

UNEARTHED ARCANA 2023

PLAYER'S HANDBOOK PLAYTEST 6

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for the 2024 version of the *Player's Handbook*. The material here uses the rules in the 2014 *Player's Handbook*, except where noted.

After we conclude the public playtest for the *Player's Handbook*, *Unearthed Arcana* will explore material for the *Dungeon Master's Guide* and *Monster Manual*.

LEARN MORE ON YOUTUBE

To learn more about the design in this article, we invite you to view the videos about it on YouTube (www.youtube.com/DNDWizards).

WHAT'S INSIDE

Here are the new and revised elements in this article:

Seven Classes. Seven classes are here: Bard, Cleric, Druid, Monk, Paladin, Ranger, and Rogue. Each of those classes includes multiple subclasses, two of which are entirely new: College of Dance in the Bard and Circle of the Sea in the Druid.

Spells. Revised spell lists and spells are included.

Feats. Several revised feats are included to support the included classes.

The following sections were introduced in a previous article and are provided here for reference; these sections will receive some revisions in a future UA:

Weapons. The revised weapon table and Weapon Mastery options appear here.

Rules Glossary. The rules glossary includes the few rules that have revised definitions in the playtest. In this document, any underlined term in the body text appears in the glossary.

THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt it as official.

How to Playtest This UA. We invite you to try out this material in play. When you do so, you're welcome to combine this article with the other articles in this series, starting with "Character Origins."

If you do combine this article with any previous one, use only the rules glossary found here. In this *Unearthed Arcana* series, the rules glossary of each article supersedes the glossary of any previous article.

To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Keys from the Golden Vault*, *Journeys through the Radiant Citadel*, or *Candlekeep Mysteries*.

Power Level. The character options you read here might be more or less powerful than options in the 2014 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the next generation of D&D!

BARD

Primary Ability: Charisma

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

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

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

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

Not every singer or poet in a tavern or jester in a royal court is a Bard. Harnessing the Words of

Creation requires hard work and some measure of natural talent that most troubadours and jongleurs lack. A Bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

DESIGN NOTE: BARD UPDATES

Here are the main updates in this class since its last playtest version:

- **Bardic Inspiration** has returned to its 2014 form, with the following changes: (1) a Bardic Inspiration die is used in response to failing a d20 Test—you no longer have to guess whether you failed—and (2) a creature has up to an hour, not just 10 minutes, to use the die. The healing option in the previous Bard playtest has been removed because, in playtesting, the healing option was encouraging too much usage hoarding, which easily resulted in the Bard not using Bardic Inspiration at all.

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

- **Spellcasting** has two noteworthy changes: (1) each Bard gets to choose whether to use the Arcane, Divine, or Primal spell list, and (2) spell preparation is no longer tied to the level of your spell slots. The first change leans into the fact that a Bard might have learned their arts in an Arcane, a Divine, or a Primal context, and the second change was widely requested in the playtest feedback.
- **Jack of All Trades** has returned to 2nd level.
- **Bard Subclass** levels now match the level progression in the 2014 Bard, ensuring compatibility with subclasses already in print.
- **Font of Inspiration** has returned to 5th level, and it now also allows you to expend spell slots to use Bardic Inspiration if you're out of uses.
- **Countercharm** returns and has been improved. It's now 7th level and can be used as a Reaction rather than an action.
- **Magical Secrets** has returned to 10th level and now affects your spell choice for all your later Bard levels.
- **Words of Creation** is a new 20th-level feature, replacing Epic Boon (Epic Boon feats will return in a future UA, but they won't be built into a class's level progression).

CREATING A BARD

To create a Bard, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Bard" section.

Then look at the Bard table to see the class features you get at each level in this class. The descriptions of those features appear in the "Bard Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Bard level

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

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

PROFICIENCIES

Saving Throws: Dexterity, Charisma

Skills: Any three skills of your choice

Weapons: Simple Weapons

Tools: Three musical instruments of your choice

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE BARD

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

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

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

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

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

You prepare spells for each of your classes individually, referring to the spell slots of an individual class to determine the number and levels of the spells you prepare for it.

BARD CLASS FEATURES

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

1ST LEVEL: BARDIC INSPIRATION

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

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet

of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

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

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

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

1ST LEVEL: SPELLCASTING

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

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

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

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

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

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

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

The number of spells on your list also increases as you gain Bard levels, as shown in the Prepared

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

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

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

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

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

2ND LEVEL: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice.

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

2ND LEVEL: JACK OF ALL TRADES

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

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

3RD LEVEL: BARD SUBCLASS

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

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: FONT OF INSPIRATION

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

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

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Bard subclass.

7TH LEVEL: COUNTERCHARM

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

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice.

10TH LEVEL: MAGICAL SECRETS

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

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Bard subclass.

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

18TH LEVEL: SUPERIOR INSPIRATION

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

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: WORDS OF CREATION

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

BARD SUBCLASSES

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

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

COLLEGE OF DANCE

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

3RD LEVEL: DAZZLING FOOTWORK

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

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

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

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

3RD LEVEL: INSPIRING MOVEMENT

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

6TH LEVEL: LEADING EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and you take only half damage if you fail. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

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

6TH LEVEL: TANDEM FOOTWORK

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

14TH LEVEL: IRRESISTIBLE DANCE

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

COLLEGE OF GLAMOUR

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

DESIGN NOTE: COLLEGE OF GLAMOUR UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Mantle of Inspiration** now grants a number of Temporary Hit Points determined by a roll of Bardic Inspiration.
- **Beguiling Magic**, formerly Enthralling Performance, has been redesigned to focus on enhancing your Enchantment and Illusion spells.
- **Mantle of Majesty** now ensures you always have the *Command* spell prepared, and you can restore your use of the feature by expending a spell slot of 3rd level or higher.
- **Unbreakable Majesty** now triggers on a creature hitting you and can negate the hit.

3RD LEVEL: BEGUILING MAGIC

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

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

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

3RD LEVEL: MANTLE OF INSPIRATION

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of

yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of them gains a number of Temporary Hit Points equal to 2 times the number rolled on the Bardic Inspiration die, and then each of them can use its Reaction to move up to its Speed without provoking Opportunity Attacks.

6TH LEVEL: MANTLE OF MAJESTY

You always have the *Command* spell prepared.

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

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

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

14TH LEVEL: UNBREAKABLE MAJESTY

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

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

COLLEGE OF LORE

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

DESIGN NOTE: COLLEGE OF LORE UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Bonus Proficiencies** has gone back to allowing any skill to be chosen.
- **Cutting Words** can once more reduce damage. The damage reduction was absent in the previous Bard playtest because of the now-removed healing option in Bardic Inspiration.
- **Magical Discoveries**, formerly called Additional Magical Secrets, has returned, and it now allows you to replace one of the chosen spells each time you gain a Bard level.
- **Peerless Skill** now benefits both ability checks and attack rolls, not just ability checks.

3RD LEVEL: BONUS PROFICIENCIES

You gain proficiency with three skills of your choice.

3RD LEVEL: CUTTING WORDS

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

6TH LEVEL: MAGICAL DISCOVERIES

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

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

14TH LEVEL: PEERLESS SKILL

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

COLLEGE OF VALOR

Bards of the College of Valor are daring storytellers whose tales keep alive the memory

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

DESIGN NOTE: COLLEGE OF VALOR UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Martial Training** (formerly Bonus Proficiencies) now allows you to use a weapon as a spellcasting focus to cast spells from your Bard spell list, which was often requested.
- **Combat Inspiration** has two changes: (1) the defense option is now triggered by being hit, and (2) the offense option works with attacks of any kind, not just weapon attacks.

3RD LEVEL: COMBAT INSPIRATION

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

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

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

3RD LEVEL: MARTIAL TRAINING

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

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

6TH LEVEL: EXTRA ATTACK

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

14TH LEVEL: BATTLE MAGIC

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

CLERIC

Primary Ability: Wisdom

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

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

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

DESIGN NOTE: CLERIC UPDATES

Here are the main updates in this class since its last playtest version:

- **Divine Order**, formerly called Holy Order, has moved from 2nd level to 1st level. The Thaumaturge option has been redesigned to include elements from the former Thaumaturge and Scholar options.
- **Spellcasting** has one noteworthy change: spell preparation is no longer tied to the level of your spell slots.

CLERIC

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

- **Channel Divinity** has returned to 2nd level, and its number of uses now increases with your Cleric level and isn't based on your Proficiency Bonus. In addition, you regain one use whenever you finish a Short Rest. The healing and damage of Divine Spark has also changed, and Turn Undead now uses the Incapacitated and Frightened conditions. Finally, the multiclassing sidebar has a new rule for Channel Divinity.
- **Cleric Subclass** levels now match the level progression in the 2014 Cleric, except for the subclasses now starting at 3rd level.
- **Smite Undead** now uses your Wisdom modifier rather than your Proficiency Bonus. We have also clarified that this damage doesn't end the turn effect on an Undead.
- **Blessed Strikes** now lets you choose Divine Strike or Potent Spellcasting. In 2014, a subclass gave you one of those features. In this playtest, you now get a choice.
- **Commune** is a new 9th-level feature.
- **Improved Blessed Strikes** is a new 14th-level feature.
- **Divine Intervention** and **Greater Divine Intervention** have been redesigned to allow reliable results. This was the most requested change for these features.
- **Greater Divine Intervention** has returned to 20th level, replacing Epic Boon (Epic Boon feats will return in a future UA, but they won't be built into a class's level progression).

CREATING A CLERIC

To create a Cleric, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Cleric" section.

Then look at the Cleric table to see the class features you get at each level in this class. The descriptions of those features appear in the "Cleric Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Cleric level

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

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

PROFICIENCIES

Saving Throws: Wisdom, Charisma

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

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE CLERIC

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

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

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

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

You prepare spells for each of your classes individually, referring to the spell slots of an individual class to determine the number and levels of the spells you prepare for it.

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

CLERIC CLASS FEATURES

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

1ST LEVEL: DIVINE ORDER

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

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

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

1ST LEVEL: SPELLCASTING

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

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

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

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

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

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

The number of spells on your list also increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric table. Whenever that number increases, choose additional spells from the Divine spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For

example, if you're a 3rd-level Cleric, your list of prepared spells can include six spells of 1st or 2nd level, in any combination.

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

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

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

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

2ND LEVEL: CHANNEL DIVINITY

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

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

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

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

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

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

3RD LEVEL: CLERIC SUBCLASS

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

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: SMITE UNDEAD

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

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Cleric subclass.

7TH LEVEL: BLESSED STRIKES

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

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

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

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

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: COMMUNE

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

10TH LEVEL: DIVINE INTERVENTION

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

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

14TH LEVEL: IMPROVED BLESSED STRIKES

The option you chose for Blessed Strikes grows more powerful:

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

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

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

17TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Cleric subclass.

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: GREATER DIVINE

INTERVENTION

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

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

CLERIC SUBCLASSES

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

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

LIFE DOMAIN

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

Existence itself relies on the positive energy associated with this domain, so a Cleric of any religious tradition might choose it. This domain is associated with agricultural deities, sun gods, gods of healing or endurance, and gods of home and community. Religious orders of healing also seek the powers of this domain.

DESIGN NOTE: LIFE DOMAIN UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Domain Spells** once again includes 1st-level spells, and *Prayer of Healing* has been replaced by *Aid*.
- **Disciple of Life** is now clearer that its extra Hit Points are based on the spell slot expended.
- **Preserve Life** has been redesigned to give more flexibility in how you protect yourself and others. Healing spells are almost all Abjuration spells

now, so the revised feature applies to almost all defensive and healing spells on the Divine list.

- **Blessed Healer** is now clearer that its extra Hit Points are based on the spell slot expended.
- **Divine Strike** has been replaced by Blessed Strikes in the base class.
- **Supreme Healing** now applies to Channel Divinity as well to spells.

3RD LEVEL: DOMAIN SPELLS

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

LIFE DOMAIN SPELLS

Cleric Level	Prepared Spells
3rd	<i>Aid, Bless, Cure Wounds, Lesser Restoration</i>
5th	<i>Mass Healing Word, Revivify</i>
7th	<i>Aura of Life, Death Ward</i>
9th	<i>Greater Restoration, Mass Cure Wounds</i>

3RD LEVEL: DISCIPLE OF LIFE

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

3RD LEVEL: PRESERVE LIFE

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

6TH LEVEL: BLESSED HEALER

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

17TH LEVEL: SUPREME HEALING

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

LIGHT DOMAIN

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

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce every shadow and deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Religious orders focused on combating the Undead also draw on the power of this domain.

DESIGN NOTE: LIGHT DOMAIN UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Bonus Cantrip** has been replaced by Divine Order in the base class.
- **Domain Spells** contains several different spells, fleshing out the list with options that emphasize revelation.
- **Warding Flare** now has Improved Flare rolled into it, allowing the Cleric to use the feature on themselves and their allies.
- **Revealing Light** is a new 6th-level feature.
- **Potent Spellcasting** has been replaced by Blessed Strikes in the base class.
- **Corona of Light** now also benefits Radiance of the Dawn, and it no longer requires an action to deactivate early.

3RD LEVEL: DOMAIN SPELLS

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

LIGHT DOMAIN SPELLS

Druid Level	Prepared Spells
3rd	<i>Burning Hands, Faerie Fire, Moonbeam, See Invisibility</i>
5th	<i>Daylight, Fireball</i>
7th	<i>Arcane Eye, Wall of Fire</i>
9th	<i>Flame Strike, Scrying</i>

3RD LEVEL: WARDING FLARE

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

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

3RD LEVEL: RADIANCE OF THE DAWN

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

6TH LEVEL: REVEALING LIGHT

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

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

17TH LEVEL: CORONA OF LIGHT

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

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

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

DESIGN NOTE: TRICKERY DOMAIN UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Domain Spells** has an updated spell list.
- **Blessing of the Trickster** can target someone up to 30 feet away, and Clerics can use it on themselves.
- **Invoke Duplicity** no longer requires Concentration, and it requires a Bonus Action rather than an action. In addition, you teleport when you first use it, not just when you move the illusion later.
- **Trickster's Magic** is a new feature that replaces Cloak of Shadows, which was poorly rated, and Domain Spells now includes *Invisibility*.
- **Divine Strike** has been replaced by Blessed Strikes in the base class.
- **Improved Duplicity** was poorly rated and now has entirely new functionality.

3RD LEVEL: DOMAIN SPELLS

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

TRICKERY DOMAIN SPELLS

Cleric Level	Prepared Spells
3rd	<i>Charm Person, Disguise Self, Invisibility, Pass without Trace</i>
5th	<i>Hypnotic Pattern, Nondetection</i>
7th	<i>Confusion, Dimension Door</i>

3RD LEVEL: BLESSING OF THE TRICKSTER

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

3RD LEVEL: INVOKE DUPLICITY

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

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

While the illusion persists, you gain the following benefits:

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

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

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

6TH LEVEL: TRICKSTER'S MAGIC

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

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

17TH LEVEL: IMPROVED DUPLICITY

The illusion of your Invoke Duplicity has grown more powerful. When you create it, you can teleport up to 120 feet rather than 30 feet, and when you move it, you can move it up to 60 feet rather than 30 feet. In addition, when you and your allies make attack rolls against a creature

within 5 feet of the illusion, the attack rolls have Advantage. Finally, when the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

WAR DOMAIN

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

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

DESIGN NOTE: WAR DOMAIN UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Bonus Proficiencies** has been replaced by Divine Order in the base class.
- **Domain Spells** includes *Destructive Wave* instead of *Flame Strike*.
- **War Priest** now lets you use the Mastery property of a weapon. In addition, the bonus attack recharges on a Short Rest, not just a Long Rest, and it doesn't have to be paired with the Attack action anymore.
- **Guided Strike** now lets you benefit yourself or another creature, and it's triggered by missing, ensuring it has a greater chance of causing an attack to hit.
- **War God's Blessing** has been redesigned to allow the Cleric to protect allies. The former functionality of this feature has been incorporated into Guided Strike.
- **Divine Strike** has been replaced by Blessed Strikes in the base class.
- **Avatar of Battle** now provides resistance to all Bludgeoning, Piercing, and Slashing damage, not just nonmagical versions.

