Unearthed Arcana 2022
Expert Classes

This document is the second in a series of *Unearthed Arcana* articles that present material designed for the next version of the *Player's Handbook*. The material here uses the rules in the 2014 *Player's Handbook*, except where noted. Providing feedback on this document is one way you can help shape the next generation of D&D!

Inside you'll find the following content:

Expert Classes. Three Classes appear in this document, each one a member of the Expert Group: the Bard, the Ranger, and the Rogue. Each Class appears with one Subclass. More Subclasses will appear in *Unearthed Arcana* in the months ahead.

Feats. Feats follow the Class descriptions, particularly feats available to the classes in this document.

Spell Lists. Three Spell lists—the Arcane, Divine, and Primal lists—are featured here. The Ranger uses the Primal list, and the Bard potentially uses all three, thanks to the Magical Secrets feature.

Rules Glossary. In this document, any term in the body text that is underlined appears in a glossary at the end. The glossary defines game terms that have been clarified or redefined for this playtest or that don't appear in the 2014 *Player's Handbook*.

To learn more about the design in this article, we invite you to view the accompanying video.

This Is Playtest Material

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

How to Playtest This Material

We invite you to try out this material in play. When you do so, you're welcome to combine this article with the "Character Origins" article from August 2022.

If you do combine this article with the previous one, use only the rules glossary found here. In the One D&D *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 *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 in a book. 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 decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

What's Ahead in the One D&D Playtest?

We have many things in store for you to read and try out in the months ahead. Here are some of the highlights:

- Revised versions of every Class from the 2014 *Player's Handbook*
- Forty-eight Subclasses, including the Subclasses in this article
- New and revised Spells
- New and revised Feats
- New Weapon options for certain Classes
- A new system for creating a home base for your characters
- Revised encounter-building rules
- New and revised monsters

As the playtest progresses, you will also see new versions of some things that you provided feedback on earlier in the playtest.

PARTS OF A CLASS

Each Class contains the rules elements described below. Characters who have levels in a Class are exceptional; most of the inhabitants of the multiverse aren't members of a Class.

PRIMARY ABILITY

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

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

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

CLASS GROUP

Each Class is a member of a Class Group—a set of Classes that have certain features and themes in common. The Class Groups table lists the groups and summarizes characteristics the members of a group have in common.

CLASS GROUPS

Group	Classes	Characteristics
Experts*	Bard, Ranger, Rogue	Polymaths who have the Expertise feature and elements of other Classes
Mages	Sorcerer, Warlock, Wizard	Adepts of Arcane magic, focusing on utility and destruction
Priests	Cleric, Druid, Paladin	Stewards of Divine or Primal magic, focusing on healing, utility, and defense
Warriors	Barbarian, Fighter, Monk	Masters of combat who can deal and endure many wounds

* The Artificer is also an Expert. That Class appears in *Tasha's Cauldron of Everything* and *Eberron: Rising from the Last War*, not the *Player's Handbook*.

A Class Group has no rules in itself, but prerequisites and other rules can refer to these groups. For example, only members of the Mage Group might be able to attune to a particular magic item, or a Feat might be available only to members of the Warrior Group.

When creating a party of adventurers, one way to form a well-rounded group is to include at least one member of each Class Group. That said, mix and match Classes to your heart's content!

CREATING A MEMBER OF THE CLASS

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

CLASS FEATURES

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

SUBCLASSES

A Class's description is followed by a section dedicated to Subclasses for that Class. A Subclass represents an area of specialization for a member of a Class, and the Subclass grants special features at certain levels.

When playtesting the new version of a Class, you can use a Subclass from an older source, such as the 2014 *Player's Handbook* or *Tasha's Cauldron of Everything*. If the older Subclass offers features at levels that are different from the Subclass levels in the Class, follow the older Subclass's level progression after the Class lets you gain the Subclass.

THREE CLASS HIGHLIGHTS

Here are three highlights in this article's classes:

- All three Classes have new features, as well as revised versions of old features.
- When a Class offers a decision, a suggested choice is usually presented, especially at lower levels. This makes it easier to create characters quickly.
- Each Class's old 20th-level feature has moved to 18th level, opening up 20th level for Epic Boons.

BARD

Class Group: Expert
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.

Almost 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 musical performance, the workings of magic, and the formation of 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. It can sometimes be hard to spot the difference between these performers and Bards, though. A Bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge, level of musical skill, and mastery of magic sets them apart.

