

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

Barbarian

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

Creating a Barbarian

You can make a barbarian quickly by following these suggestions.

Background: Guide

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

THE BARBARIAN

Proficiency				
Level	Bonus	Class Features	Rages	Rage Damage
1	+1	Rage, Thick Hide	2	+2
2	+1	Feral Instinct, Reckless Attack	2	+2
3	+2	Barbarian Path	3	+2
4	+2	Ability Score Improvement	3	+2
5	+2	Extra Attack, Fast Movement	3	+2
6	+2	Path feature	4	+2
7	+3	Feral Reflexes	4	+2
8	+3	Brutal Critical	4	+2
9	+3	Ability Score Improvement	4	+3
10	+3	Path feature	4	+3
11	+4	Relentless Rage	4	+3
12	+4	Furious Resilience	5	+3
13	+4	Ability Score Improvement	5	+3
14	+4	Path feature	5	+3
15	+5	Simmering Rage	5	+3
16	+5	Ability Score Improvement	5	+4
17	+5	Will to Live	6	+4
18	+5	Ability Score Improvement	6	+4
19	+6	Primal Might	6	+4
20	+6	Death-Defying Rage	Unlimited	+4

Class Features

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Strength, Constitution

Skills: Choose one from Athletics, Intimidation, and Survival

Rage

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

While raging, you gain the following benefits:

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

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

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

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

Thick Hide

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

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

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

Feral Instinct

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

Reckless Attack

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

Barbarian Path

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

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

Ability Score Improvement

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

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

Extra Attack

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

Fast Movement

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

Feral Reflexes

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

Brutal Critical

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

Relentless Rage

Starting at 11th level, if you are raging and you drop to 0 hit points and don't die, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you attempt this saving throw after the first, before completing a short rest or long rest, the DC increases by 5.

Furious Resilience

Starting at 12th level, you make all saving throws with advantage while you are raging.

Simmering Rage

Beginning at 15th level, your rage is such that you have to end two consecutive turns without being attacked or making an attack for your rage to end early.

Will to Live

Beginning at 17th level, you have advantage on death rolls.

Primal Might

Beginning at 19th level, the minimum total for any Strength check or Strength saving throw you make equals your Strength score.

Death-Defying Rage

At 20th level, while raging, you do not fall unconscious due to dropping to 0 hit points, but you still have to make death rolls while at 0 hit points. In addition, it takes six failures on death rolls for you to die.

If your rage ends while you have 0 hit points, you fall unconscious. It then takes only three failures on death rolls for you to die. If you already have three failures, you die immediately.

Barbarian Paths

Path of the Berserker

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

BERSERKER FEATURES

Level	Feature
3	Fearless Rage
6	Mindless Rage
10	Unchecked Fury
14	Brutal Rage

Fearless Rage

While raging, you cannot be frightened.

Mindless Rage

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

Unchecked Fury

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

Brutal Rage

Starting at 14th level, you can take 5 damage at the start of your turn while you are raging. This damage cannot be prevented. If you take it, you roll an additional weapon damage die for your melee attacks until the end of the turn.

Path of the Totem Warrior

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

Your totem can also influence you outside combat. You might catch fish with your bare hands if your totem spirit is a bear or howl if your totem is a wolf. As you achieve greater

harmony with your totem, your appearance might change in subtle ways to match, especially when you rage.

TOTEM WARRIOR FEATURES

Level	Feature
3	Totem Spirit
6	Spirit Rage
10	Spirit Vitality
14	Guiding Totem

Totem Spirit

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

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

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

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

Wolf. You gain proficiency in the Perception skill.

Spirit Rage

At 6th level, you gain a magical benefit based on a totem animal of your choice. You can choose

the same animal you selected at 3rd level or a different one.

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

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

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

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

Spirit Vitality

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

Guiding Totem

Starting at 14th level, you gain a totem spirit guide, who occasionally appears to you in visions and dreams.

Your spirit gives you proficiency in Wisdom saving throws. In addition, hidden creatures, traps, and other threats you are unaware of do not gain advantage on their attack rolls against you.

Bard

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

Creating a Bard

You can make a bard quickly by following these suggestions.

Background: Minstrel

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

THE BARD

Lvl.	Proficiency Bonus	Spells Known	Features	—Spells per Day—				
				1	2	3	4	5
1	+1	—	Bardic Knowledge, Bardic Performance	—	—	—	—	—
2	+1	2	Spellcasting	2	—	—	—	—
3	+2	3	Bard College, Expertise	3	—	—	—	—
4	+2	3	Ability Score Improvement	3	—	—	—	—
5	+2	4	Jack of All Trades	4	2	—	—	—
6	+2	4	Bard College Benefit	4	2	—	—	—
7	+3	5	Countercharm	4	3	—	—	—
8	+3	5	Extra Attack	4	3	—	—	—
9	+3	6	—	4	3	2	—	—
10	+3	6	Ability Score Improvement	4	3	2	—	—
11	+4	7	Battle Magic	4	3	3	—	—
12	+4	7	Bard College Benefit	4	3	3	—	—
13	+4	8	—	4	3	3	1	—
14	+4	8	Ability Score Improvement	4	3	3	1	—
15	+5	9	Bard College Benefit	4	3	3	2	—
16	+5	9	Improved Dispel	4	3	3	2	—
17	+5	10	—	4	3	3	3	1
18	+5	10	Bard College Benefit	4	3	3	3	1
19	+6	11	Ability Score Improvement	4	3	3	3	2
20	+6	11	Magical Secrets	4	3	3	3	2

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per bard level

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

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

Proficiencies

Armor: Light armor

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

Tools: Three musical instruments of your choice

Saving Throws: Intelligence, Charisma

Skills: Choose any three

Bardic Knowledge

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

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

Bardic Performance

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

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

A creature can be affected by only one of these performances at a time. If two or more bards try to affect the same creature with such performances, the creature is affected by neither.

Call to Battle

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

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

Inspire Competence

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

You can use your action to change the chosen ability.

Spellcasting

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

number of times per day, and know cantrips, which you can cast at will.

Cantrips

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

Spells Known

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

Spells per Day

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

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

Magic Ability

Charisma is your magic ability for your mage spells.

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

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

Ritual Casting

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

Bard College

The way of a bard is inherently gregarious. Bards seek each other out to swap songs and stories,

boast of their accomplishments, and share their knowledge. In fact, bards tend to form loose associations, which they call colleges, to facilitate their gatherings and preserve their particular traditions. At 3rd level, you begin to learn the advanced techniques of a particular college: the College of Valor or the College of Wit.