3RD LEVEL: DOMAIN SPELLS

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

WAR DOMAIN SPELLS

Cleric Level	Prepared Spells
3rd	<i>Divine Favor, Magic Weapon, Shield of Faith, Spiritual Weapon</i>
5th	<i>Crusader's Mantle, Spirit Guardians</i>
7th	<i>Freedom of Movement, Stoneskin</i>
9th	<i>Destructive Wave, Hold Monster</i>

3RD LEVEL: WAR PRIEST

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

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

3RD LEVEL: GUIDED STRIKE

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

6TH LEVEL: WAR GOD'S BLESSING

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

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

17TH LEVEL: AVATAR OF BATTLE

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

DRUID

Primary Ability: Wisdom

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

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

Druids master Primal magic, which is oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm. Druids also gain the ability to take on animal forms, and some Druids focus on this practice,

even to the point where they feel more natural in an animal form.

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

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

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

DESIGN NOTE: DRUID UPDATES

Here are the main updates in this class since its last playtest version:

- **Channel Nature** has been cut in favor of restoring Wild Shape at 2nd level.
- **Druidic** now also makes sure you always have *Speak with Animals* prepared.
- **Primal Order** is a new 1st-level feature, which lets you improve your armor and weapon proficiencies or your spellcasting.
- **Wild Shape** has returned to 2nd level. The feature has returned to using Beast stat blocks and has new rules for how you interact with those stat blocks. In addition, using Wild Shape is now a Bonus Action for all Druids, and Swim Speeds are available from the beginning.
- **Spellcasting** has one noteworthy change: spell preparation is no longer tied to the level of your spell slots.
- **Wild Resurgence** has moved from 15th level to 5th level and has been redesigned. The new feature answers the desire to have more flexibility between using Wild Shape and spells.
- **Elemental Fury** is a new 7th-level feature, allowing the Druid to increase the effectiveness of their cantrips or their attacks with weapons and Wild Shape.
- **Commune with Nature** is a new 9th-level feature.
- **Improved Elemental Fury** is a new 15th-level feature, improving whatever option the Druid chose for Elemental Fury.
- **Archdruid** now includes the ability to turn unexpended uses of Wild Shape into a spell slot. It's also returned to 20th level, replacing Epic Boon (Epic Boon feats will return in a future UA, but they won't be built into a class's level progression).

CREATING A DRUID

To create a Druid, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Druid" sidebar.

Then look at the Druid table to see the class features you get at each level in this class. The

descriptions of those features appear in the "Druid Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Druid level

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

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

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

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

Weapons: Simple Weapons

Tools: Herbalism Kit

ARMOR TRAINING

Light Armor, Shields

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE DRUID

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

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

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

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

You prepare spells for each of your classes individually, referring to the spell slots of an individual class to determine the number and levels of the spells you prepare for it.

DRUID CLASS FEATURES

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

1ST LEVEL: DRUIDIC

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

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

1ST LEVEL: PRIMAL ORDER

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

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

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

1ST LEVEL: SPELLCASTING

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

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

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

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

Spell Slots. The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you

must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a Long Rest.

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

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

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

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

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

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

2ND LEVEL: WILD COMPANION

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

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

2ND LEVEL: WILD SHAPE

The power of nature infuses you, allowing you to assume the form of an animal. As a Bonus Action,

you transform into a Beast form that you have learned for this feature (see “Known Forms” below). You stay in that form for a number of hours equal to half your Druid level (round down) or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Known Forms. You start knowing three forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed. Rather than choosing, you may start with the Riding Horse, Spider, and Wolf. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

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

BEAST SHAPES

Druid Level	Known Forms	Max CR	Fly Speed
2nd	3	1/4	No
4th	4	1/2	No
8th	5	1	Yes

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

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

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

Game Statistics. Your game statistics are replaced by the statistics of the Beast, but you retain your Hit Points; Hit Dice; Intelligence, Wisdom, and Charisma scores; class features; species traits; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can’t use them.

No Spellcasting. You can’t cast spells, but transforming doesn’t break your Concentration on a spell you’ve already cast or prevent you from taking actions that are part of a spell, such as *Call Lightning*, that you’ve already cast.

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

3RD LEVEL: DRUID SUBCLASS

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

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: WILD RESURGENCE

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

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

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

7TH LEVEL: ELEMENTAL FURY

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

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

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

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: COMMUNE WITH NATURE

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

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

15TH LEVEL: IMPROVED ELEMENTAL FURY

The option you chose for Elemental Fury grows more powerful:

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

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

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

18TH LEVEL: BEAST SPELLS

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

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: ARCHDRUID

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

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

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

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

DRUID SUBCLASSES

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

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

CIRCLE OF THE LAND

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

DESIGN NOTE: CIRCLE OF THE LAND UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Circle Spells** now lets you pick a different land type each day. It has also absorbed the old Bonus Cantrip feature. The spell lists are shorter than

their 2014 equivalents since the Druid can now change lists each day.

- **Land's Aid** is a new 3rd-level feature, which lets the Druid expend uses of Wild Shape to heal and harm in an area.
- **Natural Recovery** is now at 6th level, replacing Land's Stride, and enhances Circle Spells.
- **Nature's Ward** has been redesigned to be more useful and to interact with Circle Spells.
- **Nature's Sanctuary** has been redesigned to give the Druid another way to use Wild Shape and to provide protection to the Druid and allies.

3RD LEVEL: CIRCLE SPELLS

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

ARID LAND

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

POLAR LAND

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

TEMPERATE LAND

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

TROPICAL LAND

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

3RD LEVEL: LAND'S AID

You can channel the power of the land itself to bolster friends and harm foes. As a Magic action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself.

Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius sphere centered on that point. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 Necrotic damage on a failed save, or half as much damage on a successful one.

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

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

6TH LEVEL: NATURAL RECOVERY

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

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

10TH LEVEL: NATURE'S WARD

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

NATURE'S WARD

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

14TH LEVEL: NATURE'S SANCTUARY

Nature can rise up to protect you and your allies. As a Magic action, you can expend a use of your Wild Shape and cause spectral trees and vines to appear in a 15-foot cube on ground within 120 feet of yourself. They last there for 1 minute or

until you have the Incapacitated condition. You and your allies have Half Cover while in that area, and your allies gain the current damage resistance of your Nature's Ward while there.

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

CIRCLE OF THE MOON

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

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

DESIGN NOTE: CIRCLE OF THE MOON UPDATES

Here are the main updates in this subclass since its last playtest version, aimed at improving its play and its connection to the lunar theme:

- **Circle Forms** has returned from the 2014 version of the subclass. As in that version, the feature is improved at 6th level—now in a feature called Improved Circle Forms.
- **Combat Wild Shape** now lets you use either your AC or your Beast form's AC, whichever is higher. The feature also ensures you always have *Moonbeam* prepared, and you can cast that spell while in a Wild Shape form. As in the previous Druid playtest, the feature also lets you cast Abjuration spells while in a Wild Shape form (most healing spells now belong to the Abjuration school).
- **Moonlight Step** is a new 10th-level feature, which allows the Druid to teleport.
- **Lunar Form** is a new 14th-level feature, which enhances other features in the subclass.

3RD LEVEL: CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms; the maximum Challenge Rating for your Wild Shape is 1.

3RD LEVEL: COMBAT WILD SHAPE

You have learned ancient techniques that allow you to channel the magic of the moon to bolster yourself while using Wild Shape, granting you the following benefits:

Armor Class. When you assume a Wild Shape form, compare the Beast's AC to your AC (including any armor you're wearing but not a Shield). While in that form, you use whichever AC is higher.

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to the form's Hit Points or three times your Druid level, whichever number is lower. For example, if you turn into a Wolf (11 HP) as a 5th-level Druid, you gain 11 Temporary Hit Points, since three times your Druid level is higher than the Wolf's Hit Points.

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

Moonbeam. You always have the *Moonbeam* spell prepared while in a Wild Shape form, and you can cast the spell in that form without material components.

6TH LEVEL: IMPROVED CIRCLE FORMS

The maximum Challenge Rating of your Wild Shape now equals your Druid level divided by 3 (round down).

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

10TH LEVEL: MOONLIGHT STEP

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a spell slot of 2nd level or higher for each use you want to restore (no action required).

14TH LEVEL: LUNAR FORM

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

Movable Moonbeam. While your *Moonbeam* is active, you can move it up to 60 feet at the start of each of your turns (no action required).

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

CIRCLE OF THE SEA

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

3RD LEVEL: CIRCLE SPELLS

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

CIRCLE OF THE SEA SPELLS

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

3RD LEVEL: WRATH OF THE SEA

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

At the end of each of your turns, you can choose another creature you can see within 10 feet of yourself. The target must succeed on a Constitution saving throw against your Spell

Save DC or take Thunder damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

6TH LEVEL: AQUATIC AFFINITY

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

10TH LEVEL: STORMBORN

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

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

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

14TH LEVEL: OCEANIC GIFT

Whenever you use Wrath of the Sea, you can manifest the aura around one willing creature within 60 feet of you rather than manifesting it around yourself. The creature gains all the benefits of the aura and uses your Spell Save DC and Wisdom modifier for it.

In addition, you can manifest the aura around both the other creature and yourself if you expend two uses of your Wild Shape, instead of one, when manifesting the aura.

MONK

Primary Ability: Dexterity and Wisdom

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

Monks harness and focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In their hands and guided by their power, even the most basic weapons can become sophisticated implements of combat mastery. And their mightiest attacks can stun their opponents.

Many Monks find that a structured life of ascetic withdrawal from the mundane world

helps them cultivate the physical and mental discipline they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

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

DESIGN NOTE: MONK UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Martial Arts** starts with a d6 rather than a d4 for its Martial Arts die, and that die applies only to Unarmed Strikes, not weapons. Weapons are now enhanced by Weapon Mastery. To keep up with other classes, the Monk's Unarmed Strikes needed this damage boost, which goes up to a d12 rather than a d10.

MONK

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

- **Weapon Mastery** is a new 1st-level feature, giving you new ways to use weapons.
- **Martial Discipline** (formerly Ki) gives an improved version of Step of the Wind, which now lets you take both the Disengage and the Dash action.
- **Deflect Missiles** has been redesigned, making it easier to use in more situations and to deal more damage on average.
- **Heightened Metabolism** is a new 7th-level feature, making it easier for the Monk to regain Discipline Points and gain other benefits of a [Short Rest](#).
- **Stunning Strike** can now be used only once per turn, and the stun lasts until the start of your next turn.
- **Empowered Strikes** (formerly Ki-Empowered Strikes) now lets you deal Force damage.
- **Acrobatic Movement** is the new name of Unarmored Movement improvement.
- **Self-Restoration** replaces Stillness of Mind, Purity of Body, and Timeless Body, and it allows you to remove the conditions as a Bonus Action, not an action.
- **Deflect Energy** is a new 13th-level feature, allowing you to use Deflect Missiles to deflect any type of ranged attack, including spell attacks. It replaces Tongue of the Sun and Moon, one of the lowest-rated Monk features.
- **Disciplined Survivor** was formerly called Diamond Soul.
- **Superior Defense** (formerly Empty Body) has been redesigned to not rely on spells.
- **Perfect Discipline** (formerly Perfect Self) has moved from 20th level to 15th level.
- **Defy Death** is a new 20th-level feature.

CREATING A MONK

To create a Monk, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Monk" sidebar.

Then look at the Monk table to see the class features you get at each level in this class. The descriptions of those features appear in the "Monk Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Monk level

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

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

PROFICIENCIES

Saving Throws: Strength, Dexterity

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

Weapons: Simple Weapons

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

ARMOR TRAINING

None

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE MONK

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

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

MONK CLASS FEATURES

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

1ST LEVEL: MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use your [Unarmed Strike](#) and Simple Weapons.

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

Bonus Unarmed Strike. When you use the Attack action with an Unarmed Strike or a Simple Weapon on your turn, you can make one Unarmed Strike as a Bonus Action on the same turn.

Dexterous Attacks. You can use Dexterity instead of Strength for the attack and damage rolls of your Unarmed Strikes and Simple Weapons, except those that have the Two-Handed property.

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

1ST LEVEL: UNARMORED DEFENSE

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

1ST LEVEL: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of Simple weapons of your choice, such as Daggers and Spears.

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

2ND LEVEL: MARTIAL DISCIPLINE

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

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

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

Some of your Martial Discipline features require your target to make a saving throw to resist the feature's effects. The saving throw DC

equals 8 plus your Proficiency Bonus plus your Wisdom modifier.

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 Discipline Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can spend 1 Discipline Point to take the Dodge action as a Bonus Action.

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

2ND LEVEL: UNARMORED MOVEMENT

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

3RD LEVEL: DEFLECT MISSILES

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

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

3RD LEVEL: MONK SUBCLASS

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

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

4TH LEVEL: SLOW FALL

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

5TH LEVEL: EXTRA ATTACK

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

5TH LEVEL: STUNNING STRIKE

Once per turn when you hit a creature with a Simple Weapon or an Unarmed Strike, you can spend 1 Discipline Point to attempt a stunning strike. The target must succeed on a Constitution saving throw or have the Stunned condition until the start of your next turn.

6TH LEVEL: EMPOWERED STRIKES

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

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Monk subclass.

7TH LEVEL: EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

7TH LEVEL: HEIGHTENED METABOLISM

If you spend at least 1 minute resting, you can give yourself all the benefits of a Short Rest. Once you use this feature, you can't use it again until you finish a Long Rest.

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: ACROBATIC MOVEMENT

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

10TH LEVEL: SELF-RESTORATION

Through sheer force of will, you can use a Bonus Action to remove one of the following conditions from yourself: Charmed, Frightened, or Poisoned.

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

DESIGN NOTE: DISEASE

In the 2014 versions of the Monk and Paladin, both classes gained immunity to disease. That immunity has been removed from the playtest versions of the classes because the word "disease" doesn't have a solid meaning in the rules, and for years, the rules have delivered disease-like effects through the Poisoned condition. The game will continue to use the condition in that fashion.

11TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Monk subclass.

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

13TH LEVEL: DEFLECT ENERGY

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

14TH LEVEL: DISCIPLINED SURVIVOR

Your physical and mental discipline grant you proficiency in all saving throws.

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

15TH LEVEL: PERFECT DISCIPLINE

When you roll Initiative, you regain 4 expended Discipline Points if you have none remaining.

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

17TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Monk subclass.

18TH LEVEL: SUPERIOR DEFENSE

As a Bonus Action, you can spend 3 Discipline Points to perfectly bolster yourself against harm for 1 minute or until you are Incapacitated.

During that time, you have resistance to all damage except Force damage.

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: DEFY DEATH

If you drop to 0 Hit Points, you can spend 4 Discipline Points, roll four Martial Arts dice, and add the dice together. Your number of Hit Points instead changes to the total rolled.

Each time you use this feature after the first, the Discipline Point cost increases by 2. When you finish a Short Rest or Long Rest, the Discipline Point cost resets to 4.