BARD

| Level | Prof. Bonus | Class Features | Bardic Die | Cantrips | —Prepared Spells per Spell Level— | | | | | | | | |
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Bardic Inspiration, Spellcasting	d6	2	2	—	—	—	—	—	—	—	—
2nd	+2	Expertise, Songs of Restoration	d6	2	3	—	—	—	—	—	—	—	—
3rd	+2	Bard Subclass	d6	2	4	2	—	—	—	—	—	—	—
4th	+2	Feat	d6	3	4	3	—	—	—	—	—	—	—
5th	+3	Jack of All Trades	d8	3	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	d8	3	4	3	3	—	—	—	—	—	—
7th	+3	Font of Bardic Inspiration	d8	3	4	3	3	1	—	—	—	—	—
8th	+3	Feat	d8	3	4	3	3	2	—	—	—	—	—
9th	+4	Expertise	d8	3	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	d10	4	4	3	3	3	2	—	—	—	—
11th	+4	Magical Secrets	d10	4	4	3	3	3	2	1	—	—	—
12th	+4	Feat	d10	4	4	3	3	3	2	1	—	—	—
13th	+5	—	d10	4	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	d10	4	4	3	3	3	2	1	1	—	—
15th	+5	Further Magical Secrets	d12	4	4	3	3	3	2	1	1	1	—
16th	+5	Feat	d12	4	4	3	3	3	2	1	1	1	—
17th	+6	—	d12	4	4	3	3	3	2	1	1	1	1
18th	+6	Superior Bardic Inspiration	d12	4	4	3	3	3	3	1	1	1	1
19th	+6	Feat	d12	4	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	d12	4	4	3	3	3	3	2	2	1	1

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: Deception, Performance, Persuasion (or 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	Musical Instrument (one
Entertainer's Pack	of your choice)
Leather Armor	Shortsword
	18 GP

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. You can use your Bardic Inspiration die in the following ways:

Boost a d20 Test. When another creature within 60 feet of you that you can see or hear fails a d20 Test, you can use your Reaction to give the creature a Bardic Inspiration die. The creature rolls that die and adds the number rolled to the d20, potentially turning the failure into a success.

Heal. Immediately after another creature within 60 feet of you that you can see or hear takes damage, you can use your Reaction to roll your Bardic Inspiration die and restore a number of Hit Points to the creature equal to the number rolled.

Number of Uses. A Bardic Inspiration die is expended when it's rolled. You can confer a Bardic Inspiration die a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain levels in this Class, 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.

Prepared Spells. You have the following Spells prepared: *Color Spray*, *Disguise Self*, *Prestidigitation*, and *Vicious Mockery*. Alternatively, you can prepare two 0-level Spells and two 1st-level Spells of your choice. Any Spell you prepare for this Class must be an Arcane Spell, and it must be from one of the following Schools of Magic: Divination, Enchantment, Illusion, or Transmutation.

Whenever you finish a Long Rest, you can practice your bardic arts and replace any Spell you have prepared for this Class with another Arcane Spell of the same level, abiding by the school restriction above.

At higher levels in this Class, you can prepare more Spells, as shown on the Bard table. The numbers there determine the number of different Spells you can prepare of each level. For example, as a 3rd-level Bard, you can prepare two different 0-level Spells, four different 1st-level Spells, and two different 2nd-level Spells.

Consult the "Prepared Bard Spells" section for recommendations on which spells to prepare at higher levels. A Spell marked with a dagger (†) in that section is always prepared and can't be replaced when you prepare Spells.

Spell Slots. The Bard table shows how many Spell Slots you have at each level to cast your Bard Spells of 1st level and higher; the number of different Spells you can prepare of each level equals the number of Spell Slots you have at that level. For example, as a 5th-level Bard, you have four 1st-level Spell Slots, three 2nd-level Spell Slots, and two 3rd-level Spell Slots.

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 prepare for this Class.

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: Songs of Restoration

You have learned how to use music, poetry, and dance to heal wounds and maladies. When you reach certain levels in this Class, you add a specific Spell to your Songs of Restoration repertoire, as shown on the Songs of Restoration Repertoire table. You always have that Spell prepared, and it doesn't count against the number of Spells you can prepare.

Songs of Restoration Repertoire

Bard Level	Spell
2nd	*Healing Word*
4th	*Lesser Restoration*
6th	*Mass Healing Word*
8th	*Freedom of Movement*
10th	*Greater Restoration*

3rd Level: Bard Subclass

You gain the College of Lore Subclass or another Bard Subclass of your choice. The College of Lore is detailed after the Bard's Class description, and other Subclasses will appear in future *Unearthed Arcana* articles.