Expertise

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

Ability Score Improvement

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

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

Jack of All Trades

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

Countercharm

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

Extra Attack

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

Battle Magic

Beginning at 11th level, you've mastered the art of weaving together spellcasting and weapon use into a single harmonious act. You can cast any bard spell that has a casting time of 1 action as a swift spell.

Improved Dispel

At 16th level, you learn the *dispel magic* spell, if you do not already know it, and this spell does not count toward your number of spells known. Additionally, you add double your proficiency bonus to the Charisma check you make as a part of the *dispel magic* spell.

Magical Secrets

By 20th level, you have gathered secret magical knowledge from across a wide spectrum of learning. You learn five spells of your choice from any class's spell list. Each spell must be a cantrip or of level 1–5. The chosen spells count as bard spells for you.

Bard Colleges

College of Valor

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

COLLEGE OF VALOR FEATURES

Level	Feature
3	Bonus Proficiencies, War College Training
6	Song of Rest
12	Coordinate Allies
15	Words of Warning
18	Rally

Bonus Proficiencies

You gain proficiency with medium armor and martial weapons.

War College Training

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

Song of Rest

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

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

Coordinate Allies

Starting at 12th level, when a target within 25 feet of you that you can see is hit by an attack, you can use your reaction to choose a friendly creature who can see or hear you. The chosen friend has advantage on his or her next attack roll against the target before the end of the friend's next turn.

Words of Warning

Beginning at 15th level, when a creature within 25 feet of you that you can see makes a Strength, Dexterity, or Wisdom saving throw, you can use your reaction to give that creature advantage on the roll. The creature must be able to hear you to benefit from this feature.

Rally

At 18th level, you know *mass cure wounds*, and it does not count against the number of bard spells

you know. You can also cast *mass cure wounds* once per day without expending a spell slot.

When you cast this spell, it ends the charmed, frightened, paralyzed, and stunned conditions on its targets. Each target can also use its reaction to stand up or move up to its speed.

College of Wit

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

These bards' own loyalty lies in the pursuit of truth, knowledge, and beauty, not in fealty to a monarch or following the tenets of a single deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. Bards of the College of Wit tend to gather at local festivals or affairs of state where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

COLLEGE OF WIT FEATURES

Level	Feature
3	Fascinating Performance
6	Eviscerating Wit
12	Seeds of Doubt
15	Inspire Dread
18	Seeds of Confusion

Fascinating Performance

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

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

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

Eviscerating Wit

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

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

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

Level 12: Seeds of Doubt

Beginning at 12th level, you can sow the seeds of doubt in your enemies, making them reluctant to attack you. As an action, choose a creature within 25 feet of you that can hear you. For 1 minute, the next time that creature attempts to target you with an attack or harmful spell, it must first make a Wisdom saving throw against your bard spell save DC. On a failed save, it must choose a new target or lose its action. This effect doesn't protect you from spell effects that don't target you directly, such as the explosion of a *fireball*.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. Creatures that cannot be charmed are immune to this effect.

Inspire Dread

At 15th level, you learn Inspire Dread, a new use for your Bardic Performance. You can perform it to cause a feeling of dread to creep over your foes.

While you perform it, each hostile creature within 50 feet of you must make a Wisdom saving

throw against your bard spell save DC at the start of its turn. On a failed save, the creature becomes frightened until the start of its next turn.

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

Seeds of Confusion

At 18th level, you know the *confusion* spell, and it doesn't count against the number of bard spells you know. You can also cast *confusion* once per day without expending a spell slot.

When you cast *confusion*, you can affect creatures that you choose within a 25-foot radius centered on you. Additionally, as long as any creature is affected by a *confusion* spell that you cast, you can use your action to choose one of the behaviors that the *confusion* spell creates. Until the start of your next turn, all creatures affected by your *confusion* spell use the behavior you chose, instead of rolling a d10 at the start of its turn.

Cleric

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

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

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

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

Your Cleric's Deity

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

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

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

THE CLERIC

Proficiency			—Spells per Day—								
Lvl.	Bonus	Features	1	2	3	4	5	6	7	8	9
1	+1	Divine Domain, Spellcasting	2	—	—	—	—	—	—	—	—
2	+1	Channel Divinity (1/rest)	3	—	—	—	—	—	—	—	—
3	+2	—	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—	—	—	—	—
5	+2	—	4	3	2	—	—	—	—	—	—
6	+2	Channel Divinity (2/rest)	4	3	3	—	—	—	—	—	—
7	+3	—	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement, Divine Strike (1d8)	4	3	3	2	—	—	—	—	—
9	+3	—	4	3	3	3	1	—	—	—	—
10	+3	Divine Intervention	4	3	3	3	2	—	—	—	—
11	+4	—	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	4	3	3	3	2	1	—	—	—
13	+4	—	4	3	3	3	2	1	1	—	—
14	+4	Divine Strike (2d8)	4	3	3	3	2	1	1	—	—
15	+5	—	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	4	3	3	3	2	1	1	1	—
17	+5	—	4	3	3	3	2	1	1	1	1
18	+5	Channel Divinity (3/rest)	4	3	3	3	2	1	1	1	1
19	+6	Ability Score Improvement	4	3	3	3	2	1	1	1	1
20	+6	Domain Benefit	4	3	3	3	2	1	1	1	1

Class Features

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

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

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

Proficiencies

Armor: Light armor, medium armor

Weapons: All simple weapons

Tools: Healer's kit

Saving Throws: Wisdom, Charisma

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

Creating a Cleric

You can make a cleric quickly by following these suggestions.

Background: Priest

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

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

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

Spellcasting

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

Cantrips

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

Spells per Day

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

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

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

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

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

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

Magic Ability

Wisdom is your magic ability for your cleric spells.

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

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

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

Ritual Casting

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

Divine Domain

Each deity has certain concepts and metaphysical aspects of existence, known as

domains, that they control. You are granted powers from your god related to one of that deity's domains.

Choose a Domain

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

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

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

Domain Spells

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

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

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

One God, Many Domains

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

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

Channel Divinity

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

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

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three

times between rests. When you take a short rest or a long rest, you regain your expended uses.

Turn Undead

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

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

Ability Score Improvement

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

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

Divine Strike

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

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

When you reach 14th level, the extra damage increases to 2d8.

Divine Intervention

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

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

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

Divine Domains

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

Life

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

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

Gods and Tenets

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

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

and the ability to act as a front-line combatant on the war against evil.

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

DOMAIN SPELLS

Cleric

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

Bonus Proficiencies

You gain proficiency with heavy armor and shields.