MONK SUBCLASSES

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

WARRIOR OF SHADOW

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

DESIGN NOTE: WARRIOR OF SHADOW UPDATES

Here are the main updates in this subclass (formerly Way of Shadow) since the 2014 *Player's Handbook*:

- **Shadow Arts** has been redesigned, giving the Monk Darkvision, a *Darkness* that costs fewer Discipline Points than before, and the darkness can be moved each turn during the duration of the spell. The Monk can also see in their own *Darkness*.
- **Improved Shadow Step** is a new feature that allows Shadow Step to be used in Bright Light.
- **Cloak of Shadows** has been moved to 17th level and redesigned to empower the Monk while in Dim Light or Darkness.

3RD LEVEL: SHADOW ARTS

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

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

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

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

6TH LEVEL: SHADOW STEP

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

11TH LEVEL: IMPROVED SHADOW STEP

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

17TH LEVEL: CLOAK OF SHADOWS

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

Invisibility. You have the Invisible condition.

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

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

WARRIOR OF THE ELEMENTS

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

DESIGN NOTE: WARRIOR OF THE ELEMENTS UPDATES

This subclass (formerly Way of the Four Elements) has been redesigned; it is often the lowest-rated subclass in the 2014 *Player's Handbook*. Here are the main updates to it:

- **Disciple of the Elements** has been replaced with new features gained at the levels a Monk normally gains subclass features.
- **Elemental Attunement** is a new feature that enhances the Monk's Unarmed Strikes with elemental powers, replacing Elemental Discipline options like Fangs of the Fire Snake.
- **Environmental Burst** is a new feature that allows the Monk to create a blast of destructive energy in an area, replacing Elemental Discipline options like Flames of the Phoenix.
- **Stride of the Elements** is a new feature that enhances the Monk's Step of the Wind.
- **Elemental Epitome** is a new feature that further enhances the Monk with elemental power.

3RD LEVEL: ELEMENTAL ATTUNEMENT

You have attuned yourself with the elemental forces of the multiverse. You know the *Elementalism* cantrip.

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

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

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

6TH LEVEL: ENVIRONMENTAL BURST

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

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

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

11TH LEVEL: STRIDE OF THE ELEMENTS

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

17TH LEVEL: ELEMENTAL EPITOME

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

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

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

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

WARRIOR OF THE HAND

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

DESIGN NOTE: WARRIOR OF THE HAND UPDATES

Here are the main updates in this subclass (formerly Way of the Open Hand) since the 2014 *Player's Handbook*:

- **Open Hand Technique** now requires a saving throw for all three effects, not just two of them.
- **Wholeness of Body** now requires a Bonus Action rather than an action, it can be used more than once per Long Rest, and its healing is tied to your Martial Arts die and Wisdom.
- **Fleet Step** is a new 11th-level feature that replaces Tranquility, one of the lowest-rated Monk features.
- **Quivering Palm** is no longer able to deal an uncapped amount of damage (reducing a creature with any number of Hit Points to 0), which was too powerful for the number of Discipline Points.

3RD LEVEL: OPEN HAND TECHNIQUE

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

Addle. The target must succeed on a Constitution saving throw, or it can't take Reactions until the end of your next turn.

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

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

6TH LEVEL: WHOLENESS OF BODY

You gain the ability to heal yourself. As a Bonus Action, you can spend 1 Discipline Point and roll your Martial Arts die. You regain a number of Hit Points equal to the number rolled plus your

Wisdom modifier (minimum of 1 Hit Point regained).

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

11TH LEVEL: FLEET STEP

You can easily stride out of harm's way; you can use the Step of the Wind option of your Martial Discipline feature without spending any Discipline Points.

17TH LEVEL: QUIVERING PALM

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can spend 3 Discipline Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the target must make a Constitution saving throw, taking 10d12 + your Monk level of Force damage on a failed save or half as much damage on a successful one.

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

PALADIN

Primary Abilities: Strength, Charisma

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

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

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

protect the helpless and those who fight at their side.

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

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

PALADIN

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

DESIGN NOTE: PALADIN UPDATES

Here are the main updates in this class since its last playtest version:

- **Lay on Hands** is now a Bonus Action.
- **Spellcasting** has three noteworthy changes: (1) spell preparation is no longer tied to the level of your spell slots, (2) the Paladin can change one prepared spell upon finishing a Long Rest, and (3) cantrips are no longer included; the Paladin instead gets Weapon Mastery at 1st level.
- **Weapon Mastery** is a new 1st-level feature.
- **Paladin's Smite**, formerly called Divine Smite, now gives you a list of Paladin-exclusive smite spells that you always have prepared.
- **Channel Divinity** has a new rule in the multiclassing sidebar.
- **Paladin Subclass** levels now match the level progression in the 2014 Paladin, ensuring compatibility with subclasses already in print.
- **Aura of Protection** has returned to 6th level, and the aura is inactive if you're Incapacitated.
- **Abjure Foes** now does nothing on a successful save.
- **Aura of Courage** has returned to 10th level.
- **Radiant Strikes** now works with melee weapons and Unarmed Strikes.
- **Restoring Touch** has moved to 14th level.
- **Divine Conduit** has been removed in favor of Aura Expansion returning to 18th level.

CREATING A PALADIN

To create a Paladin, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Paladin" sidebar.

Then look at the Paladin table to see the class features you get at each level in this class. The descriptions of those features appear in the "Paladin Class Features" section.

HIT POINTS

Hit Dice: 1d10 per Paladin level

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

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

PROFICIENCIES

Saving Throws: Wisdom, Charisma

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

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE PALADIN

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

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

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

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

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

You prepare spells for each of your classes individually, referring to the spell slots of an individual class to determine the number and levels of the spells you prepare for it.

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

PALADIN CLASS FEATURES

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

1ST LEVEL: 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 five times your Paladin level.

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

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

1ST LEVEL: SPELLCASTING

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

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

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

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

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

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

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

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

1ST LEVEL: WEAPON MASTERY

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

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

2ND LEVEL: PALADIN'S SMITE

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

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

SMITE SPELLS

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

2ND LEVEL: FIGHTING STYLE

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

3RD LEVEL: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes, using that energy to fuel magical

effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this Channel Divinity, you choose which effect to create from among those you have from this class.

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

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

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

3RD LEVEL: PALADIN SUBCLASS

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

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: EXTRA ATTACK

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

5TH LEVEL: FAITHFUL STEED

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

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

6TH LEVEL: AURA OF PROTECTION

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

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

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

7TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: ABJURE FOES

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

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

10TH LEVEL: AURA OF COURAGE

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

11TH LEVEL: RADIANT STRIKES

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

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

14TH LEVEL: RESTORING TOUCH

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

15TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

18TH LEVEL: AURA EXPANSION

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

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

PALADIN SUBCLASSES

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

Each of this class's subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at 3rd level, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what was already true in the Paladin's heart.

BREAKING YOUR OATH

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

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

If a Paladin willfully violates their oath and shows no sign of repentance, the consequences might be more serious. At the DM's discretion, an impenitent Paladin might be forced to take a more appropriate subclass or even to abandon the class and adopt another one.

OATH OF DEVOTION

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

DESIGN NOTE: OATH OF DEVOTION UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Oath Spells** has a revised list of spells. Smite spells were replaced since they're now in the Paladin's Smite feature.
- **Smite of Protection** has moved to 15th level. In addition, it now works with all your Paladin's Smite spells, and it provides Half Cover to you and your allies in your Aura of Protection.
- **Holy Nimbus** now provides Advantage on saving throws against effects from Fiends and Undead.

3RD LEVEL: OATH SPELLS

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

OATH OF DEVOTION SPELLS

Paladin Level	Spells
---------------	--------

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

3RD LEVEL: SACRED WEAPON

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

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

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

7TH LEVEL: AURA OF DEVOTION

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

15TH LEVEL: SMITE OF PROTECTION

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

20TH LEVEL: HOLY NIMBUS

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

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

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

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

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

your use of it by expending a 5th-level spell slot (no action required).

TENETS OF DEVOTION

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

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

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

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

Honor. Treat others with fairness, and let your honorable deeds be an example to them.

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

OATH OF GLORY

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

DESIGN NOTE: OATH OF GLORY

Here are the main updates in this subclass since *Tasha's Cauldron of Everything*:

- **Inspiring Smite** no longer requires a Bonus Action, and it now works with all the spells provided by the Paladin's Smite feature.
- **Peerless Athlete** now lasts for 1 hour rather than 10 minutes.
- **Aura of Alacrity** now enhances Aura of Protection, which results in the feature's range being greater than before.

3RD LEVEL: OATH SPELLS

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

OATH OF GLORY SPELLS

Paladin Level	Spells
3rd	<i>Guiding Bolt, Heroism</i>
5th	<i>Enhance Ability, Magic Weapon</i>
9th	<i>Haste, Protection from Energy</i>

13th	<i>Compulsion, Freedom of Movement</i>
17th	<i>Commune, Flame Strike</i>

3RD LEVEL: INSPIRING SMITE

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

3RD LEVEL: PEERLESS ATHLETE

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

7TH LEVEL: AURA OF ALACRITY

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

15TH LEVEL: GLORIOUS DEFENSE

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

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

20TH LEVEL: LIVING LEGEND

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

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

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

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

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

TENETS OF GLORY

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

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

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

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

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

OATH OF THE ANCIENTS

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

DESIGN NOTE: OATH OF THE ANCIENTS UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Nature's Wrath** can now restrain multiple creatures of the Paladin's choice within 15 feet of them instead of one creature within 10 feet.
- **Turn the Faithless** has been replaced by **Abjure Foes** in the base class.

- **Aura of Warding** now enhances the Paladin's Aura of Protection and provides resistance to Necrotic and Radiant damage.
- **Undying Sentinel** now also heals you.
- **Elder Champion** is now a Bonus Action instead of an action, and it benefits all your spells, not just Paladin spells. You can also regain the use of it by expending a 5th-level spell slot.

3RD LEVEL: OATH SPELLS

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

OATH OF THE ANCIENTS SPELLS

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

3RD LEVEL: NATURE'S WRATH

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

7TH LEVEL: AURA OF WARDING

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

15TH LEVEL: UNDYING SENTINEL

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

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

20TH LEVEL: ELDER CHAMPION

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

Diminish Defiance. Enemies in the aura have Disadvantage on saving throws against your spells and Channel Divinity options.

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

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

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

TENETS OF THE ANCIENTS

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

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

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

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

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

OATH OF VENGEANCE

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

DESIGN NOTE: OATH OF VENGEANCE UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Oath Spells** now has *Compelled Duel* instead of *Hunter's Mark*.

- **Vow of Enmity** now lets you move your vow to another creature if the previous creature was reduced to 0 hit points before the duration of the feature ends, and the feature's range has increased.
- **Relentless Avenger** can now reduce the target's Speed to 0.
- **Abjure Enemy** has been replaced by **Abjure Foes** in the base class.
- **Avenging Angel** now uses a Bonus Action instead of an action, and its duration is now 10 minutes rather than an hour. You can also regain the use of it by expending a 5th-level spell slot.

3RD LEVEL: OATH SPELLS

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

OATH OF VENGEANCE SPELLS

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

3RD LEVEL: VOW OF ENMITY

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

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

7TH LEVEL: RELENTLESS AVENGER

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

15TH LEVEL: SOUL OF VENGEANCE

Immediately after a creature under the effect of your Vow of Enmity hits or misses with an

attack, you can use your Reaction to make a melee attack against that creature if it's within range.

20TH LEVEL: AVENGING ANGEL

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

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

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

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

TENETS OF VENGEANCE

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

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

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

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

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

RANGER

Primary Ability: Dexterity, Wisdom

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

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

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

DESIGN NOTE: RANGER UPDATES

Here are the main updates in this class since its last playtest version:

- **Deft Explorer** replaces the Expertise feature at 1st level. Deft Explorer includes one Expertise choice, along with some terrain-oriented material, which playtesters requested. The feature now improves at 9th level.
- **Spellcasting** has three noteworthy changes: (1) spell preparation is no longer tied to the level of your spell slots, (2) the Ranger can change one prepared spell upon finishing a Long Rest, and (3) cantrips are no longer included; the Ranger instead gets Weapon Mastery at 1st level.
- **Weapon Mastery** is a new 1st-level feature.
- **Favored Enemy** has moved to 2nd level, and it no longer removes Concentration from *Hunter's Mark*, which was overpowered in playtests. The feature instead now allows you to cast the spell a number of times without expending a spell slot.

RANGER

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

- **Ranger Subclass** levels now match the level progression in the 2014 Ranger, ensuring compatibility with subclasses already in print.
- **Conjure Barrage** is a new 9th-level feature.
- **Nature's Veil** no longer uses spell slots, and it has moved to 14th level.
- **Tireless** now gives Temporary Hit Points as an action, as in *Tasha's Cauldron of Everything*.
- **Conjure Volley** is a new 17th-level feature.
- **Feral Senses** has returned to 18th level.
- **Foe Slayer** is now an improved version of the 2014 feature and has returned to 20th level, replacing Epic Boon (Epic Boon feats will return in a future UA, but they won't be built into a class's level progression). Foe Slayer is now not limited to once per turn.

CREATING A RANGER

To create a Ranger, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Ranger" section.

Then look at the Ranger table to see the class features you get at each level in this class. The descriptions of those features appear in the "Ranger Class Features" section.

HIT POINTS

Hit Dice: 1d10 per Ranger level

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

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

PROFICIENCIES

Saving Throws: Strength, Dexterity

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

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE RANGER

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

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

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

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

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

You prepare spells for each of your classes individually, referring to the spell slots of an individual class to determine the number and levels of the spells you prepare for it.

RANGER CLASS FEATURES

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

1ST LEVEL: DEFT EXPLORER

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

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

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

1ST LEVEL: SPELLCASTING

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

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

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

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

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

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

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

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

1ST LEVEL: WEAPON MASTERY

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

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

2ND LEVEL: FAVORED ENEMY

You are adept at focusing on a single foe. You always have the *Hunter's Mark* spell prepared. You can cast it a number of times equal to your Wisdom modifier (minimum of once) without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

2ND LEVEL: FIGHTING STYLE

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

3RD LEVEL: RANGER SUBCLASS

You gain a Ranger subclass of your choice: Beast Master, Fey Wanderer, Gloom Stalker, or Hunter. Subclasses are detailed after this class's description (for this playtest, use Fey Wanderer from *Tasha's Cauldron of Everything*).

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

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: EXTRA ATTACK

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

6TH LEVEL: ROVING

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

You also have a Climb Speed and a Swim Speed equal to your Speed.

7TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger subclass.

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: CONJURE BARRAGE

Channeling nature's might, you can cause your weapon to multiply and strike at creatures before you; you always have the *Conjure Barrage* spell prepared.

9TH LEVEL: DEFT EXPLORER IMPROVEMENT

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

In addition, choose two more terrain types for your Deft Explorer feature.

10TH LEVEL: TIRELESS

Primal forces now help fuel you on your journeys, granting you the following benefits:

Temporary Hit Points. As an action, you can give yourself a number of Temporary Hit Points equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Decrease Exhaustion. Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

11TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger subclass.

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

14TH LEVEL: NATURE'S VEIL

You invoke spirits of nature to magically hide yourself from view. As a Bonus Action, you can give yourself the Invisible condition until the end of your next turn.

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

15TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger subclass.

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

17TH LEVEL: CONJURE VOLLEY

Propelled by primal spirits, your weapon can strike a group of targets far away; you always have the *Conjure Volley* spell prepared.

18TH LEVEL: FERAL SENSES

Your connection to the forces of nature grants you Blindsight with a range of 30 feet.

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: FOE SLAYER

You become an unparalleled hunter of your foes. When your attack roll misses the target of your *Hunter's Mark*, you can add your Wisdom modifier to the attack roll, potentially turning it into a hit.

In addition, whenever you hit that target with an attack roll and deal damage to it, you can add your Wisdom modifier to the damage.