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. This Class's description tells you the levels when your Subclass provides features.

4th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

5th 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 Check (Athletics) and lack Athletics Proficiency, you can add half your Proficiency Bonus to the check.

6th Level: Subclass Feature

You gain a feature from your Bard Subclass.

7th Level: Font of Bardic Inspiration

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

In addition, if a creature rolls your Bardic Inspiration die and gets a 1 (after any rerolls you might have), that use of your Bardic Inspiration isn't expended.

8TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

9TH LEVEL: EXPERTISE
You gain Expertise in two of your Skill Proficiencies of your choice.

10TH LEVEL: SUBCLASS FEATURE
You gain a feature from your Bard Subclass.

11TH LEVEL: MAGICAL SECRETS
You have collected magical knowledge from a wide spectrum of disciplines. Choose a Spell List: Arcane, Divine, or Primal. Whenever you prepare Spells for this Class, up to two of the Spells you prepare can be from the chosen list and from any School of Magic. The prepared Spells otherwise follow the rules of your Bard Spellcasting feature.

12TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

14TH LEVEL: SUBCLASS FEATURE
You gain a feature from your Bard Subclass.

15TH LEVEL: FURTHER MAGICAL SECRETS
Your understanding of magic has grown even broader. Choose a Spell List—Arcane, Divine, or Primal—that you didn't choose for your Magical Secrets feature. Whenever you prepare your Bard Spells, two of the Spells you prepare can be from the chosen list and from any School of Magic. The prepared Spells otherwise follow the rules of your Bard Spellcasting feature.

16TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

18TH LEVEL: SUPERIOR BARDIC INSPIRATION
When you roll Initiative, you regain two expended uses of your Bardic Inspiration.

19TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

20TH LEVEL: EPIC BOON
You gain the Epic Boon of Luck Feat or another Epic Boon Feat of your choice.

PREPARED BARD SPELLS
This section provides recommended Spells that you prepare at each Bard level. Look for your Bard level, and you prepare the spells for that level and all lower Bard levels. Whenever you finish a Long Rest, you can change these Spells, as explained in this Class's Spellcasting feature.

A Spell marked with a dagger (†) is always prepared and can't be replaced when you prepare Spells.

1ST-LEVEL BARD
0-Level Spells: *Prestidigitation, Vicious Mockery*
1st-Level Spells: *Color Spray, Disguise Self*

2ND-LEVEL BARD
1st-Level Spells: *Dissonant Whispers, Healing Word*†

3RD-LEVEL BARD
1st-Level Spells: *Charm Person*
2nd-Level Spells: *Blur, Shatter*

4TH-LEVEL BARD
0-Level Spells: *Minor Illusion*
2nd-Level Spells: *Calm Emotions, Lesser Restoration*†

5TH-LEVEL BARD
3rd-Level Spells: *Haste, Tongues*

6TH-LEVEL BARD
3rd-Level Spells: *Major Image, Mass Healing Word*†

7TH-LEVEL BARD
4th-Level Spells: *Compulsion*

8TH-LEVEL BARD
4th-Level Spells: *Freedom of Movement,*† *Greater Invisibility*

9TH-LEVEL BARD

4th-Level Spells: *Polymorph*
5th-Level Spells: *Seeming*

10TH-LEVEL BARD

0-Level Spells: *Message*
5th-Level Spells: *Greater Restoration,*† *Legend Lore*

11TH- AND 12TH-LEVEL BARD

6th-Level Spells: *Otto's Irresistible Dance*

13TH- AND 14TH-LEVEL BARD

7th-Level Spells: *Etherealness*

15TH- AND 16TH-LEVEL BARD

8th-Level Spells: *Power Word Stun*

17TH-LEVEL BARD

9th-Level Spells: *Power Word Kill*

18TH-LEVEL BARD

5th-Level Spells: *Animate Objects*

19TH-LEVEL BARD

6th-Level Spells: *Mass Suggestion*

20TH-LEVEL BARD

7th-Level Spells: *Reverse Gravity*

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
the College of Lore Subclass.

COLLEGE OF LORE

Bards of the College of Lore know something
about most things, collecting bits of knowledge
from sources as diverse as scholarly tomes and
peasant tales. Whether singing folk ballads in
taverns or performing elaborate compositions in
royal courts, these Bards use their gifts to hold
audiences spellbound.

