scribes feature

Your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost, you drop to 0 hit points.

Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spellbook.

Once you use this reaction, you can't do so again until you finish a long rest.

SCHOOL OF TECHNOMANCY (SR)

Unlike the more common arcane traditions based around the schools of magic, the tradition of Technomancy does not focus on a singular type of spellcraft or magical energy. Rather, students of Technomancy concern themselves with how their spells interact with modern technology. Technomancers can make use of technology as both a conduit and a storage space for magic. In a campaign using the optional rules for magic item creation (see the *Dungeon Master's Guide*), a technomancer might craft disposable electronic devices and smartphone apps in lieu of potions and scrolls.

BONUS PROFICIENCIES

Beginning when you select this arcane tradition at 2nd level, you gain proficiency with sidearms and hacking tools.

TECHNOLOGICAL SAVANT

Also at 2nd level, you trade out your spellbook for a specially attuned storage device of your choosing, capable of recording magical data. The computing power of this device must be equal to or greater than a tablet computer. Only one storage device can be attuned to you at any given time. Spells can be copied into this device at half the cost of copying spells into a spellbook.

PROGRAM SPELL

At 6th level, you can insert a spell within an electronic device of your choosing, so that by touching a key or flicking a switch using an action, the spell activates. All variables of the spell are set at the time of casting. The computing power of this device must be equal to or greater than a mobile phone.

A programmed spell remains placed in its device for 48 hours, and is gone once it is discharged. You can use this feature to place a programmed spell in only one device at a time, and a device can hold only one programmed spell. Only you can activate the programmed spell in the device. If the device is destroyed, the programmed spell is lost. A concentration spell placed in a device cannot be activated while you are concentrating on another spell. Once you use this feature, you can't use it again until you finish a long rest.

ONLINE CASTING

At 10th level, you can cast spells through networked electronic devices, including cameras, mobile phones, and computers. For example, if a creature is under the observation of a security camera and you can see the video feed from that camera on a computer, you can cast a spell into the computer and out through the security camera to target that creature.

If the spell requires the caster to be seen, the target must see you or a live image of you. If the spell requires the caster to be heard, the target must be able to hear you or a live audio transmission of you. The spell's range is determined using the distance from you to your device,

and then from the target to its device. You must be able to see or otherwise determine the location of the target. This feature can be used to cast only spells that target specific creatures. Spells that affect an area are not subject to online casting. This feature can be used a number of times per day equal to your Intelligence modifier (minimum of once).

CHAINED DEVICE

By 14th level, you have learned to imprint vestiges of your consciousness on electronic devices with significant computing power. When you cast a concentration spell, you can use a device whose computing power is equal to or greater than a tablet computer to maintain concentration of the spell on your behalf. The device must be held or worn by you to maintain this effect. If the device is destroyed, taken from you, dropped, or turned off, the concentration ends. Once you use this feature, you can't use it again until you finish a long rest.

MULTICLASSING

MULTICLASS PREREQUISITES

Class	Ability Score Minimum
Artificer	Intelligence 13
Barbarian	Strength 13
Bard	Charisma 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength 13 or Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Paladin	Strength 13 and Charisma 13
Ranger	Dexterity 13 and Wisdom 13
Rogue	Dexterity 13
Sorcerer	Charisma 13
Warlock	Charisma 13
Wizard	Intelligence 13

MULTICLASS PROFICIENCIES

Class	Proficiencies Gained
Artificer	Light armor, medium armor, shields, thieves' tools, tinker's tools
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Monk	Simple weapons, shortswords
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Sorcerer	---
Warlock	Light armor, simple weapons
Wizard	---

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, half your levels in the artificer (rounded up), paladin (rounded down) and ranger (rounded down) classes, and a third of your fighter or rogue levels (rounded down) if you have the Eldritch Knight or the Arcane Trickster feature.

Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your Lower-level spells. If a lower level spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots.