RANGER SUBCLASSES

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

This section presents the Beast Master, Gloom Stalker, and Hunter subclasses.

BEAST MASTER

A Beast Master ranger forms a mystical bond with a special beast, drawing on primal magic and a deep attunement to the natural world.

DESIGN NOTE: RANGER UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Primal Companion** returns from *Tasha's Cauldron of Everything*, which was well received.
- **Exceptional Training** now allows you to command your beast to use its Bonus Action to take the Dash, Disengage, Dodge, or Help action, and the beast's attacks ignore damage resistance.
- **Bestial Fury** now allows your beast to benefit from your *Hunter's Mark* spell.

3RD LEVEL: PRIMAL COMPANION

You magically summon a primal beast, which draws strength from your bond with nature. The

beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your Proficiency Bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its supernatural origin.

In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action, unless you take a Bonus Action on your turn to command it to take a different action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the **Attack** action to command the beast to take the **Attack** action. If you have the **Incapacitated** condition, the beast can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a **Long Rest**, you can summon a different primal beast. The new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears.

The beast vanishes if you die.

BEAST OF THE LAND

Medium Beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses Darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus (PB) equals your Proficiency Bonus

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a Maul attack on the same turn, the target takes an extra 1d6 Slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your Spell Save DC or have the Prone condition.

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Maul. *Melee Weapon Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB Bludgeoning, Piercing, or Slashing damage (your choice when you summon the beast).

BEAST OF THE SEA

Medium Beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

Speed 5 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses Darkvision 90 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus (PB) equals your Proficiency Bonus

Amphibious. The beast can breathe air and water.

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Binding Strike. *Melee Weapon Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + PB Bludgeoning or Piercing damage (your choice), and the target has the **Grappled** condition (escape DC equals your Spell Save DC). Until this grapple ends, the beast can't use this attack on another target.

BEAST OF THE SKY

Small Beast

Armor Class 13 + PB (natural armor)

Hit Points 4 + four times your Ranger level (the beast has a number of Hit Dice [d6s] equal to your Ranger level)

Speed 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Senses Darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus (PB) equals your Proficiency Bonus

Flyby. The beast doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Primal Bond. You can add your Proficiency Bonus to any ability check or saving throw that the beast makes.

ACTIONS

Shred. *Melee Weapon Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + PB Slashing damage.

7TH LEVEL: EXCEPTIONAL TRAINING

When you use your Bonus Action to command your Primal Companion beast to take an action, you can also command it to take the Dash, Disengage, Dodge, or Help action as a Bonus Action.

In addition, whenever the beast hits with an attack and deals damage, it can deal your choice of Force damage or its normal damage type.

11TH LEVEL: BESTIAL FURY

When you command your Primal Companion beast to take the Attack action, the beast can make two attacks.

In addition, the first time each turn it hits a creature under the effect of your *Hunter's Mark* spell, the beast deals extra Force damage equal to the bonus damage of that spell.

15TH LEVEL: SHARE SPELLS

When you cast a spell targeting yourself, you can also affect your Primal Companion beast with the spell if the beast is within 30 feet of you.

GLOOM STALKER

Gloom Stalkers are at home in the darkest places, wielding magic drawn from the Shadowfell to combat enemies that lurk in darkness.

DESIGN NOTE: RANGER UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Dread Ambusher** now allows the Ranger to deal extra damage more often than only during the first round of combat and includes the Frightened condition.
- **Umbral Sight** now increases your Darkvision by 60 feet, instead of 30 feet, if you already have that sight.
- **Stalker's Flurry** has been redesigned to enhance the Frighten effect granted by Dread Ambusher
- **Shadowy Dodge** now allows you to teleport immediately after the attack misses, and the feature even works against an attack that has Advantage.

3RD LEVEL: GLOOM STALKER MAGIC

The magic of the Shadowfell ensures you always have certain spells ready; when you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

GLOOM STALKER SPELLS

Ranger Level	Spells
3rd	<i>Disguise Self</i>
5th	<i>Rope Trick</i>
9th	<i>Fear</i>
13th	<i>Greater Invisibility</i>
17th	<i>Seeming</i>

3RD LEVEL: DREAD AMBUSER

You have mastered the art of creating frightening ambushes, granting you the following benefits:

Ambusher's Leap. At the start of the first turn of each combat, your Speed increases by 10 feet until the end of that turn.

Frighten. Once per turn when you attack a creature and hit it with a weapon, you can deal an extra 1d8 Psychic damage to the target and force it to make a Wisdom saving throw against your Spell Save DC. On a failed save, it has the Frightened condition until the start of your next turn. You can use this benefit a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Initiative Bonus. When you roll Initiative, you can add your Wisdom modifier to the roll.

3RD LEVEL: UMBRAL SIGHT

You gain Darkvision out to a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

You are also adept at evading creatures that rely on Darkvision. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that darkness.

7TH LEVEL: IRON MIND

You have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

11TH LEVEL: STALKER'S FLURRY

When you use the Frighten effect of your Dread Ambusher feature, you can cause one of the following additional effects:

Sudden Strike. You can make another attack with the same weapon against a different creature that is within 5 feet of the original target and that is within the weapon's range.

Mass Fear. Each creature within 10 feet of the target must make a Wisdom saving throw against your Spell Save DC. On a failed save, a creature has the Frightened condition until the start of your next turn.

15TH LEVEL: SHADOWY DODGE

You can dodge with wisps of supernatural shadow around you. When a creature makes an attack roll against you, you can use your Reaction to impose Disadvantage on that roll. If the attack then misses, you can teleport up to 30 feet to an unoccupied space you can see.

HUNTER

You stalk prey in the wilds and elsewhere, using your abilities as a Hunter to protect nature and people everywhere from forces that would destroy them.

DESIGN NOTE: HUNTER UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Hunter's Prey** now contains the three feature options that appeared in 2014. Giant Killer has been renamed to Retaliator and now works against attackers of any size.
- **Hunter's Lore** has moved from 6th level to 3rd.
- **Defensive Tactics** returns, but it contains Evasion and Uncanny Dodge from Superior Hunter's Defense. It also includes a new option, Hunter's Leap. Feedback on the 2014 Hunter strongly preferred the options in Superior Hunter's Defense over the ones in Defensive Tactics.
- **Superior Hunter's Prey** replaces Multiattack and lets you choose another option from Hunter's Prey.
- **Superior Hunter's Defense** now lets you choose another option from Defensive Tactics.

3RD LEVEL: HUNTER'S PREY

You gain one of the following feature options of your choice.

Colossus Slayer. Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

Horde Breaker. Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

Retaliator. Immediately after a creature within 5 feet of you attacks you, you can use your Reaction to make one attack with a weapon against that creature, whether or not it hit you.

3RD LEVEL: HUNTER'S LORE

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your *Hunter's Mark*, you know whether that creature has any damage or condition immunities, damage resistances, or damage vulnerabilities, and if the creature has any, you know what they are.

7TH LEVEL: DEFENSIVE TACTICS

You gain one of the following feature options of your choice.

Evasion. When you are subjected to an effect that lets you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

Hunter's Leap. If an enemy you can see enters a space within 5 feet of you, you can use your Reaction to move up to half your Speed without provoking Opportunity Attacks.

Uncanny Dodge. When an attacker that you can see hits you with an attack roll, you can use your Reaction to halve the attack's damage against you (round down).

11TH LEVEL: SUPERIOR HUNTER'S PREY

You gain another feature option of your choice from the Hunter's Prey feature.

15TH LEVEL: SUPERIOR HUNTER'S DEFENSE

You gain another feature option of your choice from the Defensive Tactics feature.

ROGUE

Primary Ability: Dexterity

Rogues rely on cunning, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a versatility that is the cornerstone of any successful adventuring party.

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them broad capabilities that few other characters can match. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

When it comes to combat, Rogues prioritize subtle strikes over brute strength. A Rogue would rather make one precise strike than wear an opponent down with a barrage of blows. Rogues have an almost supernatural knack for

avoiding danger, and a few learn magical tricks to supplement their other abilities.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

DESIGN NOTE: ROGUE UPDATES

Here are the main updates in this class since its last playtest version:

- **Sneak Attack** is no longer required to be used on your turn with the Attack action.
- **Weapon Mastery** is a new 1st-level feature.
- **Rogue Subclass** levels now match the level progression in the 2014 Rogue, ensuring compatibility with subclasses already in print.
- **Steady Aim** is a new 3rd-level feature, imported from *Tasha's Cauldron of Everything*. This addition was requested by many playtesters.
- **Cunning Strikes** is a new 5th-level feature, giving tactical options to Sneak Attack.

ROGUE

Level	Prof. Bonus	Class Features	Sneak Attack
1st	+2	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery	1d6
2nd	+2	Cunning Action	1d6
3rd	+2	Rogue Subclass, Steady Aim	2d6
4th	+2	Ability Score Improvement	2d6
5th	+3	Cunning Strike, Uncanny Dodge	3d6
6th	+3	Expertise	3d6
7th	+3	Evasion, Reliable Talent	4d6
8th	+3	Ability Score Improvement	4d6
9th	+4	Subclass Feature	5d6
10th	+4	Ability Score Improvement	5d6
11th	+4	Improved Cunning Strike	6d6
12th	+4	Ability Score Improvement	6d6
13th	+5	Subclass Feature	7d6
14th	+5	Devious Strikes	7d6
15th	+5	Slippery Mind	8d6
16th	+5	Ability Score Improvement	8d6
17th	+6	Subclass Feature	9d6
18th	+6	Elusive	9d6
19th	+6	Ability Score Improvement	10d6
20th	+6	Stroke of Luck	10d6

- **Expertise** has returned to 6th level.
- **Evasion** has returned to 7th level.
- **Reliable Talent** has moved from 11th level to 7th level.
- **Subtle Strikes** has been removed because of the addition of Steady Aim.
- **Improved Cunning Strike** is a new 11th-level feature.
- **Devious Strikes** is a new 14th-level feature, which builds on Cunning Strike.
- **Elusive** has returned to 18th level.
- **Stroke of Luck** has returned to 20th level, replacing Epic Boon (Epic Boon feats will return in a future UA, but they won't be built into a class's level progression).

CREATING A ROGUE

To create a Rogue, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Rogue" section.

Then look at the Rogue table to see the class features you get at each level in this class. The descriptions of those features appear in the "Rogue Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Rogue level

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

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

PROFICIENCIES

Saving Throws: Dexterity, Intelligence

Skills (Choose 4): Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Weapons: Simple Weapons, Martial Weapons that have the Finesse Property

Tools: Thieves' Tools

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

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

Arrows (20)	Shortbow
Burglar's Pack	Shortsword
Dagger (2)	Thieves' Tools
Leather Armor	18 GP
Quiver	

MULTICLASSING AND THE ROGUE

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

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

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

Armor Training. When you gain your first Rogue level, you gain Light Armor training.

ROGUE CLASS FEATURES

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

1ST LEVEL: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice.

Sleight of Hand and Stealth are iconic choices for a Rogue if you have proficiency in them.

1ST LEVEL: SNEAK ATTACK

You know how to turn a subtle attack into a deadly one. Once per turn, you can deal extra damage to one creature you hit with an attack roll if you're attacking with a Finesse or Ranged weapon and if at least one of the following requirements is met:

Advantage. You have Advantage on the attack roll.

Ally Adjacent to Target. At least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

To determine the extra damage, roll a number of d6s equal to half your Rogue level (round up), and add the dice together (the Rogue table shows the number of Sneak Attack dice you get at each Rogue level). The extra damage's type is the same as the weapon's Damage Type.

1ST LEVEL: THIEVES' CANT

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the Standard Languages and Rare Languages tables.

1ST LEVEL: WEAPON MASTERY

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

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

2ND LEVEL: CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

3RD LEVEL: ROGUE SUBCLASS

You gain a Rogue subclass of your choice: Arcane Trickster, Assassin, Swashbuckler, or Thief. Subclasses are detailed after this class's description.

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

3RD LEVEL: STEADY AIM

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

4TH LEVEL: ABILITY SCORE IMPROVEMENT

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

5TH LEVEL: CUNNING STRIKE

You have developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forego to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike effect requires a saving throw, the DC equals 8 + your Proficiency Bonus + your Dexterity modifier.

Disarm (Cost: 1d6). The target must succeed on a Dexterity saving throw, or it drops one item of your choice that it's holding.

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target can repeat the save, ending the effect on itself on a success.

To use this effect, you must have a Poisoner's Kit on your person.

Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

5TH LEVEL: UNCANNY DODGE

When an attacker that you can see hits you with an attack roll, you can use your Reaction to halve the attack's damage against you (round down).

6TH LEVEL: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice.

7TH LEVEL: EVASION

You can nimbly dodge out of the way of certain dangers. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

7TH LEVEL: RELIABLE TALENT

You have refined your talents until they approach perfection. Whenever you make an ability check that uses one of your skill or Tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

8TH LEVEL: ABILITY SCORE IMPROVEMENT

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

9TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Rogue subclass.

10TH LEVEL: ABILITY SCORE IMPROVEMENT

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

11TH LEVEL: IMPROVED CUNNING STRIKE

You can use up to two Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each effect.

12TH LEVEL: ABILITY SCORE IMPROVEMENT

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

13TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Rogue subclass.

14TH LEVEL: DEVIOS STRIKES

You have practiced new ways to use your Sneak Attack deviously. The following effects are now among your Cunning Strike options.

Daze (Cost: 2d6). The target must succeed on a Constitution saving throw, or it has the Dazed condition until the end of its next turn.

Knock Out (Cost: 6d6). The target must succeed on a Constitution saving throw, or it has the Unconscious condition for 1 minute or until it takes any damage. The Unconscious target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Obscure (Cost: 3d6). You strike near the target's eyes. The target must succeed on a Dexterity saving throw, or it has the Blinded condition until the end of its next turn.

15TH LEVEL: SLIPPERY MIND

Your cunning mind is exceptionally difficult to control. You gain proficiency in Wisdom and Charisma saving throws.

16TH LEVEL: ABILITY SCORE IMPROVEMENT

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

17TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Rogue subclass.

18TH LEVEL: ELUSIVE

You are so evasive that attackers rarely gain the upper hand against you. No attack roll can have Advantage against you unless you have the Incapacitated condition.

19TH LEVEL: ABILITY SCORE IMPROVEMENT

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

20TH LEVEL: STROKE OF LUCK

You have an uncanny knack for succeeding when you need to. If you fail a d20 Test, you can turn the roll into a 20.

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

ROGUE SUBCLASSES

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

This section presents the Arcane Trickster, Assassin, Swashbuckler, and Thief subclasses.

ARCANE TRICKSTER

Some Rogues enhance their fine-honed skills of stealth and agility with Arcane spells, learning magical tricks to aid them in their trade. Some Arcane Tricksters use their talents as pickpockets and burglars, while others are pranksters, mischief-makers, or adventurers.

DESIGN NOTE: ARCANE TRICKSTER UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Spellcasting** now uses the Arcane spell list rather than the Wizard list, and there is no school-of-magic restriction after 3rd level. Moreover, the Rogue can now change one cantrip when gaining a level, and the Rogue can use an Arcane Focus.
- **Versatile Trickster** has been redesigned to allow you to use certain options from your Cunning

Strike with your *Mage Hand*. The ability to give yourself Advantage now resides in Steady Aim.

3RD LEVEL: SPELLCASTING

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

Cantrips. You know three cantrips: *Mage Hand* and two other cantrips of your choice from the Arcane spell list.

Whenever you gain a Rogue level, you can replace one of your cantrips, except *Mage Hand*, with another cantrip of your choice from the Arcane spell list.

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

Spell Slots. The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a [Long Rest](#).