Disciple of Life

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

Channel Divinity: Restore Health

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

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

Supreme Healing

Starting at 20th level, maximize any die rolls you make to determine the number of hit points you restore with a spell.

Light

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

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

Gods and Tenets

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

The gods of light entrust you with the sun's power so you can become a beacon of light in a darkened world. You bring light wherever you go, chasing away shadows and burning away darkness. Your prayers can bring forth sunlight, which you might focus into burning rays or let loose to shine its wholesome light.

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

DOMAIN SPELLS

Cleric

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

Bonus Spells

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

Flare

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

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

Channel Divinity:

Radiance of the Dawn

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

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

Channel Divinity:

Revelation of Truth

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

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

Corona of Light

Starting at 20th 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 50-foot radius and dim light 25 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

War

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances

of excellence and courage. In either case, the god of war watches over warriors and rewards them for their great deeds.

Gods and Tenets

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

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

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

DOMAIN SPELLS

Cleric

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

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

Bonus Proficiencies

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

War Priest

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

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

Channel Divinity: Guided Strike

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

Avatar of Battle

At 20th level, you gain resistance to bludgeoning, piercing, and slashing damage.

Druid

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

Creating a Druid

You can make a druid quickly by following these suggestions.

Background: Priest

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

THE DRUID

Proficiency			—Spells per Day—								
Level	Bonus	Features	1	2	3	4	5	6	7	8	9
1	+1	Druidic, Spellcasting	2	—	—	—	—	—	—	—	—
2	+1	Wild Shape (2/day)	3	—	—	—	—	—	—	—	—
3	+2	Druid Circle	3	1	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	3	2	—	—	—	—	—	—	—
5	+2	Wild Shape (3/day, Steed)	3	2	1	—	—	—	—	—	—
6	+2	Circle feature	3	2	2	—	—	—	—	—	—
7	+3	Wild Shape (Fish, Rodent)	3	2	2	1	—	—	—	—	—
8	+3	Ability Score Improvement, Extra Attack	3	2	2	2	—	—	—	—	—
9	+3	Wild Shape (Bird)	3	2	2	2	1	—	—	—	—
10	+3	Circle feature	3	2	2	2	2	—	—	—	—
11	+4	Wild Shape (4/day)	3	2	2	2	2	1	—	—	—
12	+4	Ability Score Improvement	3	2	2	2	2	1	—	—	—
13	+4	Wild Shape (5/day)	3	2	2	2	2	1	1	—	—
14	+4	Circle feature	3	2	2	2	2	1	1	—	—
15	+5	Thousand Faces	3	2	2	2	2	1	1	1	—
16	+5	Circle feature	3	2	2	2	2	1	1	1	—
17	+5	—	3	2	2	2	2	1	1	1	1
18	+5	Evergreen	3	2	2	2	2	1	1	1	1
19	+6	Ability Score Improvement	3	2	2	2	2	1	1	1	1
20	+6	Circle Feature	3	2	2	2	2	1	1	1	1

Class Features

A druid gains the following class features.

Hit Points

Hit Dice: 1d8 per druid level

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

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

Proficiencies

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

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

Tools: Herbalism kit

Saving Throws: Wisdom

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

Druidic

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

Spellcasting

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

Cantrips

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

Spells per Day

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

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

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

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

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

Magic Ability

Wisdom is your magic ability for your druid spells.

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

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

Ritual Casting

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

Sacred Plants and Wood

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

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

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

Wild Shape

Starting at 2nd level, you can magically assume the shape of a beast. You can do so as part of any action that doesn’t involve casting a spell or activating a magic item. You can use this feature twice, and you regain any expended uses of it when you complete a long rest. You gain one additional use at 5th, 11th, and 13th level.

When you transform, choose one of the shapes available to you. To start with, you have access to the shape of the hound (detailed below). As you gain certain levels in this class, you gain

access to additional shapes, as summarized in the druid table.

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

While you are transformed, the following rules apply:

- The shape's statistics show changes to your normal statistics. Some replace your normal statistics, while others are modifications to those statistics. If a shape does not show a change to a given statistic, that statistic remains the same as it is in your normal shape.
- You have proficiency with the shape's attacks, if any, and can use only those attacks while in the shape. If a shape lacks attacks, you cannot attack while in that shape.
- You can speak, but you cannot cast spells.
- You are limited to actions and movement the new shape could reasonably perform.
- Your gear is subsumed into the new shape, so you cannot access such equipment to activate, use, or wield it. (For instance, any weapon or shield you have is of no benefit to you, and only the magic bonus from your armor, if any, applies to your AC.) A magic item that confers only a passive magical effect without requiring activation, such as magic armor or a *ring of protection*, continues to do so.

Beast Shapes

Hound

Medium Shapechanger

Armor Class 10 + your Dexterity modifier

Speed 50 ft.

Special Senses low-light vision

Keen Senses. You gain a +5 bonus to all ability checks to detect hidden creatures.

Melee Attack—Bite. Proficiency bonus + Strength or Dexterity modifier to hit (reach 5 ft.; one creature).
Hit: 1d8 + Strength or Dexterity modifier piercing or slashing damage.

With the shape of the hound, you assume the appearance of a canine you are familiar with—such as a wolf, a coyote, or a bloodhound—or a similar predator.

Steed

Large Shapechanger

Armor Class 10 + your Dexterity modifier

Speed 50 ft.

Str increases by 2, up to 22

Special Senses low-light vision

Beast of Burden. Without being encumbered, you can carry up to 40 times your Strength score in pounds.

Melee Attack—Gore or Slam. Proficiency bonus + Strength modifier to hit (reach 5 ft.; one creature).

Hit: 1d6 + Strength modifier piercing or bludgeoning damage.

Starting at 5th level, you can use Wild Shape to assume the shape of the steed. In this shape, you look like a horse, a stag, or another Large four-legged beast that can move rapidly and carry loads or riders.

Fish

Tiny Shapechanger

Armor Class 10 + your Dexterity modifier

Speed 5 ft., swim 50 ft.

Str 5 (–3)

Special Senses low-light vision

Water Breathing. You can breathe underwater. (You can still breathe air.)

By 7th level, you have learned to use Wild Shape to take the shape of a Tiny fish or amphibian you are familiar with.

Rodent

Tiny Shapechanger

Armor Class 10 + your Dexterity modifier

Speed 30 ft.

Str 5 (–3)

Special Senses low-light vision

Sneaky. You gain a +5 bonus to all ability checks to become hidden.

Starting at 7th level, you can also assume the shape of the rodent, which causes you to appear like a rat or a similarly little, furtive beast.