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

3RD LEVEL: BONUS PROFICIENCIES

You gain three Skill Proficiencies: Arcana,
History, and Nature. If you already have one of
these Proficiencies, choose a Skill Proficiency
you lack, and gain that Proficiency.

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
yourself succeeds on an Ability Check or an
Attack Roll, you can use your Reaction to expend
one of your uses of Bardic Inspiration, rolling a
Bardic Inspiration die and subtracting the
number rolled from the creature's roll,
potentially turning it into a failure.

6TH LEVEL: CUNNING INSPIRATION

Through your studies and your cunning, you've
learned to inspire others exceptionally well.
When any creature rolls your Bardic Inspiration
die, that creature can roll the die twice and use
the higher of the two rolls.

10TH LEVEL: IMPROVED CUTTING WORDS

Whenever you use your Cutting Words feature
on a creature, you can deal Psychic Damage to
that creature equal to the number rolled on the
Bardic Inspiration die plus your Charisma
modifier.

14TH LEVEL: PEERLESS SKILL

When you make an Ability Check and fail, you
can expend one use of Bardic Inspiration, roll the
Bardic Inspiration die, and add the number
rolled to the Ability Check, potentially turning it
into a success. If the check still fails, the Bardic
Inspiration isn't expended.

RANGER

Class Group: Expert
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.

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: Athletics, Stealth, Survival (or choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival)

RANGER

Level	Prof. Bonus	Class Features	—Prepared Spells per Spell Level—					
			Cantrips	1st	2nd	3rd	4th	5th
1st	+2	Expertise, Favored Enemy, Spellcasting	2	2	—	—	—	—
2nd	+2	Fighting Style	2	2	—	—	—	—
3rd	+2	Ranger Subclass	2	3	—	—	—	—
4th	+2	Feat	2	3	—	—	—	—
5th	+3	Extra Attack	2	4	2	—	—	—
6th	+3	Subclass Feature	2	4	2	—	—	—
7th	+3	Roving	2	4	3	—	—	—
8th	+3	Feat	2	4	3	—	—	—
9th	+4	Expertise	2	4	3	2	—	—
10th	+4	Subclass Feature	3	4	3	2	—	—
11th	+4	Tireless	3	4	3	3	—	—
12th	+4	Feat	3	4	3	3	—	—
13th	+5	Nature's Veil	3	4	3	3	1	—
14th	+5	Subclass Feature	3	4	3	3	1	—
15th	+5	Feral Senses	3	4	3	3	2	—
16th	+5	Feat	3	4	3	3	2	—
17th	+6	—	3	4	3	3	3	1
18th	+6	Foe Slayer	3	4	3	3	3	1
19th	+6	Feat	3	4	3	3	3	2
20th	+6	Epic Boon	3	4	3	3	3	2

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)	Scimitar
Explorer's Pack	Shortsword
Longbow	Studded Leather Armor
Quiver	8 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: EXPERTISE
You gain Expertise in two of your Skill Proficiencies of your choice.

Stealth and Survival are iconic choices for a Ranger if you have Proficiency in them.

1ST LEVEL: FAVORED ENEMY
You are adept at focusing your ire on a single foe. You always have the *Hunter's Mark* Spell prepared, and it doesn't count against the number of Spells you can prepare. Moreover, you don't have to concentrate on the Spell once you cast it; it lasts for its full duration, until you end it as a Bonus Action, or until you are Incapacitated.

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 Preparation. You have the following Spells prepared: *Cure Wounds*, *Guidance*, *Hunter's Mark*, and *Thorn Whip.* Alternatively, you can prepare two 0-level Spells and two 1st-level Spells of your choice. Any Spell you prepare for this Class must be a Primal Spell, and it can be from any School of Magic except Evocation.

Whenever you finish a Long Rest, you can commune with nature and replace any Spell you have prepared for this Class with another Primal Spell of the same level that isn't an Evocation.

At higher levels in this Class, you can prepare more Spells, as shown on the Ranger table. The numbers there determine the number of different Spells you can prepare of each level. For example, as a 3rd-level Ranger, you can prepare two different 0-level Spells and three different 1st-level Spells.

Consult the "Prepared Ranger Spells" section for recommendations on which spells to prepare at higher levels. A Spell marked with a dagger (†) in that section is always prepared and can't be replaced when you prepare Spells.