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

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

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

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Trickster spells.

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

ARCANE TRICKSTER SPELLCASTING

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

3RD LEVEL: MAGE HAND LEGERDEMAIN

When you cast *Mage Hand*, you can make the spectral hand invisible. You can control the hand as a Bonus Action, instead of an action, and through it, you can use Thieves' Tools and make Dexterity (Sleight of Hand) checks.

9TH LEVEL: MAGICAL AMBUSH

If you have the [Invisible](#) condition when you cast a spell on a creature, it has Disadvantage on any saving throw it makes against the spell on the same turn.

13TH LEVEL: VERSATILE TRICKSTER

You gain the ability to distract targets with your *Mage Hand*. When you use the Disarm or Trip options of your Cunning Strike, you can also target that option at a creature within 5 feet of the spectral hand.

17TH LEVEL: SPELL THIEF

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your Reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your Spell Save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you

can cast (it doesn't need to be an Arcane spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed.

Once you use this feature, you can't use it again until you finish a [Long Rest](#).

ASSASSIN

An Assassin's training focuses on the grim art of death, using stealth, poison, and disguise to eliminate foes with deadly efficiency. While some Rogues who follow this path are hired killers, spies, or bounty hunters, the capabilities of this subclass are equally useful for adventurers facing a variety of monstrous enemies.

DESIGN NOTE: ASSASSIN UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Assassinate** now gives you Advantage on Initiative rolls, and the extra damage of the feature no longer requires a target to be surprised.
- **Infiltration Expertise** combines Infiltration Expertise and Imposter from the 2014 version of the subclass.
- **Envenom Weapons** is a new 13th-level feature, allowing you to benefit from your Poisoner's Kit.
- **Death Strike** no longer requires the target to be surprised. It instead relies on your Sneak Attack.

3RD LEVEL: BONUS PROFICIENCIES

You gain proficiency with the Disguise Kit and Poisoner's Kit.

3RD LEVEL: ASSASSINATE

You are adept at getting the drop on a target, granting you the following benefits:

Initiative. You have Advantage on Initiative rolls.

Surprising Strikes. During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes extra damage of the weapon's type equal to your Rogue level.

9TH LEVEL: INFILTRATION EXPERTISE

You are expert at posing as someone else to aid your infiltrations. While in a disguise created using your Disguise Kit, you have Advantage on any Charisma (Deception) check you make while pretending to be someone else. You can also unerringly mimic another person's speech, handwriting, or both if you have spent at least one hour studying each one.

13TH LEVEL: ENVENOM WEAPONS

When you use the Poison option of your Cunning Strike, the target also takes 2d6 Poison damage whenever it fails the saving throw. This damage ignores resistance to Poison damage.

17TH LEVEL: DEATH STRIKE

When you hit with your Sneak Attack on the first round of a combat, the target must succeed on a Constitution saving throw (DC 8 + your Dexterity modifier + your Proficiency Bonus), or the attack's damage is doubled against the target.

SWASHBUCKLER

As a Swashbuckler, you focus on the art of the blade, bringing speed, elegance, and charm to your combat style—topped off with an exquisite flourish of panache. You excel in single combat, and your methods make a duel look like a flamboyant performance.

DESIGN NOTE: SWASHBUCKLER UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Panache** has been redesigned to apply its effects through Cunning Strike.
- **Dashing Strikes** replaces Elegant Maneuver at 13th level and gives you additional Cunning Strike options.
- **Master Duelist** has been redesigned to allow you to make an additional attack, provided you meet the requirements.

3RD LEVEL: FANCY FOOTWORK

You've learned how to land a strike and then slip away without reprisal. If you make a melee attack against a creature during your turn, that creature can't make Opportunity Attacks against you for the rest of that turn.

3RD LEVEL: RAKISH AUDACITY

When you roll Initiative, you can give yourself a bonus to the roll equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need Advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have Disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

9TH LEVEL: PANACHE

You have practiced new ways to use your Sneak Attack. The following effects are now among your Cunning Strike options.

Good (Cost: 1d6). The target must succeed on a Wisdom saving throw, or until the end of its next turn, the target has Disadvantage on attack rolls against targets other than you and can't make Opportunity Attacks against targets other than you.

Awe (Cost: 3d6). Each creature of your choice within 30 feet of you must succeed on a Wisdom saving throw or have the Charmed condition until the end of your next turn.

13TH LEVEL: DASHING STRIKES

You have practiced new ways to use your Sneak Attack. The following effects are now among your Cunning Strike options.

Parrying Stance (Cost: 2d6). Roll a d6. Until the start of your next turn, you gain a bonus to your AC equal to the number rolled.

Invigorate (Cost: 2d6). Choose a creature you can see within 30 feet of yourself. Until the end of that creature's next turn, whenever it makes an attack roll or a saving throw, it can roll a d6 and add the number rolled to the attack roll or saving throw.

17TH LEVEL: MASTER DUELIST

Immediately after you use your Sneak Attack, you can make another attack against the same target, provided you are within 5 feet of it and no other creatures are within 5 feet of you.

THIEF

A mix of burglar, treasure hunter, and explorer, you are the consummate adventurer. In addition to improving your agility and stealthiness, you gain abilities useful for delving into ruins and

getting maximum benefit from the magic items you find there.

DESIGN NOTE: THIEF UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Fast Hands** now lets you take the Use an Object action, instead of the Search action. It also lets you use the Magic action to activate a magic item.
- **Second-Story Work** now lets you move along ceilings without an ability check, and it causes you to use your Dexterity, not Strength, for jumping.
- **Supreme Sneak** has new functionality: you can sacrifice a Sneak Attack die to remain hidden when you attack.
- **Thief's Reflexes** has been restored to its 2014 functionality.

3RD LEVEL: FAST HANDS

As a Bonus Action, you can do one of the following:

Sleight of Hand. Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

Use an Object. Take the Use an Object action, or take the Magic action to use a magic item that requires that action.

3RD LEVEL: SECOND-STORY WORK

You have trained to reach especially hard-to-reach places, granting you these benefits:

Climber. You gain a Climb Speed equal to your Speed. On your turn, you can move on a ceiling without making an ability check, provided there is at least one handhold during the move, but you fall if you end the turn there without a handhold.

Jumper. Your jump distance is determined by your Dexterity rather than your Strength.

9TH LEVEL: SUPREME SNEAK

You gain the following Cunning Strike option.

Stealth Attack (Cost: 1d6). If you have the Hide action's Invisible condition, this attack doesn't end that condition on you if you end the turn behind Three-Quarters Cover or Total Cover.

13TH LEVEL: USE MAGIC DEVICE

In your treasure hunting, you have learned how to maximize use of magic items, granting you the following benefits:

Attunement. You can attune to up to four magic items at once.

Charges. Whenever you use a magic item property that expends charges, roll a d6. On a roll of 6, you use the property without expending the charges.

Scrolls. You can use any *Spell Scroll*, using Intelligence as your Spellcasting Ability for the spell. If the spell is a cantrip or a 1st-level spell, you can cast it reliably. If the scroll contains a higher-level spell, you must first succeed on an Intelligence (Arcana) check with a DC equal to 10 plus the spell's level. On a successful check, you cast the spell from the scroll. On a failed check, the scroll disintegrates.

17TH LEVEL: THIEF'S REFLEXES

You are adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal Initiative and your second turn at your Initiative minus 10.

SPELLS

This section presents new or revised spells for you to playtest. It also includes the Arcane, Divine, and Primal spell lists.

In the spell lists, the following symbols appear; here are their meanings:

† *Xanathar's Guide to Everything* spell

‡ *Tasha's Cauldron of Everything* spell

* Changed school of magic

SOURCE OF A SPELL

The magical source of a spell is noted in parenthesis after the spell's school of magic. The main sources are Arcane, Divine, and Primal.

Some spells are from a class, such as Sorcerer or Wizard. You can cast such a spell only if a feature gives you access to it.

ARCANE SPELL LIST

An Arcane spell draws on the ambient magic of the multiverse. Sorcerers, Warlocks, and Wizards are among those who harness this magic.

The Arcane Spells table is a partial list of Arcane spells. The table provides a spell's level, name, and school of magic. The list also indicates whether a spell has the Ritual tag.

DESIGN NOTE: UPDATES TO THE ARCANE LIST

Here are the changes to this list since its last playtest version:

- **Cantrips** have been added to the list: *Elementalism*, *Frostbite*, *Mind Sliver*, *Thunderclap*, and *Toll the Dead*.
- **Dissonant Whispers** has returned to this list.
- **Hex** has been removed from the list. It's now a Warlock-exclusive spell.
- **Shatter** is once again an Evocation.
- **Thunderwave** is once again an Evocation.

ARCANE SPELLS

Lvl	Spell	School	Ritual
0	<i>Acid Splash</i>	Conjuration	No
0	<i>Blade Ward</i>	Abjuration	No
0	<i>Chill Touch</i>	Necromancy	No
0	<i>Dancing Lights</i>	Illusion*	No
0	<i>Elementalism</i>	Transmut.	No
0	<i>Fire Bolt</i>	Evocation	No
0	<i>Friends</i>	Enchantment	No

Lvl	Spell	School	Ritual
0	<i>Frostbite</i> †	Evocation	No
0	<i>Light</i>	Evocation	No
0	<i>Mage Hand</i>	Conjuration	No
0	<i>Mending</i>	Transmut.	No
0	<i>Message</i>	Transmut.	No
0	<i>Mind Sliver</i> ‡	Enchantment	No
0	<i>Minor Illusion</i>	Illusion	No
0	<i>Poison Spray</i>	Conjuration	No
0	<i>Prestidigitation</i>	Transmut.	No
0	<i>Ray of Frost</i>	Evocation	No
0	<i>Shocking Grasp</i>	Evocation	No
0	<i>Thunderclap</i> †	Evocation	No
0	<i>Toll the Dead</i> †	Necromancy	No
0	<i>True Strike</i>	Divination	No
1	<i>Alarm</i>	Abjuration	Yes
1	<i>Armor of Agathys</i>	Abjuration	No
1	<i>Arms of Hadar</i>	Conjuration	No
1	<i>Burning Hands</i>	Evocation	No
1	<i>Charm Person</i>	Enchantment	No
1	<i>Chromatic Orb</i>	Evocation	No
1	<i>Color Spray</i>	Illusion	No
1	<i>Comprehend Languages</i>	Divination	Yes
1	<i>Detect Magic</i>	Divination	Yes
1	<i>Disguise Self</i>	Illusion	No
1	<i>Dissonant Whispers</i>	Enchantment	No
1	<i>Expeditious Retreat</i>	Transmut.	No
1	<i>False Life</i>	Necromancy	No
1	<i>Feather Fall</i>	Transmut.	No
1	<i>Find Familiar</i>	Conjuration	Yes
1	<i>Fog Cloud</i>	Conjuration	No
1	<i>Grease</i>	Conjuration	No
1	<i>Hellish Rebuke</i>	Evocation	No
1	<i>Identify</i>	Divination	Yes
1	<i>Illusory Script</i>	Illusion	Yes
1	<i>Jump</i>	Transmut.	No
1	<i>Longstrider</i>	Transmut.	No
1	<i>Mage Armor</i>	Abjuration	No
1	<i>Magic Missile</i>	Evocation	No
1	<i>Protection from Evil and Good</i>	Abjuration	No
1	<i>Ray of Sickness</i>	Necromancy	No
1	<i>Shield</i>	Abjuration	No
1	<i>Silent Image</i>	Illusion	No
1	<i>Sleep</i>	Enchantment	No
1	<i>Tasha's Hideous Laughter</i>	Enchantment	No

Lvl	Spell	School	Ritual
1	<i>Tenser's Floating Disk</i>	Conjuration	Yes
1	<i>Thunderwave</i>	Evocation	No
1	<i>Unseen Servant</i>	Conjuration	Yes
1	<i>Witch Bolt</i>	Evocation	No
2	<i>Alter Self</i>	Transmut.	No
2	<i>Arcane Lock</i>	Abjuration	No
2	<i>Blindness/Deafness</i>	Transmut.*	No
2	<i>Blur</i>	Illusion	No
2	<i>Calm Emotions</i>	Enchantment	No
2	<i>Cloud of Daggers</i>	Conjuration	No
2	<i>Continual Flame</i>	Evocation	No
2	<i>Crown of Madness</i>	Enchantment	No
2	<i>Darkness</i>	Evocation	No
2	<i>Darkvision</i>	Transmut.	No
2	<i>Detect Thoughts</i>	Divination	No
2	<i>Enlarge/Reduce</i>	Transmut.	No
2	<i>Enthrall</i>	Enchantment	No
2	<i>Flaming Sphere</i>	Evocation*	No
2	<i>Gust of Wind</i>	Evocation	No
2	<i>Hold Person</i>	Enchantment	No
2	<i>Invisibility</i>	Illusion	No
2	<i>Knock</i>	Transmut.	No
2	<i>Levitate</i>	Transmut.	No
2	<i>Locate Object</i>	Divination	No
2	<i>Magic Mouth</i>	Illusion	Yes
2	<i>Magic Weapon</i>	Transmut.	No
2	<i>Melf's Acid Arrow</i>	Evocation	No
2	<i>Mirror Image</i>	Illusion	No
2	<i>Misty Step</i>	Conjuration	No
2	<i>Nystul's Magic Aura</i>	Illusion	No
2	<i>Phantasmal Force</i>	Illusion	No
2	<i>Ray of Enfeeblement</i>	Necromancy	No
2	<i>Rope Trick</i>	Transmut.	No
2	<i>Scorching Ray</i>	Evocation	No
2	<i>See Invisibility</i>	Divination	No
2	<i>Shatter</i>	Evocation	No
2	<i>Spider Climb</i>	Transmut.	No
2	<i>Suggestion</i>	Enchantment	No
2	<i>Web</i>	Conjuration	No
3	<i>Animate Dead</i>	Necromancy	No
3	<i>Bestow Curse</i>	Necromancy	No
3	<i>Blink</i>	Transmut.	No
3	<i>Clairvoyance</i>	Divination	No
3	<i>Counterspell</i>	Abjuration	No

Lvl	Spell	School	Ritual
3	<i>Dispel Magic</i>	Abjuration	No
3	<i>Fear</i>	Illusion	No
3	<i>Fireball</i>	Evocation	No
3	<i>Fly</i>	Transmut.	No
3	<i>Gaseous Form</i>	Transmut.	No
3	<i>Glyph of Warding</i>	Abjuration	No
3	<i>Haste</i>	Transmut.	No
3	<i>Hunger of Hadar</i>	Conjuration	No
3	<i>Hypnotic Pattern</i>	Illusion	No
3	<i>Leomund's Tiny Hut</i>	Evocation	Yes
3	<i>Lightning Bolt</i>	Evocation	No
3	<i>Magic Circle</i>	Abjuration	No
3	<i>Major Image</i>	Illusion	No
3	<i>Nondetection</i>	Abjuration	No
3	<i>Phantom Steed</i>	Illusion	Yes
3	<i>Protection from Energy</i>	Abjuration	No
3	<i>Remove Curse</i>	Abjuration	No
3	<i>Sending</i>	Divination*	No
3	<i>Sleet Storm</i>	Conjuration	No
3	<i>Slow</i>	Transmut.	No
3	<i>Stinking Cloud</i>	Conjuration	No
3	<i>Tongues</i>	Divination	No
3	<i>Vampiric Touch</i>	Necromancy	No
3	<i>Water Breathing</i>	Transmut.	Yes
4	<i>Arcane Eye</i>	Divination	No
4	<i>Banishment</i>	Abjuration	No
4	<i>Blight</i>	Necromancy	No
4	<i>Compulsion</i>	Enchantment	No
4	<i>Confusion</i>	Enchantment	No
4	<i>Conjure Minor Elementals</i>	Conjuration	No
4	<i>Control Water</i>	Transmut.	No
4	<i>Dimension Door</i>	Conjuration	No
4	<i>Evard's Black Tentacles</i>	Conjuration	No
4	<i>Fabricate</i>	Transmut.	No
4	<i>Fire Shield</i>	Evocation	No
4	<i>Greater Invisibility</i>	Illusion	No
4	<i>Hallucinatory Terrain</i>	Illusion	No
4	<i>Ice Storm</i>	Evocation	No
4	<i>Leomund's Secret Chest</i>	Conjuration	No
4	<i>Locate Creature</i>	Divination	No
4	<i>Mordenkainen's Faithful Hound</i>	Conjuration	No
4	<i>Mordenkainen's Private Sanctum</i>	Abjuration	No