Bird

Tiny Shapechanger

Armor Class 12 + your Dexterity modifier

Speed 5 ft., fly 50 ft.

Str 5 (–3)

Keen Senses. You gain a +5 bonus to all ability checks to detect hidden creatures.

Nimble Flier. You provoke no opportunity attacks when you fly out of a hostile creature's reach.

Melee Attack—Bite or Talons. Proficiency bonus + Dexterity modifier to hit (reach 5 ft.; one creature).
Hit: 1 slashing damage.

Starting at 9th level, you can assume the shape of a Tiny bird that you are familiar with.

Druid Circle

Druids embrace particular aspects of nature, forming circles of likeminded druids around such concepts. At 3rd level, you choose one druid circle: Circle of the Land or Circle of the Moon.

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

Ability Score Improvement

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

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

Extra Attack

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

Thousand Faces

By 15th level, you have learned to use Wild Shape to take on the physical appearance of another creature of the same size and type as you. This can be a nonspecific member of

another race or gender, or you can alter your appearance to look like a person you have seen. You can also create minor changes in your physical appearance, including altering hair and eye color, height and build, and skin color and texture. Your game statistics do not change, nor do your clothes or the equipment you are wearing.

The transformation stands up to scrutiny, including physical contact, though other creatures might be able to discern that you are not who (or what) you appear to be by your actions and speech.

Evergreen

By 18th level, the secret of longevity that some plants possess is now yours. For every 10 years that pass, your body ages only 1 year.

Druid Circles

Circle of the Land

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

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

CIRCLE OF THE LAND FEATURES

Level	Feature
3	Circle Spells
6	Circle Spells (Bonus Spells)
10	Circle Spells (Bonus Spells), Land's Stride
14	Nature's Ward
16	Land's Endurance
20	Beast Spells

Circle Spells

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

Bonus Cantrip

You learn one additional druid cantrip of your choice.

Bonus Spells per Day

Each day, you can cast two additional spells: a 1st-level druid spell and a 2nd-level druid spell.

Starting at 6th level, you can cast one additional 3rd-level druid spell per day. And starting at 10th level, you can cast one additional 4th-level druid spell per day.

Spells of the Land

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

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

COAST

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

DESERT

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

FOREST

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

GRASSLAND

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

MOUNTAIN

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

SWAMP

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

TUNDRA

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

* This spell is not currently in the playtest.

Land's Stride

Starting at 10th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

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

Nature's Ward

By 14th level, you cannot be charmed or frightened by elemental or fey creatures.

Land's Endurance

Starting at 16th level, you are immune to poison and disease.

Beast Spells

At 20th level, you can cast spells in any shape you assume using Wild Shape.

Circle of the Moon

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

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

CIRCLE OF THE MOON FEATURES

Level	Feature
3	Moon Shapes
6	Battle Shapes
10	Giant Battle Shapes
14	Ancient Battle Shapes
16	Behemoth Shape
20	Instinctive Wild Shape

Moon Shapes

You gain one extra use of Wild Shape. When you revert to your normal form after using Wild Shape and have half your hit points or fewer, you regain a number of hit points equal to your druid level, except when you're knocked unconscious or die.

In addition, while you're in the shape of the hound, your Strength and Dexterity each increase by 2, up to 22.

Battle Shapes

Starting at 6th level, you can use Wild Shape to assume either of two new shapes: the bear and the cat. The two are well suited for battle. Using the first, you assume the shape of a bear or a similar brawny beast. Using the second, you assume the appearance of a panther or other catlike creature.

Bear

Medium Shapechanger

Armor Class 14 + your Dexterity modifier

Armor Class increases by 2

Str increases by 2, up to 22

Special Senses low-light vision

Relentless. If you drop to 0 hit points but don't die, you remain conscious until the end of your next turn. You fall unconscious then if you still have 0 hit points.

Melee Attack—Bite or Claw. Proficiency bonus + Strength modifier to hit (reach 5 ft.; one creature).

Hit: 2d6 + Strength modifier piercing or slashing damage.

Cat

Medium Shapechanger

Armor Class 12 + your Dexterity modifier

Speed 50 ft.

Dex increases by 2, up to 22

Special Senses low-light vision

Feline Cunning. You can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

Sneaky. You gain a +5 bonus to all ability checks to become hidden.

Melee Attack—Bite or Claw. Proficiency bonus + Dexterity modifier to hit (reach 5 ft.; one creature).

Hit: 2d6 + Dexterity modifier piercing or slashing damage.

Giant Battle Shapes

At 10th level, your battle shapes improve. While in either shape, you gain the following traits:

- You can choose to be Large or Medium when you assume the shape.
- Your Strength or Dexterity increases by 4 (rather than 2), up to 24.

Ancient Battle Shapes

At 14th level, your battle shapes improve again. While in either shape, the shape's attack deals 1d6 extra damage.

Behemoth Shape

At 16th level, you can use Wild Shape to assume the shape of a Huge animal, such as a mammoth or a giant stag, so massive it can crush several foes underfoot.

Behemoth

Huge Shapechanger

Armor Class 12 + your Dexterity modifier

Speed 40 ft.

Str increases by 4, up to 24

Melee Attack—Gore or Bite. Proficiency bonus + Strength modifier to hit (reach 5 ft.; one creature).

Hit: 3d6 + Strength modifier bludgeoning, piercing, or slashing damage.

Trample. You can combine your action and movement to move up to your speed and make your melee attack against each Medium or smaller creature whose space you enter during this move. You make the attack against a creature only when you first enter its space. *Hit:* In addition to taking damage, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Instinctive Wild Shape

Starting at 20th level, you can use your Wild Shape feature an unlimited number of times without resting.

Fighter

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

THE FIGHTER

Proficiency

Level	Bonus	Features
1	+1	Fighting Style, Second Wind
2	+1	Action Surge
3	+2	Martial Path
4	+2	Ability Score Improvement
5	+2	Extra Attack
6	+2	Ability Score Improvement
7	+3	Martial Path benefit
8	+3	Ability Score Improvement
9	+3	Defy Death
10	+3	Martial Path benefit
11	+4	Extra Attack
12	+4	Ability Score Improvement
13	+4	Indomitable
14	+4	Ability Score Improvement
15	+5	Martial Path benefit
16	+5	Ability Score Improvement
17	+5	Improved Action Surge
18	+5	Ability Score Improvement
19	+6	Martial Path benefit
20	+6	Extra Attack

Class Features

As a fighter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per fighter level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Strength, Constitution

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

Creating a Fighter

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

Background: Soldier

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

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

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

Fighting Style

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

Archery

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

Defense

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

Great Weapon Fighting

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

Protection

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

Two-Weapon Fighting

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

Second Wind

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

As an action, you can gain temporary hit points equal to 1d6 + your fighter level. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points are lost first, and they go away after 5 minutes.