Spell Slots. The Ranger table shows how many Spell Slots you have at each level to cast your Ranger Spells of 1st level and higher; the number of different Spells you can prepare of each level equals the number of Spell Slots you have at that level. For example, as a 5th-level Ranger, you have four 1st-level Spell Slots and two 2nd-level 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.

2ND LEVEL: FIGHTING STYLE

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

Whenever you gain a Feat at later levels, Fighting Style Feats are among your options, even though you aren't a member of the Warrior Group.

3RD LEVEL: RANGER SUBCLASS

You gain the Hunter Subclass or another Ranger Subclass of your choice. The Hunter is detailed after the Ranger's Class description, and other Subclasses will appear in future *Unearthed Arcana* articles.

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. This Class's description tells you the levels when your Subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement Feat or another Feat of your choice.

5TH LEVEL: EXTRA ATTACK

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

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger Subclass.

7TH 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.

8TH LEVEL: FEAT

You gain the Ability Score Improvement Feat or another Feat of your choice.

9TH LEVEL: EXPERTISE

You gain Expertise in two of your Skill Proficiencies of your choice.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger Subclass.

11TH LEVEL: TIRELESS

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

Temporary Hit Points. Whenever you finish a Short Rest or a Long Rest, you can give yourself a number of Temporary Hit Points equal to 1d8 plus your Proficiency Bonus.

Decrease Exhaustion. If you are Exhausted when you finish a Short Rest, your level of exhaustion decreases by 1.

12TH LEVEL: FEAT

You gain the Ability Score Improvement Feat or another Feat of your choice.

13TH LEVEL: NATURE'S VEIL

You invoke spirits of nature to magically hide yourself from view. As a Bonus Action, you can expend a Spell Slot and become Invisible until the end of your next turn.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Ranger Subclass.

15TH LEVEL: FERAL SENSES

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

16TH LEVEL: FEAT

You gain the Ability Score Improvement Feat or another Feat of your choice.

18TH LEVEL: FOE SLAYER

Your *Hunter's Mark* now deals an extra 1d10 damage to its target, rather than an extra 1d6.

19TH LEVEL: FEAT

You gain the Ability Score Improvement Feat or another Feat of your choice.

20TH LEVEL: EPIC BOON

You gain the Epic Boon of Fortitude Feat or another Epic Boon Feat of your choice.

PREPARED RANGER SPELLS

This section provides recommended Spells that you prepare at each Ranger level. Look for your Ranger level, and you prepare the spells for that

level and all lower Ranger levels. Whenever you finish a Long Rest, you can change these Spells, as explained in this Class's Spellcasting feature.

A Spell marked with a dagger (†) is always prepared and can't be replaced when you prepare Spells.

1ST- AND 2ND-LEVEL RANGER

Cantrips: *Guidance*, *Thorn Whip*
1st-Level Spells: *Cure Wounds*, *Hunter's Mark*,† *Speak with Animals*

3RD- AND 4TH-LEVEL RANGER

1st-Level Spells: *Ensnaring Strike*

5TH- AND 6TH-LEVEL RANGER

1st-Level Spells: *Longstrider*
2nd-Level Spells: *Pass without Trace*, *Spike Growth*

7TH- AND 8TH-LEVEL RANGER

2nd-Level Spells: *Barkskin*

9TH-LEVEL RANGER

3rd-Level Spells: *Conjure Barrage*, *Elemental Weapon*

10TH-LEVEL RANGER

Cantrips: *Message*

11TH- AND 12TH-LEVEL RANGER

3rd-Level Spells: *Revivify*

13TH- AND 14TH-LEVEL RANGER

4th-Level Spells: *Freedom of Movement*

15TH- AND 16TH-LEVEL RANGER

4th-Level Spells: *Locate Creature*

17TH- AND 18TH-LEVEL RANGER

4th-Level Spells: *Conjure Woodland Beings*
5th-Level Spells: *Conjure Volley*

19TH- AND 20TH-LEVEL RANGER

5th-Level Spells: *Tree Stride*

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 Hunter Subclass.

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.

3RD LEVEL: HUNTER'S PREY

Your tenacity can wear down even the most resilient foes. When you hit a creature with a Weapon or an Unarmed Strike as part of the Attack Action on your turn, the Weapon or Unarmed Strike 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.

6TH 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 Immunities, Resistances, and Vulnerabilities, and if the creature has any, you know what they are.

10TH LEVEL: MULTIATTACK

You now always have *Conjure Barrage* prepared, and it doesn't count against the number of Spells you can prepare.