Lvl	Spell	School	Ritual
4	<i>Otiluke's Resilient Sphere</i>	Evocation	No
4	<i>Phantasmal Killer</i>	Illusion	No
4	<i>Polymorph</i>	Transmut.	No
4	<i>Stone Shape</i>	Transmut.	No
4	<i>Stoneskin</i>	Transmut.*	No
4	<i>Wall of Fire</i>	Evocation	No
5	<i>Animate Objects</i>	Transmut.	No
5	<i>Bigby's Hand</i>	Evocation	No
5	<i>Cloudkill</i>	Conjuration	No
5	<i>Cone of Cold</i>	Evocation	No
5	<i>Conjure Elemental</i>	Conjuration	No
5	<i>Contact Other Plane</i>	Divination	Yes
5	<i>Creation</i>	Illusion	No
5	<i>Dominate Person</i>	Enchantment	No
5	<i>Dream</i>	Illusion	No
5	<i>Geas</i>	Enchantment	No
5	<i>Hold Monster</i>	Enchantment	No
5	<i>Legend Lore</i>	Divination	No
5	<i>Mislead</i>	Illusion	No
5	<i>Modify Memory</i>	Enchantment	No
5	<i>Passwall</i>	Transmut.	No
5	<i>Planar Binding</i>	Abjuration	No
5	<i>Rary's Telepathic Bond</i>	Divination	Yes
5	<i>Scrying</i>	Divination	No
5	<i>Seeming</i>	Illusion	No
5	<i>Telekinesis</i>	Transmut.	No
5	<i>Teleportation Circle</i>	Conjuration	No
5	<i>Wall of Force</i>	Evocation	No
5	<i>Wall of Stone</i>	Evocation	No
6	<i>Arcane Gate</i>	Conjuration	No
6	<i>Chain Lightning</i>	Evocation	No
6	<i>Circle of Death</i>	Necromancy	No
6	<i>Contingency</i>	Abjuration*	No
6	<i>Create Undead</i>	Necromancy	No
6	<i>Disintegrate</i>	Transmut.	No
6	<i>Eyebite</i>	Necromancy	No
6	<i>Flesh to Stone</i>	Transmut.	No
6	<i>Globe of Invulnerability</i>	Abjuration	No
6	<i>Guards and Wards</i>	Abjuration	No
6	<i>Instant Summons</i>	Conjuration	Yes
6	<i>Magic Jar</i>	Necromancy	No
6	<i>Mass Suggestion</i>	Enchantment	No
6	<i>Move Earth</i>	Transmut.	No

Lvl	Spell	School	Ritual
6	<i>Otiluke's Freezing Sphere</i>	Evocation	No
6	<i>Otto's Irresistible Dance</i>	Enchantment	No
6	<i>Programmed Illusion</i>	Illusion	No
6	<i>Sunbeam</i>	Evocation	No
6	<i>True Seeing</i>	Divination	No
6	<i>Wall of Ice</i>	Evocation	No
7	<i>Delayed Blast Fireball</i>	Evocation	No
7	<i>Etherealness</i>	Transmut.	No
7	<i>Finger of Death</i>	Necromancy	No
7	<i>Forcecage</i>	Evocation	No
7	<i>Mirage Arcane</i>	Illusion	No
7	<i>Mordenkainen's Magnificent Mansion</i>	Conjuration	No
7	<i>Mordenkainen's Sword</i>	Evocation	No
7	<i>Plane Shift</i>	Conjuration	No
7	<i>Prismatic Spray</i>	Evocation	No
7	<i>Project Image</i>	Illusion	No
7	<i>Reverse Gravity</i>	Transmut.	No
7	<i>Sequester</i>	Transmut.	No
7	<i>Simulacrum</i>	Illusion	No
7	<i>Symbol</i>	Abjuration	No
7	<i>Teleport</i>	Conjuration	No
8	<i>Antimagic Field</i>	Abjuration	No
8	<i>Antipathy/Sympathy</i>	Enchantment	No
8	<i>Clone</i>	Necromancy	No
8	<i>Control Weather</i>	Transmut.	No
8	<i>Demiplane</i>	Conjuration	No
8	<i>Dominate Monster</i>	Enchantment	No
8	<i>Feeblemind</i>	Enchantment	No
8	<i>Glibness</i>	Enchantment*	No
8	<i>Incendiary Cloud</i>	Conjuration	No
8	<i>Maze</i>	Conjuration	No
8	<i>Mind Blank</i>	Abjuration	No
8	<i>Power Word Stun</i>	Enchantment	No
8	<i>Sunburst</i>	Evocation	No
8	<i>Telepathy</i>	Divination*	No
9	<i>Astral Projection</i>	Necromancy	No
9	<i>Foresight</i>	Divination	No
9	<i>Gate</i>	Conjuration	No
9	<i>Imprisonment</i>	Abjuration	No
9	<i>Meteor Swarm</i>	Evocation	No
9	<i>Power Word Kill</i>	Enchantment	No

Lvl	Spell	School	Ritual
9	<i>Prismatic Wall</i>	Abjuration	No
9	<i>Shapechange</i>	Transmut.	No
9	<i>Time Stop</i>	Transmut.	No
9	<i>True Polymorph</i>	Transmut.	No
9	<i>Weird</i>	Illusion	No
9	<i>Wish</i>	Conjuration	No

DIVINE SPELL LIST

A Divine spell draws on the power of gods and the Outer Planes. Clerics and Paladins harness this magic.

The Divine Spells table is a partial list of Divine spells. The table provides a spell's level, name, and school of magic. The list also indicates whether a spell has the Ritual tag.

DESIGN NOTE: UPDATES TO THE DIVINE LIST

Here are the changes to this list since its last playtest version:

- **Cantrips** have been added to the list: *Toll the Dead* and *Word of Radiance*.
- **Smite** spells have been removed from the list, except *Searing Smite* and *Wrathful Smite*. The removed smite spells are now exclusive to the Paladin.
- **Find Steed** has been removed. It's now a Paladin-exclusive spell.

DIVINE SPELLS

Lvl	Spell	School	Ritual
0	<i>Guidance</i>	Divination	No
0	<i>Light</i>	Evocation	No
0	<i>Resistance</i>	Abjuration	No
0	<i>Sacred Flame</i>	Evocation	No
0	<i>Spare the Dying</i>	Necromancy	No
0	<i>Thaumaturgy</i>	Transmut.	No
0	<i>Toll the Dead</i> [†]	Necromancy	No
0	<i>Word of Radiance</i> [†]	Evocation	No
1	<i>Bane</i>	Enchantment	No
1	<i>Bless</i>	Enchantment	No
1	<i>Command</i>	Enchantment	No
1	<i>Compelled Duel</i>	Enchantment	No
1	<i>Cure Wounds</i>	Abjuration*	No
1	<i>Detect Evil and Good</i>	Divination	No
1	<i>Detect Magic</i>	Divination	Yes
1	<i>Detect Poison and Disease</i>	Divination	Yes

Lvl	Spell	School	Ritual
1	<i>Divine Favor</i>	Transmut.*	No
1	<i>Guiding Bolt</i>	Evocation	No
1	<i>Healing Word</i>	Abjuration*	No
1	<i>Heroism</i>	Enchantment	No
1	<i>Inflict Wounds</i>	Necromancy	No
1	<i>Protection from Evil and Good</i>	Abjuration	No
1	<i>Purify Food and Drink</i>	Transmut.	Yes
1	<i>Sanctuary</i>	Abjuration	No
1	<i>Searing Smite</i>	Evocation	No
1	<i>Shield of Faith</i>	Abjuration	No
1	<i>Wrathful Smite</i>	Necromancy*	No
2	<i>Aid</i>	Abjuration	No
2	<i>Augury</i>	Divination	Yes
2	<i>Blindness/Deafness</i>	Transmut.*	No
2	<i>Calm Emotions</i>	Enchantment	No
2	<i>Find Traps</i>	Divination	No
2	<i>Gentle Repose</i>	Necromancy	Yes
2	<i>Hold Person</i>	Enchantment	No
2	<i>Lesser Restoration</i>	Abjuration	No
2	<i>Locate Object</i>	Divination	No
2	<i>Magic Weapon</i>	Transmut.	No
2	<i>Prayer of Healing</i>	Abjuration*	No
2	<i>Protection from Poison</i>	Abjuration	No
2	<i>Silence</i>	Illusion	Yes
2	<i>Spiritual Weapon</i>	Evocation	No
2	<i>Warding Bond</i>	Abjuration	No
2	<i>Zone of Truth</i>	Enchantment	No
3	<i>Aura of Vitality</i>	Abjuration*	No
3	<i>Beacon of Hope</i>	Abjuration	No
3	<i>Clairvoyance</i>	Divination	No
3	<i>Create Food and Water</i>	Conjuration	No
3	<i>Crusader's Mantle</i>	Transmut.*	No
3	<i>Daylight</i>	Evocation	No
3	<i>Dispel Magic</i>	Abjuration	No
3	<i>Feign Death</i>	Necromancy	Yes
3	<i>Glyph of Warding</i>	Abjuration	No
3	<i>Magic Circle</i>	Abjuration	No
3	<i>Mass Healing Word</i>	Abjuration*	No
3	<i>Remove Curse</i>	Abjuration	No
3	<i>Revivify</i>	Necromancy	No
3	<i>Speak with Dead</i>	Necromancy	No
3	<i>Spirit Guardians</i>	Conjuration	No
3	<i>Tongues</i>	Divination	No

Lvl	Spell	School	Ritual
4	<i>Aura of Life</i>	Abjuration	No
4	<i>Aura of Purity</i>	Abjuration	No
4	<i>Banishment</i>	Conjuration*	No
4	<i>Death Ward</i>	Abjuration	No
4	<i>Divination</i>	Divination	Yes
4	<i>Freedom of Movement</i>	Abjuration	No
4	<i>Guardian of Faith</i>	Conjuration	No
4	<i>Locate Creature</i>	Divination	No
5	<i>Circle of Power</i>	Abjuration	No
5	<i>Commune</i>	Divination	Yes
5	<i>Contagion</i>	Necromancy	No
5	<i>Destructive Wave</i>	Evocation	No
5	<i>Dispel Evil and Good</i>	Abjuration	No
5	<i>Flame Strike</i>	Evocation	No
5	<i>Geas</i>	Enchantment	No
5	<i>Greater Restoration</i>	Abjuration	No
5	<i>Hallow</i>	Abjuration*	No
5	<i>Legend Lore</i>	Divination	No
5	<i>Mass Cure Wounds</i>	Abjuration*	No
5	<i>Planar Binding</i>	Abjuration	No
5	<i>Raise Dead</i>	Necromancy	No
5	<i>Scrying</i>	Divination	No
6	<i>Blade Barrier</i>	Evocation	No
6	<i>Find the Path</i>	Divination	No
6	<i>Forbiddance</i>	Abjuration	Yes
6	<i>Harm</i>	Necromancy	No
6	<i>Heal</i>	Abjuration*	No
6	<i>Heroes' Feast</i>	Conjuration	No
6	<i>Planar Ally</i>	Conjuration	No
6	<i>Sunbeam</i>	Evocation	No
6	<i>True Seeing</i>	Divination	No
6	<i>Word of Recall</i>	Conjuration	No
7	<i>Conjure Celestial</i>	Conjuration	No
7	<i>Divine Word</i>	Evocation	No
7	<i>Etherealness</i>	Transmut.	No
7	<i>Plane Shift</i>	Conjuration	No
7	<i>Regenerate</i>	Transmut.	No
7	<i>Resurrection</i>	Necromancy	No
7	<i>Symbol</i>	Abjuration	No
8	<i>Antimagic Field</i>	Abjuration	No
8	<i>Antipathy/Sympathy</i>	Enchantment	
8	<i>Holy Aura</i>	Abjuration	No
8	<i>Sunburst</i>	Evocation	No
9	<i>Astral Projection</i>	Necromancy	No

Lvl	Spell	School	Ritual
9	<i>Foresight</i>	Divination	No
9	<i>Gate</i>	Conjuration	No
9	<i>Mass Heal</i>	Abjuration*	No
9	<i>Power Word Heal</i>	Enchantment*	No
9	<i>True Resurrection</i>	Necromancy	No

PRIMAL SPELL

A Primal spell draws on the forces of nature and the Inner Planes. Druids and Rangers harness this magic.

The Primal Spells table is a partial list of Primal spells. The table provides a spell's level, name, and school of magic. The list also indicates whether a spell has the Ritual tag.

DESIGN NOTE: UPDATES TO THE PRIMAL LIST

Here are the changes to this list since its last playtest version:

- **Cantrips** have been added to the list: *Elementalism*, *Frostbite*, and *Thunderclap*.
- **Hunter's Mark** has been removed. It's now a Ranger-exclusive spell.
- **Conjure Barrage** and **Conjure Volley** have been removed. They're now Ranger-exclusive spells.