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

Action Surge

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

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

Starting at 17th level, you can use this feature twice before a rest, but you cannot use it twice on the same turn.

Martial Path

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

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

Ability Score Improvement

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

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

Extra Attack

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

When you reach 11th level, this feature gives you two extra attacks, instead of one.

When you reach 20th level, this feature gives you three extra attacks, instead of two.

Defy Death

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

When you are reduced to 0 hit points but are not killed outright, you can make a DC 15 Constitution saving throw. If you succeed, you are instead reduced to 1 hit point.

Indomitable

Beginning at 13th level, you have advantage on all saving throws. A combination of cunning, battle experience, and a dash of luck guard you from harm.

Improved Action Surge

Starting at 17th level, you can use your Action Surge twice before a rest, but you cannot use it twice on the same turn.

Martial Paths

Path of the Weaponmaster

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

WEAPONMASTER FEATURES

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

Combat Superiority

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

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

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

Fighter

Level	Dice
3	2
7	3
10	4

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

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

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

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

Advanced Maneuvers

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

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

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

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

Improved Combat Superiority

Starting at 15th level, your superiority dice are d10s instead of d6s.

Relentless

Starting at 19th level, when you start your turn with no superiority dice available, you regain two of them at the end of that turn.

Path of the Warrior

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

WARRIOR FEATURES

Level	Feature
3	Improved Critical
7	Superior Critical
10	Additional Fighting Style
15	Devastating Critical
19	Survivor

fewer of your hit points. You don't gain this benefit if you are at 0 hit points.

Improved Critical

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

Superior Critical

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

Additional Fighting Style

You can choose a second option from the Fighting Style class feature.

Devastating Critical

Beginning at 15th level, when you score a critical hit with a weapon against a creature, you can impose an additional effect on the target if the attack deals damage to it. The damage's type determines the effect. A target is immune to the additional effect if the target is a construct or if the attack deals no damage to it.

Bludgeoning. The target must make a Constitution saving throw with a DC of 10 + your Strength modifier. On a failure, the target is stunned until the end of its next turn.

Slashing. The target's speed drops to 0 until the end of its next turn, as a result of your attack hamstringing it or causing it a vexing wound.

Piercing. The target suffers a nagging wound. Until the target is healed or drops to 0 hit points, it takes damage at the end of each of its turns. The damage equals 1d6 + half your fighter level. The target or a creature within 5 feet can end this damage by using its action to tend to the wound.

Survivor

At 19th level, you have nearly attained 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 half or

Mage

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

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

THE MAGE

Proficiency			—Spells per Day—								
Level	Bonus	Features	1	2	3	4	5	6	7	8	9
1	+1	Wizardry	2	—	—	—	—	—	—	—	—
2	+1	Arcane Tradition	3	—	—	—	—	—	—	—	—
3	+2	—	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—	—	—	—	—
5	+2	—	4	3	2	—	—	—	—	—	—
6	+2	Tradition Benefit	4	3	3	—	—	—	—	—	—
7	+3	—	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	3	3	2	—	—	—	—	—
9	+3	—	4	3	3	3	1	—	—	—	—
10	+3	Ability Score Improvement	4	3	3	3	2	—	—	—	—
11	+4	—	4	3	3	3	2	1	—	—	—
12	+4	Tradition Benefit	4	3	3	3	2	1	—	—	—
13	+4	—	4	3	3	3	2	1	1	—	—
14	+4	Ability Score Improvement	4	3	3	3	2	1	1	—	—
15	+5	—	4	3	3	3	2	1	1	1	—
16	+5	Tradition Benefit	4	3	3	3	2	1	1	1	—
17	+5	—	4	3	3	3	2	1	1	1	1
18	+5	Spell Mastery	4	3	3	3	2	1	1	1	1
19	+6	Ability Score Improvement	4	3	3	3	2	1	1	1	1
20	+6	Tradition Benefit	4	3	3	3	2	1	1	1	1

Class Features

As a mage, you gain the following class features.

Hit Points

Hit Dice: 1d6 per mage level

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

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

Proficiencies

Armor: None

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

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose one from Arcana, History, and Religion

Creating a Mage

You can make a mage quickly by following these suggestions.

Background: Sage

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

Wizardry

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

Spellbook

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

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

Spells per Day

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

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

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

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

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

Magic Ability

Intelligence is your magic ability for your mage spells.

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

Spellcasting Bonus. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you can add your proficiency bonus to the spell’s saving throw DC.

Ritual Casting

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

Arcane Recovery

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

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

Your Spellbook

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

Copying a Spell into the Book. When you find a spell, you can add it to your spellbook if it is of a level you can

normally cast, if it appears on the mage's spell list, and if you can read it (some spellcasters use secret alphabets and ciphers to record spells).

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

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

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

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

Arcane Tradition

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

Ability Score Improvement

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

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

Spell Mastery

At 18th level, pick a 1st-level mage spell and a 2nd-level mage spell. You can cast the lowest-level version of those spells at will.

By spending 8 hours in study, you can change one or both of the spells you chose to different spells of the same levels.

Arcane Traditions

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

The study of magic in wizardry is complex and varied. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, the schools of magic are literally schools; a mage might study at the school of Illusion while another studies across town at the school of enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even solitary wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, for the spells of different schools require different approaches and the mastery of different techniques.

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

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

Wizardry: School of Enchantment

You know how to magically entrance and beguile other people and monsters. Some enchanters are peacemakers, who bewitch the violent to lay

down their arms and the cruel to show mercy. Other enchanters are tyrants, who spellbind the unwilling into their service. And many other enchanters fall somewhere in between.

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

ENCHANTMENT FEATURES

Level	Feature
2	Aura of Antipathy
5	Instinctive Charm
12	Split Enchantment
16	Rapid Enchantment
20	Alter Memories

Aura of Antipathy

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

Instinctive Charm

Beginning at 5th level, when a creature that you can see attacks you from within 50 feet of you, you can use your reaction to magically compel the attacker to direct its attack elsewhere. You must choose to use this feature before knowing whether the attack hits or misses.

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

Split Enchantment

Starting at 12th 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.

Rapid Enchantment

At 16th level, you gain the ability to cast your enchantments more swiftly. When you cast an

enchantment spell of 1st level or higher that has a casting time of 1 action, its casting time becomes swift.

Alter Memories

At 20th level, when a creature is charmed by a spell you cast, you can alter the creature's understanding so that it is unaware of the fact that you cast the spell on it and therefore perceives its charmed behavior as nonmagical.