You can also cast the Spell with 1st- and 2nd-level Spell Slots. When you do so, the Spell's damage is reduced by 1d8 for each slot level below 3rd.

14TH LEVEL: SUPERIOR HUNTER'S DEFENSE

When you are hit by an Attack Roll, you can use your Reaction to halve the attack's damage against yourself, and you can redirect the other half of the damage to one creature (other than the attacker) that you can see within 5 feet of yourself.

ROGUE

Class Group: Expert
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.

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.

ROGUE

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

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: Acrobatics, Investigation, Sleight of Hand, Stealth (or choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and 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 on each of your turns when you take the Attack Action, you can deal extra damage to one creature you hit with an Attack Roll if you're attacking with a Finesse Weapon or a 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 isn't Incapacitated, 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.

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 the Thief Subclass or another Rogue Subclass of your choice. The Thief is detailed after the Rogue's Class description, and other

Subclasses will appear in future *Unearthed Arcana* articles.

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. This Class's description tells you the levels when your Subclass provides features.

4TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

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: SUBCLASS FEATURE
You gain a feature from your Rogue Subclass.

7TH LEVEL: EXPERTISE
You gain Expertise in two of your Skill Proficiencies of your choice.

8TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

9TH 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're Incapacitated.

10TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

10TH LEVEL: SUBCLASS FEATURE
You gain a feature from your Rogue Subclass.

11TH 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.

12TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

13TH LEVEL: SUBTLE STRIKES
When you attack, you know how to exploit a target's distraction. You have Advantage on any Attack Roll that targets a creature that is within 5 feet of at least one of your allies who isn't Incapacitated.

14TH LEVEL: SUBCLASS FEATURE
You gain a feature from your Rogue Subclass.

15TH LEVEL: SLIPPERY MIND
Your cunning mind is exceptionally difficult to control. You gain Proficiency in Wisdom and Charisma Saving Throws.

16TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

17TH LEVEL: ELUSIVE
You are so evasive that attackers rarely gain the upper hand against you. No Attack Roll has Advantage against you while you aren't Incapacitated.

18TH 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.

19TH LEVEL: FEAT
You gain the Ability Score Improvement Feat or another Feat of your choice.

20TH LEVEL: EPIC BOON
You gain the Epic Boon of Undetectability Feat or another Epic Boon Feat of your choice.

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 Thief Subclass.

Thief

You have honed your larcenous arts. Burglars, bandits, cutpurses, and other criminals typically adopt this Subclass, but so do Rogues who prefer to think of themselves as treasure seekers, explorers, delvers, and investigators.

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.

3rd Level: Fast Hands

You have additional options for the Bonus Action of your Cunning Action, with which you can do the following:

Search. Take the Search Action.
Sleight of Hand. Make a Dexterity Check (Sleight of Hand) to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

3rd Level: Second-Story Work

You have trained to reach especially hard-to-reach places, granting you these benefits:

Climb Speed. You gain a Climb Speed equal to your Speed.
Jump Distance. When you take the Jump Action, you can make a Dexterity Check, instead of a Strength Check.

6th Level: Supreme Sneak

You have Advantage on every Dexterity Check (Stealth) you make, provided you aren't wearing Medium or Heavy Armor.

10th 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* that bears a cantrip or a 1st-level Spell. You can also try to use any *Spell Scroll* that contains a higher-level Spell, but you must first succeed on an Intelligence Check (Arcana) with a DC equal to 10 + the Spell's level. On a successful check, you cast the Spell from the scroll, and you use Intelligence as your Spellcasting Ability for this casting. On a failed check, the scroll disintegrates.

14th Level: Thief's Reflexes

You can now take a second Bonus Action on your turn, provided it is the Bonus Action from Cunning Action. You can use this feature on a number of turns equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

FEATS

This section offers a collection of Feats, which are special features not tied to a single Class.

PARTS OF A FEAT

The description of a Feat contains the following parts, which are presented after the Feat's name:

Level. Each Feat has a level. To take a Feat, your level must equal or exceed the Feat's level.

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 Class or a Class Group, you must have at least 1 level in an eligible Class to qualify for the Feat.

Repeatable. If a Feat is repeatable, you can take it more than once. If it isn't repeatable, you can take the Feat only once.

BONUS FEATS AT 20TH LEVEL
A DM can use bonus Feats as a form of advancement after characters reach 20th level, a way 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 the descriptions of Feats available to Classes presented in this document. Members of those Classes can also select Feats from the previous installment of *Unearthed Arcana*, "Character Origins." The Feats are presented in alphabetical order.