PRIMAL SPELLS

Lvl	Spell	School	Ritual
0	<i>Druidcraft</i>	Transmut.	No
0	<i>Elementalism</i>	Transmut.	No
0	<i>Frostbite†</i>	Evocation	No
0	<i>Guidance</i>	Divination	No
0	<i>Mending</i>	Transmut.	No
0	<i>Message</i>	Transmut.	No
0	<i>Poison Spray</i>	Conjuration	No
0	<i>Produce Flame</i>	Evocation*	No
0	<i>Resistance</i>	Abjuration	No
0	<i>Shillelagh</i>	Transmut.	No
0	<i>Spare the Dying</i>	Necromancy	No
0	<i>Thorn Whip</i>	Transmut.	No
0	<i>Thunderclap†</i>	Evocation	No
1	<i>Animal Friendship</i>	Enchantment	No
1	<i>Create or Destroy Water</i>	Transmut.	No
1	<i>Cure Wounds</i>	Abjuration*	No
1	<i>Detect Magic</i>	Divination	Yes
1	<i>Detect Poison and Disease</i>	Divination	Yes
1	<i>Ensnaring Strike</i>	Conjuration	No

Lvl	Spell	School	Ritual
1	<i>Entangle</i>	Conjuration	No
1	<i>Faerie Fire</i>	Evocation	No
1	<i>Fog Cloud</i>	Conjuration	No
1	<i>Goodberry</i>	Transmut.	No
1	<i>Hail of Thorns</i>	Conjuration	No
1	<i>Healing Word</i>	Abjuration*	No
1	<i>Jump</i>	Transmut.	No
1	<i>Longstrider</i>	Transmut.	No
1	<i>Purify Food and Drink</i>	Transmut.	Yes
1	<i>Speak with Animals</i>	Divination	Yes
1	<i>Thunderwave</i>	Transmut.*	No
2	<i>Animal Messenger</i>	Enchantment	Yes
2	<i>Augury</i>	Divination	Yes
2	<i>Barkskin</i>	Transmut.	No
2	<i>Beast Sense</i>	Divination	Yes
2	<i>Cordon of Arrows</i>	Transmut.	No
2	<i>Darkvision</i>	Transmut.	No
2	<i>Enhance Ability</i>	Transmut.	No
2	<i>Enlarge/Reduce</i>	Transmut.	No
2	<i>Find Traps</i>	Divination	No
2	<i>Flame Blade</i>	Evocation	No
2	<i>Flaming Sphere</i>	Evocation*	No
2	<i>Gentle Repose</i>	Necromancy	Yes
2	<i>Gust of Wind</i>	Evocation	No
2	<i>Heat Metal</i>	Transmut.	No
2	<i>Lesser Restoration</i>	Abjuration	No
2	<i>Locate Animals or Plants</i>	Divination	Yes
2	<i>Locate Object</i>	Divination	No
2	<i>Moonbeam</i>	Evocation	No
2	<i>Pass without Trace</i>	Abjuration	No
2	<i>Protection from Poison</i>	Abjuration	No
2	<i>Silence</i>	Illusion	Yes
2	<i>Spike Growth</i>	Transmut.	No
3	<i>Call Lightning</i>	Conjuration	No
3	<i>Conjure Animals</i>	Conjuration	No
3	<i>Daylight</i>	Evocation	No
3	<i>Dispel Magic</i>	Abjuration	No
3	<i>Elemental Weapon</i>	Transmut.	No
3	<i>Feign Death</i>	Necromancy	Yes
3	<i>Lightning Arrow</i>	Transmut.	No
3	<i>Mass Healing Word</i>	Abjuration*	No
3	<i>Meld into Stone</i>	Transmut.	Yes
3	<i>Nondetection</i>	Abjuration	No
3	<i>Plant Growth</i>	Transmut.	No

Lvl	Spell	School	Ritual
3	<i>Protection from Energy</i>	Abjuration	No
3	<i>Revivify</i>	Necromancy	No
3	<i>Sleet Storm</i>	Conjuration	No
3	<i>Speak with Plants</i>	Transmut.	No
3	<i>Water Breathing</i>	Transmut.	Yes
3	<i>Water Walk</i>	Transmut.	Yes
3	<i>Wind Wall</i>	Evocation	No
4	<i>Conjure Minor Elementals</i>	Conjuration	No
4	<i>Conjure Woodland Beings</i>	Conjuration	No
4	<i>Control Water</i>	Transmut.	No
4	<i>Dominate Beast</i>	Enchantment	No
4	<i>Freedom of Movement</i>	Abjuration	No
4	<i>Giant Insect</i>	Transmut.	No
4	<i>Grasping Vine</i>	Conjuration	No
4	<i>Ice Storm</i>	Evocation	No
4	<i>Locate Creature</i>	Divination	No
4	<i>Polymorph</i>	Transmut.	No
4	<i>Stone Shape</i>	Transmut.	No
4	<i>Stoneskin</i>	Transmut.*	No
4	<i>Wall of Fire</i>	Evocation	No
5	<i>Antilife Shell</i>	Abjuration	No
5	<i>Awaken</i>	Transmut.	No
5	<i>Commune with Nature</i>	Divination	Yes
5	<i>Conjure Elemental</i>	Conjuration	No
5	<i>Greater Restoration</i>	Abjuration	No
5	<i>Insect Plague</i>	Conjuration	No
5	<i>Mass Cure Wounds</i>	Abjuration*	No
5	<i>Reincarnate</i>	Necromancy*	No
5	<i>Scrying</i>	Divination	No
5	<i>Swift Quiver</i>	Transmut.	No
5	<i>Tree Stride</i>	Conjuration	No
5	<i>Wall of Stone</i>	Evocation	No
6	<i>Conjure Fey</i>	Conjuration	No
6	<i>Find the Path</i>	Divination	No
6	<i>Heal</i>	Abjuration*	No
6	<i>Move Earth</i>	Transmut.	No
6	<i>Sunbeam</i>	Evocation	No
6	<i>Transport via Plants</i>	Conjuration	No
6	<i>Wall of Ice</i>	Evocation	No
6	<i>Wall of Thorns</i>	Conjuration	No
6	<i>Wind Walk</i>	Transmut.	No
7	<i>Fire Storm</i>	Evocation	No

Lvl	Spell	School	Ritual
7	<i>Regenerate</i>	Transmut.	No
7	<i>Reverse Gravity</i>	Transmut.	No
8	<i>Animal Shapes</i>	Transmut.	No
8	<i>Control Weather</i>	Transmut.	No
8	<i>Earthquake</i>	Transmut.*	No
8	<i>Sunburst</i>	Evocation	No
8	<i>Tsunami</i>	Conjuration	No
9	<i>Power Word Heal</i>	Abjuration*	No
9	<i>Shapechange</i>	Transmut.	No
9	<i>Storm of Vengeance</i>	Conjuration	No
9	<i>True Resurrection</i>	Necromancy	No

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

DESIGN NOTE: SPELL UPDATES

Here are the main updates in this section since its last playtest version:

- **Smite spells** now work with melee weapons and Unarmed Strikes, not ranged weapons, and only two of the spells—*Searing Smite* and *Wrathful Smite*—are on the Divine spell list. The rest of them are Paladin-exclusive spells.
- **Banishing Smite** once again requires Concentration, but it allows only one saving throw, not one at the end of each of the target's turns. As in 2014, it doesn't permanently banish certain creatures, which is the domain of the *Banishment* spell.
- **Blinding Smite** has no initial saving throw, meaning the target is Blinded automatically, but the target can end the effect with subsequent saves. The school is now Evocation rather than Transmutation.
- **Conjure Barrage** is now a Ranger-exclusive spell, and it now works with any melee weapon. It deals 5d8 damage rather than 3d8, and it has gained an "At Higher Levels" section.
- **Conjure Volley** is now a Ranger-exclusive spell, and it works with any melee weapon.
- **Divine Smite** is a new Paladin-exclusive spell, designed to unify the smite family of effects. Before they were all spells except Divine Smite. Now they're all spells, making it easier to figure out how to use these effects from turn to turn.

- **Elementalism** is a new cantrip on the Arcane and Primal spell lists.
- **Hunter's Mark** is now a Ranger-exclusive spell, and it can deal its extra damage only once per turn. Its damage now increases at higher levels.
- **Power Word Heal** is now an Enchantment spell, and its range is increased to 60 feet.
- **Power Word Kill** now deals damage to a target that has more than 100 Hit Points.
- **Searing Smite** now deals its ongoing damage before the saving throw is made, and it doesn't require Concentration.
- **Shining Smite** (formerly *Glimmering Smite*) now prevents the target from benefiting from the Invisible condition.
- **Thunderous Smite** is once again an Evocation.
- **Vicious Mockery** now scales only with your Bard level, and its damage has increased from 1d4 to 1d6. You can also target a creature you can see or hear, not just see, and that creature doesn't need to hear you to be affected by the magic.
- **Wrathful Smite** no longer requires Concentration, its school is now Necromancy, and it deals Necrotic damage rather than Psychic.

BANISHING SMITE

5th-Level Conjuration Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the creature, your strike erupts with divine power. The target hit by the strike takes an extra 5d10 Force damage from the attack. If the attack reduces the target to 50 Hit Points or fewer, the target must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration.

While in the demiplane, the target has the Incapacitated condition. When the spell ends on the target, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

BLINDING SMITE

3rd-Level Evocation Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self
Component: V
Duration: 1 minute

As you hit the target, your strike flares with light. The target hit by the strike takes an extra 3d8 Radiant damage from the attack, and the target has the Blinded condition until the spell ends. At the end of each of its turns, the Blinded target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

CONJURE BARRAGE

3rd-Level Conjuraton Spell (Ranger)

Casting Time: Action
Range: Self (60-foot cone)
Components: V, S, M (a melee or ranged weapon worth at least 1 CP)
Duration: Instantaneous

You brandish the weapon used to cast the spell and conjure similar spectral weapons (or ammunition appropriate to the weapon) that shoot forward and then disappear. Each creature of your choice that you can see in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 5d8 Force damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CONJURE VOLLEY

5th-Level Conjuraton Spell (Ranger)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a melee or ranged weapon worth at least 1 CP)
Duration: Instantaneous

You brandish the weapon used to cast the spell and choose a point within range. Hundreds of similar spectral weapons (or ammunition appropriate to the weapon) fall in a volley from above and then disappear. Each creature of your choice that you can see in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes

8d8 Force damage on a failed save, or half as much damage on a successful one.

DIVINE SMITE

1st-Level Evocation Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self
Component: V
Duration: Instantaneous

As you hit the target, your strike glows with divine power. The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ELEMENTALISM

Transmutation Cantrip (Arcane, Primal)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range:

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot cube to assume a crude shape (such as that of a creature or an object) for 1 hour.

FIND STEED

2nd-Level Conjuration Spell (Paladin)

Casting Time: Action

Range: 30 feet

Component: V, S

Duration: Instantaneous

You gain the service of an otherworldly being, which manifests as a loyal steed in an unoccupied space of your choice within range. This creature uses the Otherworldly Steed stat block. If you already have a steed from this spell, your steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

Combat. The steed is an ally to you and your companions. In combat, it shares your initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

At Higher Levels. When you cast this spell using a Spell Slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat block.

OTHERWORLDLY STEED

Large Celestial, Fey, or Fiend (Choose When Casting the Spell), Neutral

Armor Class 10 + 1 per spell level (natural armor)

Hit Points 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires 4th-level spell or higher)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (–2)	12 (+1)	8 (–1)

Senses Passive Perception 11

Languages Telepathy 1 mile (only between you and the steed)

Challenge — **Proficiency Bonus** equals your bonus

Life Bond. When you regain Hit Points from a spell of 1st level or higher, the steed regains the same number of Hit Points if you're within 5 feet of it.

ACTIONS

Otherworldly Slam. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + the spell's level of Radiant damage (Celestial), Psychic damage (Fey), or Necrotic damage (Fiend).

BONUS ACTIONS

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Fell Glare (Fiend Only; Recharges after a Long Rest). The steed's eyes gleam with fiendish light as it targets one creature it can perceive up to 60 feet away. The target must succeed on a Wisdom saving throw against your Spell Save DC or have the Frightened condition until the end of your next turn.

Healing Touch (Celestial Only; Recharges after a Long Rest). The steed touches another creature and restores a number of Hit Points to it equal to 2d8 + the spell's level.

HUNTER'S MARK

1st-Level Divination Spell (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose one creature you can see within range and magically mark it as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target the first time you hit it with an attack roll on any turn. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can use a Bonus Action to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours, and the extra damage increases to 2d6. When you use a spell slot of 5th level or higher, you can maintain your concentration on

the spell for up to 24 hours, and the extra damage increases to 3d6.

POWER WORD HEAL

9th-Level Enchantment Spell (Divine)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

A wave of healing energy washes over a creature you can see within range. The target regains all its Hit Points. If the creature has the Charmed, Dazed, Frightened, Paralyzed, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its reaction to stand up.

POWER WORD KILL

9th-Level Enchantment Spell (Arcane)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 Hit Points or fewer, it dies. Otherwise, the target takes 12d12 Psychic damage.

SEARING SMITE

1st-Level Evocation Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the target, your strike flares with white-hot intensity, and the target takes an extra 1d6 Fire damage from the attack and ignites with magical fire. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then must make a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, any damage dealt by the spell increases by 1d6 for each slot level above 1st.

SHINING SMITE

2nd-Level Transmutation Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the creature, your strike flares with divine light. The target hit by the strike takes an extra 2d6 Radiant damage from the attack. If the target has the Invisible condition, that condition ends on it. In addition, until the spell ends, the target sheds bright light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

STAGGERING SMITE

4th-Level Enchantment Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

As you hit the creature, your strike pierces both body and mind. The target takes an extra 4d6 Psychic damage from the attack, and the target must succeed on a Wisdom saving throw or have the Stunned condition until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level, the extra damage increases by 1d6.

THUNDEROUS SMITE

1st-Level Evocation Spell (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

As you hit the target, your strike rings with thunder that is audible within 300 feet of you, and the target takes an extra 2d6 Thunder

damage from the attack. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

VICIOUS MOCKERY

Enchantment Cantrip (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. This spell's damage increases by 1d6 when you reach certain Bard levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WRATHFUL SMITE

1st-Level Necromancy Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the creature, your strike channels divine wrath. The target takes an extra 1d6 Necrotic damage from the attack, and it must succeed on a Wisdom saving throw or have the Frightened condition until the spell ends. At the end of each of its turns, the Frightened target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FEATS

This section offers a collection of character feats, which are special features not tied to a single character class.

PARTS OF A FEAT

The description of a feat contains the following parts, which are presented after the feat's name:

Prerequisite. You must meet any prerequisite specified in a feat to take that feat unless a special feature allows you to take the feat without the prerequisite. If a prerequisite is a level, your character level must meet or exceed that level. If a prerequisite is a class, you must have at least one level in that class to qualify for the feat.

Benefit. The benefit of the feat is then detailed. If you have a feat, you gain its benefit.

Repeatable. A feat can be taken only once unless it contains a section allowing it to be taken more than once.

BONUS FEATS AT 20TH LEVEL

A DM can use bonus feats as a form of advancement after characters reach 20th level to provide greater power to characters who have no more levels to gain. With this approach, each character gains one feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon feats are especially appropriate for these bonus feats, but a player can choose any feat for which their 20th-level character qualifies.

FEAT DESCRIPTIONS

Here are descriptions of some feats that are available to characters using this playtest article. Playtest characters can also select feats from previous installments of the 2022 *Unearthed Arcana* series.

If a feat appears in this article and also in one of those earlier articles, please use the version of the feat in this article.

The following feats are presented in alphabetical order.

DESIGN NOTE: FEAT UPDATES

Here are the main changes in the feats here:

- **Ability Score Improvement** now allows an ability score to go as high as 22 if the feat is taken at 19th level.

- **Fighting Style** feats have a new prerequisite: the Fighting Style feature.
- **Fighting Style: Protection** has returned to imposing Disadvantage.

ABILITY SCORE IMPROVEMENT

Prerequisite: 4th+ Level

You increase one ability score of your choice by 2, or you increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feat. However, if you are at least 19th level, that maximum increases to 22.

Repeatable. You can take this feat more than once.

FIGHTING STYLE: ARCHERY

Prerequisite: Fighting Style Feature

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

FIGHTING STYLE: DEFENSE

Prerequisite: Fighting Style Feature

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

FIGHTING STYLE: DUELING

Prerequisite: Fighting Style Feature

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

FIGHTING STYLE: GREAT WEAPON FIGHTING

Prerequisite: Fighting Style Feature

When you roll a 1 or 2 on a damage die for an attack you make with a Melee weapon that you are wielding with two hands, you can reroll the die, and you must use the new roll. The weapon must have the Two-Handed or Versatile property to gain this benefit.

FIGHTING STYLE: PROTECTION

Prerequisite: Fighting Style Feature

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your Reaction to interpose your Shield and impose Disadvantage on the attack roll. You must be wielding a Shield to use this Reaction.

FIGHTING STYLE: TWO-WEAPON FIGHTING

Prerequisite: Fighting Style Feature

When you make the extra attack granted by the Light weapon property, you can add your ability modifier to the damage of the extra attack.

WEAPONS

This section contains playtest versions of weapons in the *Player's Handbook*. Here you'll find weapon tables, several revised weapon properties, and a new type of property: Mastery properties.