However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

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

MULTICLASS SPELLCASTER: SPELLSLOTS PER SPELL LEVEL

Lvl.	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	--	--	--	--	--	--	--	--
2nd	3	--	--	--	--	--	--	--	--
3rd	4	2	--	--	--	--	--	--	--
4th	4	3	--	--	--	--	--	--	--
5th	4	3	2	--	--	--	--	--	--
6th	4	3	3	--	--	--	--	--	--
7th	4	3	3	1	--	--	--	--	--
8th	4	3	3	2	--	--	--	--	--
9th	4	3	3	3	1	--	--	--	--
10th	4	3	3	3	2	--	--	--	--
11th	4	3	3	3	2	1	--	--	--
12th	4	3	3	3	2	1	--	--	--
13th	4	3	3	3	2	1	1	--	--
14th	4	3	3	3	2	1	1	--	--
15th	4	3	3	3	2	1	1	1	--
16th	4	3	3	3	2	1	1	1	--
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

FEATS

ABBERANT DRAGONMARK

Prerequisite: No other dragonmark

You have manifested an aberrant dragonmark. Determine its appearance and the flaw associated with it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You learn a cantrip of your choice from the sorcerer spell list. In addition, choose a 1st-level spell from the sorcerer spell list. You learn that spell and can cast it through your mark. Once you cast it, you must finish a short or long rest before you can cast it again through the mark. Constitution is your spellcasting ability for these spells.
- When you cast the 1st-level spell through your mark, you can expend one of your Hit Dice and roll it. If you roll an even number, you gain a number of temporary hit points equal to the number rolled. If you roll an odd number, one random creature within 30 feet of you (not including you) takes force damage equal to the number rolled. If no other creatures are in range, you take the damage.

You also develop a random flaw from the Aberrant Dragonmark Flaws table.

ABBERANT DRAGONMARK FLAWS

D8	Flaw
1	Your mark is a source of constant physical pain.
2	Your mark whispers to you. Its meaning can be unclear.
3	When you're stressed, the mark hisses audibly.
4	The skin around the mark is burned, scaly, or withered.
5	Animals are uneasy around you.
6	You have a mood swing any time you use your mark.
7	Your looks change slightly whenever you use the mark.
8	You have horrific nightmares after you use your mark.

ACROBAT (UA)

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the

person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You can't be surprised while you are conscious.
- You gain a +5 bonus to initiative.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

ARTIFICER INITIATE (TCoE)

You've learned some of an artificer's inventiveness:

- You learn one cantrip of your choice from the artificer spell list, and you learn one 1st-level spell of your choice from that list. Intelligence is your spellcasting ability for these spells.
- You can cast this feat's 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.
- You gain proficiency with one type of artisan's tools of your choice, and you can use that type of tool as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability

BOUNTIFUL LUCK (XGE)

Prerequisite: Halfling

Your people have extraordinary luck, which you have learned to mystically lend to your companions whenever you see them falter. You're not sure how you do it, you just wish it, and it happens. Surely a sign of fortune's favor!

When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

When you use this ability, you can't use your Lucky racial trait before the end of your next turn.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and

hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

CHEF (TCOE)

Time spent mastering the culinary arts has paid off, granting you the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils if you don't already have it.
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

CROSSBOW EXPERT (PHB ERRATA)

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading quality of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

CRUSHER (TCOE)

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

DEFENSIVE DUELIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DRAGON FEAR (XGE)

Prerequisite: Dragonborn

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

DRAGON HIDE (XGE)

Prerequisite: Dragonborn

You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, up to a maximum of 20.
- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- You can grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

DROW HIGH MAGIC (XGE)

Prerequisite: Elf (drow)

You learn more of the magic typical of dark elves. You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot. You also learn *Levitate* and *Dispel Magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DUNGEON DELVER (SAGE ADVICE)

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.

- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

DWARVEN FORTITUDE (XGE)

Prerequisite: Dwarf

You have the blood of dwarf heroes flowing through your veins.

You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

ELDRITCH ADEPT

Prerequisite: Spellcasting or Pact Magic feature

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

ELEMENTAL ADEPT

Prerequisite: The ability to cast at least one spell

When you gain this feat, 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.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

ELVEN ACCURACY (XGE)

Prerequisite: Elf or half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

FADE AWAY (XGE)

Prerequisite: Gnome

Your people are clever, with a knack for illusion magic. You have learned a magical trick for fading away when you suffer harm. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

FELL HANDED (UA)

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but if the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

FEY TELEPORTATION (XGE)

Prerequisite: Elf (high)

Your study of high elven lore has unlocked fey power that few other elves possess, except your eladrin cousins. Drawing on your fey ancestry, you can momentarily stride through the Feywild to shorten your path from one place to another. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn to speak, read, and write Sylvan
- You learn the *Misty Step* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

FEY TOUCHED

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *misty step* spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast

that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

FIGHTING INITIATE

Prerequisite: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

FLAMES OF PHLEGETHOS (XGE)

Prerequisite: Tiefling

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

GRAPPLER (SAGE ADVICE)

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

GUNNER

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms (see "Firearms" in the *Dungeon Master's Guide*).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor

You have trained to master the use of heavy armor, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

HEAVY ARMOR MASTER

Prerequisite: Proficiency with heavy armor

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

INFERNAL CONSTITUTION (XGE)

Prerequisite: Tiefling

Fiendish blood runs strong in you, unlocking a resilience akin to that possessed by some fiends. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to cold damage and poison damage.
- You have advantage on saving throws against being poisoned.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier.