ABILITY SCORE IMPROVEMENT
4th-Level Feat

Prerequisite: None
Repeatable: Yes

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.

ACTOR
4th-Level Feat

Prerequisite: Charisma 13+
Repeatable: No

Skilled at mimicry and dramatics, you gain the following benefits:

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Impersonation. While you're disguised as a fictional person or a real person other than yourself, you have Advantage on Charisma Checks (Performance) to convince others that you are that person.

Mimicry. You can mimic the sounds of other creatures, including speech. To mimic a sound or a way of speaking, you must listen to it for at least 1 minute. Any time thereafter, you can make a DC 15 Charisma Check (Performance) to perform the mimicry; on a success, you perform it convincingly for up to 1 hour.

ATHLETE
4th-Level Feat

Prerequisite: Strength, Dexterity, or Constitution 13+
Repeatable: No

You have undergone extensive physical training to gain the following benefits:

Ability Score Increase. Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

Climb Speed. You gain a Climb Speed equal to your Speed.

Hop Up. When you are Prone, you can right yourself with only 5 feet of movement.

Jumping. You have Advantage on any Ability Check you make for the Jump Action.

CHARGER
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You have trained to charge headlong into battle, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash. When you take the Dash Action, your Speed increases by 10 feet for that Action.

Charge Attack. If you move at least 10 feet in a straight line immediately before hitting with an attack as part of the Attack Action on your turn, choose one of the following effects: gain a +1d8 bonus to the attack's damage roll, or push the target up to 10 feet, provided the target you want to push is no more than one Size larger than you. You can use this benefit only once on each of your turns.

CROSSBOW EXPERT
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

Thanks to extensive practice with crossbows, you gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.
Ignore Loading. You ignore the Loading property of crossbows.
Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your Attack Rolls with crossbows.
Dual Wielding. When you make the extra attack of the Light weapon property, you can add your Ability Modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property.

DEFENSIVE DUELIST
4th-Level Feat

Prerequisite: Dexterity 13+
Repeatable: No

You've learned to deftly parry attacks, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.
Parry. If you are holding a Finesse Weapon and another creature hits you with a Melee Attack, you can use your Reaction to add your Proficiency Bonus to your Armor Class for that attack, potentially causing the attack to miss you.

DUAL WIELDER
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You master fighting with two weapons, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
Enhanced Dual Wielding. When you are holding a Weapon with the Light property in one hand, you can treat a non-Light Weapon in your other hand as if it had the Light property, provided that Weapon lacks the Two-Handed property.
Quick Draw. You can draw or stow two Weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

DURABLE
4th-Level Feat

Prerequisite: Constitution 13+
Repeatable: No

Hardy and resilient, you gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.
Defy Death. You have Advantage on Death Saving Throws.
Speedy Recovery. As a Bonus Action, you can expend one of your Hit Dice, roll the die, and regain a number of Hit Points equal to the roll.

ELEMENTAL ADEPT
4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature
Repeatable: Yes, but you must choose a different Damage Type each time for Energy Mastery

In your spellcasting, you can harness a particular form of energy with deadly mastery, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery. Choose one of the following Damage Types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. In addition, when you roll damage for a Spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

EPIC BOON OF COMBAT PROWESS
20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

When you miss with a Melee Attack, you can hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF DIMENSIONAL TRAVEL
20th-Level Feat

Prerequisite: Expert or Mage Group
Repeatable: No

You can cast the *Misty Step* Spell without expending a Spell Slot. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF ENERGY RESISTANCE
20th-Level Feat

Prerequisite: Expert or Mage Group
Repeatable: No

You gain Resistance to one of the following Damage Types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder.
   Whenever you finish a Short Rest or a Long Rest, you can meditate and change that Damage Type choice.

EPIC BOON OF FORTITUDE
20th-Level Feat

Prerequisite: None
Repeatable: No

Your Hit Point Maximum increases by 40. In addition, whenever you regain Hit Points, you regain additional Hit Points equal to your Constitution Modifier. You can regain these additional Hit Points no more than once per round.

EPIC BOON OF IRRESISTIBLE OFFENSE
20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

The damage you deal always ignores Resistance.

EPIC BOON OF LUCK
20th-Level Feat

Prerequisite: Expert Group
Repeatable: No

Immediately after you roll a d20 for a d20 Test, you can roll a d10 and add the number rolled to the test. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF THE NIGHT SPIRIT
20th-Level Feat

Prerequisite: Expert or Mage Group
Repeatable: No

While within Dim Light or Darkness, you can become Invisible as an Action. You remain Invisible until immediately after you take an Action or a Reaction.