Additionally, once before the spell expires, you can use your action to try to make the creature forget some of the time it spends charmed. The creature must succeed on a Intelligence saving throw against your spell save DC or lose memories from that time, up to a number of hours equal to 1 + your Charisma modifier.

If the creature fails the saving throw, you can also contest a Charisma (Deception) check against its Intelligence check. If you succeed, you can describe to the creature what it experienced during the forgotten time, and it believes your deception to be true, not realizing that you are the source of its new memories.

Wizardry: School of Evocation

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

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

EVOCATION FEATURES

Level	Benefit
2	Sculpt Spells
5	Potent Cantrip
12	Overchannel
16	Empowered Evocation
20	Evocation Master

Sculpt Spells

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

Potent Cantrip

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

Overchannel

Starting at 8th level, when you cast a mage spell of 3rd level or lower that deals damage, you can use this feature to deal maximum damage with that spell.

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

Empowered Evocation

Beginning at 12th level, when you roll damage for an evocation spell you cast, add your Intelligence modifier to the damage.

Evocation Master

At 20th level, you can cast the *fireball* and *lightning bolt* spells as 3rd-level spells without expending a spell slot. You also always have them prepared, and they don't count against the number of spells you can prepare.

If you don't already know these spells, you can now add them to your spellbook.

Wizardry: School of Illusion

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

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

ILLUSION FEATURES

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

Improved Minor Illusion

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

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

Disappearing Trick

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

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

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

Illusory Self

Beginning at 12th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. If you are attacked before you take your first turn in combat, you can use your reaction to interpose the illusory duplicate between your attacker and yourself. The attack automatically misses you and destroys the illusion.

Illusionary Reality

By 16th level, you have learned the secret of weaving shadow magic into your illusions to give them a semi-reality.

When you cast an illusion spell of 1st level or higher, at any time on your turn during that spell's duration you can choose one inanimate, nonmagical object that is part of the illusion to become real. You must be able to take actions to do so, and the object remains real until the end of your next turn. The object you choose can be of any size within the spell's area of effect. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object cannot deal damage or otherwise directly harm anyone.

Illusion Master

At 20th level, you can cast *major image* without expending a spell slot. You also always have the spell prepared, and it doesn't count against the number of spells you can prepare.

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

Monk

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

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

example of an evil monk tradition in D&D.

Lawful neutral monks focus on inner mastery and care little for the world at large. Lawful good monks are champions of the common folk.

Creating a Monk

You can make a monk quickly by following these suggestions.

Background: Commoner

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

THE MONK

Level	Proficiency Bonus	Ki Points	Unarmed Strike	Features
1	+1	2	1d6	Flurry of Blows, Ki, Unarmed Strike, Unarmored Defense
2	+1	2	1d6	Supreme Flurry, Slow Fall
3	+2	3	1d6	Monastic Tradition, Step of the Wind
4	+2	3	1d6	Ability Score Improvement
5	+2	3	1d8	Stunning Strike
6	+2	4	1d8	Tradition Feature
7	+3	4	1d8	Uncanny Dodge
8	+3	4	1d8	Improved Flurry of Blows, Step of the Wind
9	+3	5	1d8	Ability Score Improvement
10	+3	5	1d8	Purity of Body
11	+4	5	1d10	Tradition Feature
12	+4	6	1d10	Ability Score Improvement
13	+4	6	1d10	Tongue of Sun and Moon
14	+4	6	1d10	Diamond Soul
15	+5	7	1d10	Ability Score Improvement
16	+5	7	1d10	Timeless Body
17	+5	7	1d12	Tradition Feature
18	+5	8	1d12	Ability Score Improvement
19	+6	8	1d12	Empty Body
20	+6	8	1d12	Perfect Self

Class Features

As a monk, you gain the following class features.

Hit Points

Hit Dice: 1d8 per monk level

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

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

Proficiencies

Armor: None

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

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose one from Acrobatics, Athletics, or Religion

Unarmed Strike

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

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

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

Unarmored Defense

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

Ki

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

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

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

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

Flurry of Blows

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

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

Supreme Flurry

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

Slow Fall

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

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

Monastic Tradition

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

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

Step of the Wind

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

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

Ability Score Improvement

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

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

Stunning Strike

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

Uncanny Dodge

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

Improved Flurry of Blows

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

Purity of Body

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

Tongue of Sun and Moon

Starting at 13th level, your mind is infused with ki and easily touches the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand speech can understand what you say.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you advantage on all saving throws against spells.

Timeless Body

By 16th level, your ki sustains you so that you suffer none of the drawbacks of old age, and you

cannot be aged magically. In addition, you no longer need food or water.

Empty Body

Beginning at 19th level, you can use your action to spend 4 ki points to become incorporeal and invisible for 1 minute. You can end this effect at any time.

Perfect Self

At 20th level, you are an embodiment of your ki. You regain 1 ki point at the start of each of your turns.

Monastic Traditions

Way of the Four Elements

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

WAY OF THE FOUR ELEMENTS FEATURES

Level	Feature
3	Disciple of the Elements
6	Elemental Power
11	Elemental Master
17	Fist of Four Elements

Disciple of the Elements

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

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

Wind Riposte (Air). When you are hit by a melee attack, you can use your reaction to spend

1 ki point to batter your attacker with wind. The attacker must make a Strength saving throw. The attacker is pushed 20 feet on a failed save, or 10 feet on a successful one.

Iron Root Defense (Earth). As part of an action, you can spend 1 ki point to root yourself in place. Until the start of your next turn, the damage you take from any source is reduced by an amount equal to your monk level.

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

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

Elemental Power

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

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

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

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

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

Elemental Master

At 11th level, your mastery of the elements improves further. You gain one of the following features of your choice, or a feature that you lack from Disciple of the Elements or Elemental Power.

Spirit of the Tsunami (Water). You can use your action to spend 1 ki point to emit a 15-foot cone of water. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes bludgeoning damage equal to 1d10 + your monk level and is knocked prone. On a successful save, the creature takes only half damage.

Touch of Stony Doom (Earth). When you hit a creature with a melee attack, you can spend 1 ki point. Unless the target succeeds on a Constitution saving throw, it becomes vulnerable to bludgeoning damage for 1 minute.

Vengeful Flame (Fire). When you drop to 0 hit points, you can spend 1 ki point. If you do so, each creature within 25 feet of you must make a Dexterity saving throw. It takes fire damage equal to 1d10 + your monk level on a failed save and half as much damage on a successful one.