A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

LIGHTLY ARMORED

You have trained to master the use of light armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor.

LINGUIST

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

LUCKY

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points.

Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

MAGE SLAYER

You have practiced techniques useful in melee combat against spell casters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

MAGIC INITIATE

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard.

You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- If you already have superiority dice, you gain one more; otherwise, you have one superiority dice, which is a d6. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

METAMAGIC ADEPT

Prerequisite: Spellcasting or Pact Magic feature

You've learned how to exert your will on your spells to alter how they function:

- You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

MODERATELY ARMORED

Prerequisite: Proficiency with light armor

You have trained to master the use of medium armor and shields, gaining the following benefit:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

- You gain proficiency with medium armor and shields.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- 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.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and Intelligence (Investigation) scores.

ORCISH FURY (XGE)

Prerequisite: Half-orc

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- When you hit with an attack made with a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

PERFORMER

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see. The humanoid must see and hear you. Make

a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

POISONER

You can prepare and deliver deadly poisons, granting you the following benefits:

- When you make a damage roll that deals poison damage, it ignores resistance to poison damage.
- You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.
- You gain proficiency with the poisoner's kit if you don't already have it. With one hour of work using a poisoner's kit and expending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

POLEARM MASTER

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, or quarterstaff and spear, you can use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, or quarterstaff and spear, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

PRODIGY (XGE)

Prerequisite: Half-elf, half-orc or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

REVENANT BLADE (WGTE)

Prerequisite: Elf

You are descended from a master of the double blade and their skills have passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, the weapon has the *finesse* trait for your attacks with it, and you gain +1 AC.
- If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 slashing damage on a hit, instead of 2d4

QUICK-FINGERED

Your nimble fingers and agility let you perform sleight of hand.

You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

RITUAL CASTER

Prerequisite: Intelligence or Wisdom 13 or higher

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them.

When you choose this feat, you acquire a ritual book holding two 1st-level spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can reroll the damage dice and use either total.

SECOND CHANCE (XGE)

Prerequisite: Halfling

Fortune favors you when someone tries to strike you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

SHADOW TOUCHED

Your exposure to the Shadowfell's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the invisibility spell and one 1st-level spell of your choice. The 1st-level spell must be from the illusion or necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls
- Your ranged weapon attacks ignore half cover and three-quarters cover
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage

SHIELD MASTER

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- 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, interposing your shield between yourself and the source of the effect.

SILVER-TONGUED

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

SKILLED

You gain proficiency in any combination of 3 skills or tools of your choice.

SKILL EXPERT

You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

SKULKER

Prerequisite: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.

- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SLASHER

You've learned where to cut to have the greatest results, granting you the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
- When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

SPELL SNIPER

Prerequisite: The ability to cast at least one spell

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you choose from.

SQUAT NIMBLENESS (XGE)

Prerequisite: Halfling, Dwarf or Gnome

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

STEALTHY

You know how best to hide. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

SURVIVALIST

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *Alarm* spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

TAVERN BRAWLER (PHB ERRATA)

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- Your unarmed strikes use a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target. A grapple check is a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

TELEKINETIC

You learn to move things with your mind, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

TELEPATHIC

You awaken the ability to mentally connect with others, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.
- You can cast the detect thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

THEOLOGIAN

Your extensive study of religion rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *Thaumaturgy* cantrip and *Detect Evil and Good* spells. You can cast *Detect Evil and Good* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

TOUGH

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WAR CASTER

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, 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 1 action and must target only that creature.

WEAPON MASTER

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four simple or martial weapons of your choice.

WOOD ELF MAGIC (XGE)

Prerequisite: Elf (wood)

- You learn the magic of the primeval woods.
- You learn one *Druid cantrip* of your choice.
- You also learn *Longstrider* and *Pass without Trace*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