DESIGN NOTE: WEAPON UPDATES

Here are the new elements in this weapons section:

- Each weapon now has a Mastery property, a special property that requires a feature to unlock. The Mastery properties are described in this document.
- Shortsword has returned to being a Martial weapon.
- The Net, which doesn't deal damage, is now adventuring gear rather than a weapon. See "Adventuring Gear" below for the item's playtest description.
- The Trident's damage die has changed from 1d6 to 1d8, and its Versatile die is now 1d10 rather than 1d8.
- The Lance has the Heavy and Two-Handed properties rather than the Special property (which imposed Disadvantage on some of its attack rolls), and its damage die has changed from 1d12 to 1d10.
- The War Pick now has the Versatile property.
- The Musket and Pistol, which previously appeared in the *Dungeon Master's Guide*, now appear in the Martial Weapons: Ranged table. As always, the DM oversees what is available for purchase in shops.
- The Light property now appears in the "Weapon Properties" section rather than in the glossary.
- The Thrown property now allows you to draw a weapon as part of the ranged attack.

WEAPON TABLES

SIMPLE WEAPONS: MELEE

Weapon	Damage	Properties	Mastery	Weight	Cost
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Flex	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Flex	3 lb.	1 GP

SIMPLE WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Crossbow, Light	1d8 Piercing	Ammunition (Range 80/320), Loading, Two-Handed	Slow	5 lb.	25 GP
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Shortbow	1d6 Piercing	Ammunition (Range 80/320), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120)	Slow	—	1 SP

MARTIAL WEAPONS: MELEE

Name	Damage	Properties	Mastery	Weight	Cost
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Flex	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
War Pick	1d8 Piercing	Versatile (1d10)	Flex	2 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Flex	2 lb.	15 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP

MARTIAL WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Blowgun	1 Piercing	Ammunition (Range 25/100), Loading	Vex	1 lb.	10 GP
Crossbow, Hand	1d6 Piercing	Ammunition (Range 30/120), Light, Loading	Vex	3 lb.	75 GP
Crossbow, Heavy	1d10 Piercing	Ammunition (Range 100/400), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90), Loading	Vex	3 lb.	250 GP

WEAPON PROPERTIES

Here are properties whose definitions have changed for this playtest.

LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage, unless that modifier is negative.

For example, if you take the Attack action on your turn and have a Shortsword in one hand and a Dagger in the other—each of which has the Light property—you can make one attack with each weapon, using your action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action, unless that modifier is negative.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack.

If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the Finesse property.

MASTERY PROPERTIES

Each weapon now has a Mastery property, as shown in the weapon tables above. That property is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character.

Here are descriptions of each Mastery property. The properties are provided in alphabetical order.

If a game feature lets you replace a weapon's Mastery property with another one, that weapon must meet any prerequisite specified for the new property.

CLEAVE

Prerequisite: Melee Weapon, Heavy Property

If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage, unless that modifier is negative. You can make this extra attack only once per turn.

FLEX

Prerequisite: Versatile Property

When you hit with a melee attack using this weapon, you deal its Versatile damage even if you're wielding it with one hand.

GRAZE

Prerequisite: Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can't be increased in any way, other than increasing the ability modifier.

NICK

Prerequisite: Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action, instead of as a Bonus Action. You can still make this extra attack only once per turn.

PUSH

Prerequisite: Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet away from you horizontally if it is no more than one size larger than you.

SAP

Prerequisite: No Other Properties

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SLOW

Prerequisite: None

If you hit a creature with this weapon and deal damage to the creature, you can reduce its Speed by 10 feet until the start of your next turn. If you hit the creature more than once with this property, the Speed reduction doesn't exceed 10 feet.

TOPPLE

Prerequisite: Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw with a DC equal to 8 + your Proficiency Bonus + the ability modifier you used to make the attack roll. On a failed save, the creature has the Prone condition.

VEX

Prerequisite: Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

ADVENTURING GEAR

Here are descriptions of miscellaneous items whose rules have changed for this playtest.

NET

Cost: 1 GP. Weight: 3 lb.

When you take the Attack action on your turn, you can replace one of your attacks with a throw of the net at a creature within 15 feet of you. The target must succeed on a Dexterity saving throw against a DC equal to 8 + your Proficiency Bonus + your Dexterity modifier. The target succeeds automatically if it's Huge or larger.

On a failed save, the target has the Restrained condition until it escapes the net. To escape, the target must use its action to make a DC 10 Strength (Athletics) check, escaping on a success. A creature within 5 feet of the target can use its action to attempt the same thing. Destroying the net (AC 10; 5 HP; immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

PRIEST'S PACK

Cost: 33 GP. Weight: 29 lb.

A Priest's Pack contains the following items: Backpack (5 lb.), Blanket (3 lb.), Lamp (1 lb.), Holy Water (1 lb.), Rations (7 days; 14 lbs.), Robe (4 lb.), and Tinderbox (1 lb.).

RULES GLOSSARY

This glossary includes game terms that have new meaning in this playtest document, as well as terms, such as creature type, that aren't defined in the 2014 *Player's Handbook*. The terms are organized alphabetically.

If a term doesn't appear here, use its definition in the 2014 *Player's Handbook*, and when playtesting this document, don't use the rules glossary of any other *Unearthed Arcana* article.

ARMOR TRAINING

Armor training is the new name for armor proficiency. Any existing rule that involves armor proficiency now applies to armor training.

If you wear Light, Medium, or Heavy Armor and lack armor training with that type of armor, you have Disadvantage on any d20 Test you make that involves Strength or Dexterity, and you can't cast spells.

If you equip a Shield and lack armor training with it, you don't gain the Armor Class bonus of the Shield.

ATTACK [ACTION]

When you take the Attack action, you can make one attack with a weapon or an Unarmed Strike.

EQUIPPING AND UNEQUIPPING WEAPONS

You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack.

Equipping a weapon includes drawing it from a sheath, picking it up, or retrieving it from a container. Unequipping a weapon includes sheathing, stowing, or dropping it.

MOVING BETWEEN ATTACKS

If you Move on your turn, you can use some or all of that movement to move between the attacks of this action if you have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can effectively see anything that isn't behind Total Cover, even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can effectively see a creature that has the Invisible condition.

CLIMB SPEED

A Climb Speed can be used to traverse a vertical surface without expending the extra movement normally associated with climbing.

Some creatures have the Spider Climb trait, which allows their Climb Speed to work even on the underside of horizontal surfaces.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type.

Here's a list of the game's creature types in alphabetical order:

Aberration	Fiend
Beast	Giant
Celestial	Humanoid
Construct	Monstrosity
Dragon	Ooze
Elemental	Plant
Fey	Undead

These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the description of the *Charm Person* spell specifies that its target must be a Humanoid.

D20 TESTS

The term d20 Test encompasses the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects d20 Tests, it affects all three of these rolls.

The DM determines whether a d20 Test is warranted in any given circumstance.

DAZED [CONDITION]

While Dazed, you experience the following effect:

Limited Activity. You can Move or take one action on your turn, not both. You also can't take a Bonus Action or a Reaction.

DEATH SAVING THROWS

On your third successful death save, you regain 1 Hit Point, but you are Unconscious and start a Short Rest. You remain Unconscious until you regain more Hit Points or until another creature uses an action to administer first aid to you, which requires a successful DC 10 Wisdom (Medicine) check.

This playtest rule removes the notion of being stable at 0 Hit Points, and it removes the "Stabilizing a Creature" rule on page 197 of the *Player's Handbook*.

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain for a creature if the space contains any of the following:

Creature that isn't Tiny or your ally
Furniture that is one size smaller than you or larger
Heavy snow
Heavy undergrowth
Ice
Liquid that's between shin- and waist-deep (any deeper and you need to swim)
Narrow opening that is sized for a creature one size smaller
Pit or another gap of 2–5 feet
Rubble
Slope of 20 degrees or more

The DM may determine that other things make a space count as Difficult Terrain, based on the examples here.

EXPERTISE

Expertise is a special feature that enhances your use of a particular skill proficiency. If you gain Expertise, you gain it in one skill in which you have proficiency. You can never have Expertise in the same skill proficiency more than once.

When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die.

While flying, you fall if you lack the Hover trait and have the Incapacitated or Prone condition or your Fly Speed is reduced to 0.

GRAPPLED [CONDITION]

While Grappled, you experience the following effects:

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it Moves, but every foot of movement costs it 1 extra foot, unless you are Tiny or two or more sizes smaller than the grappler.

Escape. While Grappled, you can use your action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on yourself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between you and the grappler exceeds the grapple's range.

HELP [ACTION]

When you take the Help action, you do one of the following:

Assist Ability Check. Choose one of your skill or tool proficiencies and one ally who can perceive you. You give Advantage to the next ability check that ally makes with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. To give this assistance, you must be near enough to the ally to assist verbally or physically when the ally makes the check. The DM has final say on whether your assistance is possible.

Assist Attack Roll. You momentarily distract an enemy within 5 feet of you, granting Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

HEROIC ADVANTAGE

When you have Heroic Advantage (also called Inspiration), you can expend it to give yourself Advantage on a d20 Test. You decide to do so immediately after rolling the d20.

GAINING HEROIC ADVANTAGE

The DM can award Heroic Advantage to a player character who's done something that is particularly heroic or in character.

Some game features, such as the Human, also award Heroic Advantage.

ONLY ONE AT A TIME

You can never have more than one instance of Heroic Advantage. If something gives it to you and you already have it, you can give it to a player character in your group who lacks it.

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so stealthily, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any visible enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the **Invisible** condition. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom (Perception) check.

The condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a verbal component.

INCAPACITATED [CONDITION]

While Incapacitated, you experience the following effects:

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you are Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INFLUENCE [ACTION]

With the Influence action, you can try to influence another creature to do one thing that you request or demand.

The DM determines when this action is available, and it can be used only on creatures controlled by the DM. It isn't mind control; it can't force a creature to do something that is counter to the creature's alignment or that is otherwise repugnant to the creature.

This action has three main parts: Attitude, interaction, and a Charisma check.

ATTITUDE

A creature's Attitude determines how a character can influence that creature. Each DM-controlled creature has one of the following Attitudes toward player characters:

Indifferent. This is the default Attitude for DM-controlled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma check is usually necessary when the adventurers try to influence an Indifferent creature to do something.

Friendly. A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily, with the Charisma check succeeding automatically. If an element of personal risk is involved, a successful Charisma check is usually required to convince a Friendly creature to take that risk.

Hostile. A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more Charisma checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that no Charisma check can sway it. In which case, the first check fails automatically and no further Influence attempts can be made on the creature unless its Attitude shifts.

INTERACTION

When you take the Influence action, either roleplay how your character interacts with the creature or describe your character's behavior, focusing on your character's request or demand. If the interaction is especially suited to the creature's desires and outlook, the DM might temporarily shift a Hostile creature to Indifferent or an Indifferent creature to Friendly.

Similarly, if the interaction is particularly irksome to the creature, the DM might temporarily shift a Friendly creature to Indifferent or an Indifferent creature to Hostile.

ABILITY CHECK

To determine whether your request or demand is successful, make a Charisma check. You have Advantage on the check if the creature is

Friendly, and you have Disadvantage if the creature is Hostile.

Choosing a Skill. The Influence Skills table suggests which skills are applicable when you make the Charisma check, depending on the interaction that precedes the roll.

INFLUENCE SKILLS

Skill	Interaction
Animal Handling	Gently coaxing a Beast or a Monstrosity
Deception	Deceiving a creature that can understand you
Intimidation	Intimidating a creature
Persuasion	Persuading a creature that can understand you

Setting the DC. The DM sets the check's DC. A good rule of thumb is to set the DC at 15 or at the creature's Intelligence or Wisdom score, whichever of those three numbers is highest.

Outcome. If your check succeeds, the creature does as you requested or demanded, based on its understanding and driven by its alignment; it won't do anything that it finds repugnant. If your check fails, you must wait to make the same request again. The default wait time is 24 hours, which the DM may shorten or extend depending on the circumstances.

INVISIBLE [CONDITION]

While Invisible, you experience the following effects:

Concealed. You aren't affected by any effect that requires its target to be seen.

Surprise. If you are Invisible when you roll Initiative, you have Advantage on the roll.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, as with magic or Blindsight, you don't gain this benefit against that creature.

KNOCKING OUT A CREATURE

Sometimes an attacker wants to knock out a foe rather than deal a killing blow. When an attacker would reduce a creature to 0 Hit Points with a Melee Attack, the attacker can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an

action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours long—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During the sleep, you have the Unconscious condition.

BENEFITS OF THE REST

To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points.

Regain All HD. You regain all spent Hit Dice.

HP Max Restored. If your Hit Point Maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your Ability Scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, your level of exhaustion decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

After you finish a Long Rest, you must wait at least 16 hours before starting another one.

INTERRUPTING THE REST

A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour to finish per interruption.

MAGIC [ACTION]

When you take the Magic action, you magic something by casting a spell that has a casting time of an action or by using a feature or Magic Item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a Spell Slot.

MOVE

When you Move, you can go a distance equal to your Speed or less. For example, if you have a Speed of 30 feet, you can go up to 30 feet when you Move. Difficult Terrain can slow you down.

BREAKING UP YOUR MOVE

You can break up your Move, using some of its movement before and after any action you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

MOVING AROUND OTHER CREATURES

During your Move, you can pass through the space of an ally, a creature that has the Incapacitated condition, a Tiny creature, or a creature who is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you, unless that creature is Tiny or your ally.

You can't willingly end your Move in a space occupied by another creature.

CHANGES TO YOUR SPEEDS

If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

RITUAL CASTING

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. A special feature is no longer required for Ritual casting.

All the other rules on Rituals in the 2014 *Player's Handbook* still apply.

SEARCH [ACTION]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment
Perception	Concealed creature or object
Survival	Tracks or food

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than eating, drinking, reading, dozing, and standing watch.

BENEFITS OF THE REST

To start a Short Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Spend Hit Dice. You can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend in this way, roll the die, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

INTERRUPTING THE REST

A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits, and it must be started over to confer any.

STUDY [ACTION]

When you take the Study action, you make an Intelligence check to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable when you take this action, depending on the area of knowledge the Intelligence check is about.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

SWIM SPEED

A Swim Speed can be used to travel through a liquid without expending the extra movement normally associated with swimming.

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact is broken as soon as the contacted creature is no longer within the telepathy's range, if the telepath contacts a

different creature within range, or if the telepath has the Incapacitated condition.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the nontelepath can communicate mentally to the telepath until the telepathic connection ends.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement, unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you are wearing and carrying teleports with you. If you are touching another creature when you teleport, that creature doesn't teleport with you, unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

TOOL PROFICIENCY

If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses that tool.

If you have proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both a skill and a tool proficiency on the same ability check.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it's detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and Tremorsense doesn't count as a form of sight.

TRUESIGHT

A creature with Truesight has enhanced vision within a specified range. Within that range, the creature's vision pierces through the following:

Darkness. The creature can see in normal and magical darkness.

Invisibility. The creature can see creatures that have the Invisible condition and objects that are obscured by magic.

Visual Illusions. Visual illusions appear transparent to the creature, and the creature automatically succeeds on saving throws against them.

Transformations. The creature discerns the true form of any creature or object it sees that has been transformed by magic.

Ethereal Plane. The creature can see into the Ethereal Plane.

UNARMED STRIKE

An Unarmed Strike is a Melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect:

Damage. You make an attack roll against the target. Your bonus to hit equals your Strength modifier + your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 + your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 + your Strength modifier + your Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push the target 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 + your Strength modifier + your Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

UNCONSCIOUS [CONDITION]

While Unconscious, you experience the following effects:

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you are holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. Attack rolls against you have Advantage.

Fail Str. and Dex. Saves. You automatically fail Strength and Dexterity saving throws.

Critical Hits. Any attack roll that hits you is a critical hit if the attacker is within 5 feet of you.

Unaware. You are unaware of your surroundings.