Warrior's Gale (Air). You can spend 1 ki point to gain a fly speed of 50 feet until the end of this turn. If your flight ends in midair, you do not fall until the end of your turn.

Fist of Four Elements

By 17th level, on your turn, when you make a melee attack, you can spend 1 ki point to channel elemental power. Choose cold, fire, lightning, or thunder damage. For 1 minute, or until you use this feature again, your melee attacks deal an additional 1d10 damage of the type you chose.

Way of the Open Hand

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

WAY OF THE OPEN HAND FEATURES

Level	Feature
3	Deflect Missiles
6	Wholeness of Body
11	Improved Flurry of Blows
17	Quivering Palm

throw. If the creature fails, it dies. If the creature succeeds, this effect ends.

Once attempted, this ability cannot be used again for one week.

Deflect Missiles

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

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

Wholeness of Body

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

Improved Flurry of Blows

Beginning at 11th level, when you spend a ki point to make an additional attack with Flurry of Blows, you can choose one secondary effect from the following options:

- **Sweep.** If you hit with the attack, you knock the target prone.
- **Knockback.** If you hit with the attack, you can push the target up to 10 feet away from you.
- **Daze.** If you hit with the attack, the target can't take reactions until the end of your next turn.

Quivering Palm

Starting at 17th level, when you hit a creature with an unarmed attack, you can spend 3 ki points to create deadly vibrations in the creature's body. Afterward you can try to slay the creature at any time, as long as the attempt is made within a number of days equal to your monk level. To make such an attempt, you merely use your action to will the creature to die. The creature must make a Constitution saving

Paladin

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

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

Creating a Paladin

You can make a paladin quickly by following these suggestions.

Background: Noble

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

THE PALADIN

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Divine Sense, Lay on Hands	—	—	—	—	—
2	+1	Divine Smite, Fighting Style, Spellcasting	2	—	—	—	—
3	+2	Divine Health, Oath	3	—	—	—	—
4	+2	Ability Score Improvement	3	—	—	—	—
5	+2	Extra Attack	4	2	—	—	—
6	+2	Aura of Protection	4	2	—	—	—
7	+3	Ability Score Improvement	4	3	—	—	—
8	+3	Oath feature	4	3	—	—	—
9	+3	—	4	3	2	—	—
10	+3	Aura of Courage	4	3	2	—	—
11	+4	Improved Divine Smite	4	3	3	—	—
12	+4	Ability Score Improvement	4	3	3	—	—
13	+4	—	4	3	3	1	—
14	+4	Cleansing Touch	4	3	3	1	—
15	+5	Aura of Resolve	4	3	3	2	—
16	+5	Ability Score Improvement	4	3	3	2	—
17	+5	—	4	3	3	3	1
18	+5	Oath feature	4	3	3	3	1
19	+6	Ability Score Improvement	4	3	3	3	2
20	+6	Oath feature	4	3	3	3	2

Class Features

A paladin gains the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Constitution, Charisma

Skills: Choose one from Athletics, Persuasion, and Religion

Divine Sense

As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead

creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands

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

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

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

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

Divine Smite

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

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

Spellcasting

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

Spells per Day

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

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

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

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

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-level castings available, you can cast each spell once or cast one of those spells twice.

Magic Ability

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

Fighting Style

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

Archery

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

Defense

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

Great Weapon Fighting

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

Protection

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

Two-Weapon Fighting

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

Divine Health

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

Oath

At 3rd level, you take an oath to a knighthood, to a code, and to the gods. You gain one oath of your choice. Each oath is detailed at the end of the paladin section. [Playtest note: Only one oath, the Oath of Devotion, appears in this document.]

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

Oath Spells

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

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

Channel Divinity

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

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

Ability Score Improvement

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

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

Extra Attack

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

Aura of Protection

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

Aura of Courage

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

Improved Divine Smite

By 11th level, you are so suffused with divine might that all of your weapon strikes carry with them some divine power. Whenever you hit a

creature with a weapon, the creature takes 1d8 extra damage of the same type as your Divine Smite. This extra damage stacks with the extra damage you deal when you use your Divine Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one magical effect on yourself or on one friendly 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 complete a long rest.

Aura of Resolve

Starting at 15th level, you and friendly creatures within 10 feet of you cannot be charmed while you are conscious.

Paladin Oaths

Oath of Devotion

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

OATH SPELLS

Paladin

Level	Spell
3	protection from evil, sanctuary
5	lesser restoration, zone of truth
9	beacon of hope, dispel magic
13	freedom of movement, guardian of faith
17	commune, flame strike

Channel Divinity

You gain two Channel Divinity options.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum

bonus of +1), and the weapon emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

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

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring undead, using your Channel Divinity. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Charisma modifier), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your paladin level multiplied by 3, the creature is destroyed instead of turned.

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

Turn Fiends

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

Banishing Smite

Beginning at 18th level, when you use your Smite feature to damage a fiend that is not on its home plane, that creature must succeed on a Charisma saving throw against your paladin spell save DC or be banished back to its home plane.

Channel Divinity: Holy Nimbus

At 20th level, as an action, you can use your Channel Divinity to emanate bright light in a 25-foot radius, and dim light 25 feet beyond that, for 1 minute. This light is sunlight.

Whenever an enemy creature starts its turn in the bright light, it takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws made against spells that fiends or undead cast.

Ranger

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

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

THE RANGER

Proficiency			—Spells per Day—				
Level	Bonus	Features	1	2	3	4	5
1	+1	Tracking	—	—	—	—	—
2	+1	Favored Enemy, Fighting Style	—	—	—	—	—
3	+2	Spellcasting	3	—	—	—	—
4	+2	Ability Score Improvement	3	—	—	—	—
5	+2	Extra Attack	4	2	—	—	—
6	+2	Natural Explorer	4	2	—	—	—
7	+3	Favored Enemy Feature	4	3	—	—	—
8	+3	Ability Score Improvement, Land's Stride	4	3	—	—	—
9	+3	—	4	3	2	—	—
10	+3	Hide in Plain Sight	4	3	2	—	—
11	+4	Favored Enemy Feature	4	3	3	—	—
12	+4	Ability Score Improvement	4	3	3	—	—
13	+4	—	4	3	3	1	—
14	+4	Master Stalker	4	3	3	1	—
15	+5	Favored Enemy Feature	4	3	3	2	—
16	+5	Ability Score Improvement	4	3	3	2	—
17	+5	—	4	3	3	3	1
18	+5	Unmatched Hunter	4	3	3	3	1
19	+6	Feral Senses	4	3	3	3	2
20	+6	Terrain Superiority	4	3	3	3	2

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Mounts (land)

Saving Throws: Dexterity, Wisdom

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

Creating a Ranger

You can make a ranger quickly by following these suggestions.

Background: Guide

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

Tracking

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

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

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

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

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

Favored Enemy

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

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

Fighting Style

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

Archery

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

Defense

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

Great Weapon Fighting

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

Protection

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

Two-Weapon Fighting

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

Spellcasting

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

Spells per Day

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

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

Alternatively, you can forgo spell preparation to

use the same list of spells you used the day before.

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

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

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have *animal friendship* and *goodberry* prepared and have two 1st-level castings available, you can cast each spell once or cast one of those spells twice.

Magic Ability

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

Ability Score Improvement

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

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

Natural Explorer

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

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

Extra Attack

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

Land's Stride

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

Hide in Plain Sight

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

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

Master Stalker

At 14th level, at the end of each of your turns if you are conscious and can take actions you can make a Dexterity (Stealth) check to hide without using an action; all normal restrictions on being able to hide from another creature still apply.

Additionally, you can choose to make absolutely no noise when you move, you cannot be tracked, you cannot be detected with tremorsense, and you cannot be detected with magic by creatures that cannot see you.

Unmatched Hunter

Starting at 18th level, the first time you attack and hit a surprised creature on the first round of

combat, the damage of the attack is tripled against that creature.

Feral Senses

Beginning at 19th level, being unable to see a target does not impose disadvantage on your attack rolls against it. In addition, while you are conscious and are not blinded or deafened, you are aware of the location of any invisible creature within 25 feet of you, provided the creature isn't hidden from you.

Terrain Superiority

By 20th level, you use terrain to such great effect that you always have advantage on attack rolls and saving throws made in wilderness environments.

Favored Enemy Options

Path of the Colossus Slayer

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

COLOSSUS SLAYER FEATURES

Level	Feature
2	Slayer's Momentum
7	Steel Will
11	Staggering Attack
15	Uncanny Dodge

Slayer's Momentum

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

Steel Will

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

Staggering Attack

By 11th level, when you hit a creature with a weapon attack, you have advantage on all attacks against that same creature until the end of the same turn.

Uncanny Dodge

Beginning at 15th level, when you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Path of the Horde Breaker

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

HORDE BREAKER FEATURES

Level	Feature
2	Hordeslayer
7	Hunter's Mobility
11	Whirlwind Attack
15	Pack Awareness

Hordeslayer

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

Hunter's Mobility

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

Whirlwind Attack

By 11th level, you can use your action to make a melee attack against each enemy creature within 5 feet of you.

Pack Awareness

Beginning at 15th level, your extraordinary alertness extends to your allies. If you are not

surprised at the start of combat, conscious
creatures of your choice within 25 feet of you are
also not surprised.

Rogue

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

Class Features

As a rogue, you have the following class features.

Hit Point

Hit Dice: 1d6 per rogue level

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

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

Proficiencies

Armor: Light and medium armor

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

Tools: Thieves' tools

Saving Throws: Dexterity

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

Creating a Rogue

You can make a rogue quickly by following these suggestions.

Background: Charlatan

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

THE ROGUE

Level	Proficiency Bonus	Sneak Attack	Class Features
1	+1	1d6	Expertise, Sneak Attack
2	+1	1d6	Cunning Action, Thieves' Cant
3	+2	1d6	Rogue Style
4	+2	1d6	Ability Score Improvement
5	+2	2d6	Evasion
6	+2	2d6	Rogue Style feature
7	+3	2d6	Ability Score Improvement
8	+3	3d6	Uncanny Dodge
9	+3	3d6	Rogue Style feature
10	+3	3d6	Ability Score Improvement
11	+4	4d6	Reliable Talent
12	+4	4d6	Blindsense
13	+4	4d6	Rogue Style feature
14	+4	5d6	Ability Score Improvement
15	+5	5d6	Slippery Mind
16	+5	5d6	Rogue Style feature
17	+5	6d6	Ability Score Improvement
18	+5	6d6	Elusive
19	+6	6d6	Ability Score Improvement
20	+6	7d6	Ace in the Hole

Expertise

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

Sneak Attack

You know how to strike to take advantage of a foe's distraction. When you attack a creature and hit, you can deal extra damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

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

You can use this feature only once per turn.

Cunning Action

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

Thieves' Cant

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

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

Rogue Style

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

Ability Score Improvement

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

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

Evasion

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

Uncanny Dodge

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

Reliable Talent

By 11th level, your skill is refined enough that when you make an ability check and gain your proficiency bonus to that check, treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 12th level, while you are able to hear, you are aware of the location of any a 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, if you are able to take actions, creatures can't benefit from advantage on attacks against you.

Ace in the Hole

By 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target, you can turn the miss into a hit against that target. If you can take actions and fail an ability check or a saving throw, you can treat the d20 roll as a 20.

Once you've used this feature, you regain its use only after you complete a short rest or a long rest.

Rogue Styles

Assassination

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

ASSASSINATION FEATURES

Level	Feature
3	Assassinate, Bonus Proficiencies
6	Poison Mastery
9	Infiltration Expertise
13	Impostor
16	Death Strike

Assassinate

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

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

Bonus Proficiencies

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

Poison Mastery

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

- The creature falls unconscious for 2d6 + 4 hours. The creature regains consciousness if it takes damage.

- The creature is intoxicated for 24 hours. While the creature is intoxicated, its hit point maximum is also halved.
- The creature is affected as if by a *confusion* spell for 1 hour, but the effect is not magical.

Infiltration Expertise

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

Impostor

At 13th level, you gain the ability to mimic another person's speech, writing, and behavior with extraordinary accuracy. To mimic one of these things, you must spend at least one hour studying it: listening to the person speak, examining the person's handwriting, or observing the person's mannerisms.

Your ruse is indiscernible to the casual observer. If a creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Death Strike

By 16th level, you are a master of instant death. When you attack and hit a creature that is surprised, it must succeed on a Constitution saving throw (DC 10 + your Dexterity modifier). If it fails, double the damage of the attack against that creature.

Thievery

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

THIEVERY FEATURES

Level	Feature
3	Burglary, Fast Hands
6	Decipher Script
9	Supreme Sneak
13	Use Magic Device
16	Thief's Reflexes

second turn at your initiative minus 10. You cannot use this feature when you are surprised.

Burglary

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

Fast Hands

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

Decipher Script

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

Supreme Sneak

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

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 16th level, you have become adept at laying ambushes and quickly getting out of danger. As a result, you can take two turns during the first round of any battle. You take your first turn at your normal initiative and your