EPIC BOON OF PEERLESS AIM
20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

If you make a Ranged Attack against a target in range and miss, you can cause the attack to hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF RECOVERY
20th-Level Feat

Prerequisite: None
Repeatable: No

You can use a Bonus Action to regain a number of Hit Points equal to half your Hit Point Maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.
   In addition, you succeed on every Death Saving Throw that isn't a roll of 1.

EPIC BOON OF SKILL PROFICIENCY
20th-Level Feat

Prerequisite: None
Repeatable: No

You gain Proficiency in all Skills.

EPIC BOON OF SPEED
20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

Your Speed increases by 30 feet.

EPIC BOON OF UNDETECTABILITY
20th-Level Feat

Prerequisite: Expert Group
Repeatable: No

You can't be seen or heard by any means—magical or nonmagical—while you are <u>Hidden</u>.

EPIC BOON OF THE UNFETTERED
20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

As a Bonus Action, you can take the Disengage Action, which also ends the <u>Grappled</u> and the Restrained Conditions on you.

FIGHTING STYLE: ARCHERY
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

You gain a +2 bonus to <u>Attack Rolls</u> you make with Ranged Weapons.

FIGHTING STYLE: DEFENSE
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

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

FIGHTING STYLE: DUELING
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

When you are wielding a Melee Weapon in one hand and no other Weapons, you gain a +2 bonus to damage rolls with that Melee Weapon.

FIGHTING STYLE: GREAT WEAPON FIGHTING
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

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
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

Immediately after a creature you can see makes an <u>Attack Roll</u> and hits a target other than you that is within 5 feet of you, you can use your Reaction to interpose your Shield and impose a −2 penalty on the <u>Attack Roll</u>, potentially turning it into a miss. You must be wielding a Shield to use this Reaction.

FIGHTING STYLE: TWO-WEAPON FIGHTING
1st-Level Feat

Prerequisite: Warrior Group
Repeatable: No

When you make the extra attack of the <u>Light</u> weapon property, you can add your Ability Modifier to the damage of the extra attack.

GRAPPLER
4th-Level Feat

Prerequisite: Strength or Dexterity 13+
Repeatable: No

You're an accomplished wrestler, granting you the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
Attack Advantage. You have Advantage on <u>Attack Rolls</u> against a creature <u>Grappled</u> by you.

Fast Wrestler. You aren't Slowed when you move a creature Grappled by you, provided the creature is your Size or smaller.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack Action on your turn, you can deal damage to the target and also grapple it. You can use this benefit only once per turn.

GREAT WEAPON MASTER
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You've learned to use the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Cleave. Immediately after you score a Critical Hit with a Melee Weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Heavy Weapon Mastery. When you hit a creature with a Heavy Weapon as part of the Attack Action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus, and you can deal it only once per turn.

HEAVILY ARMORED
4th-Level Feat

Prerequisite: Medium Armor Training
Repeatable: No

You have trained to use Heavy Armor effectively, gaining the following benefits:

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Armor Training. You gain Heavy Armor Training.

HEAVY ARMOR MASTER
4th-Level Feat

Prerequisite: Heavy Armor Training
Repeatable: No

You can use your Heavy Armor to deflect strikes, granting you the following benefits:

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Damage Reduction. When you're hit by an attack while you're wearing Heavy Armor, any Bludgeoning, Piercing, or Slashing Damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

INSPIRING LEADER
4th-Level Feat

Prerequisite: Wisdom or Charisma 13+
Repeatable: No

You are adept at encouraging others, granting you the following benefits:

Ability Score Increase. Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Encouraging Performance. At the end of a Short Rest or a Long Rest, you can give an inspiring performance: a speech, a song, or a dance. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who witness the performance. The chosen creatures each gain Temporary Hit Points equal to 2d4 + your Proficiency Bonus.

KEEN MIND
4th-Level Feat

Prerequisite: Intelligence 13+
Repeatable: No

You have trained to rapidly recall or discover vital details, granting you the following benefits:

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Lore Knowledge. Choose one of the following Skills: Arcana, History, Investigation, Nature, or Religion. If you lack Proficiency in the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.

Quick Study. You can take the Study Action as a Bonus Action.

LIGHTLY ARMORED
1st-Level Feat

Prerequisite: None
Repeatable: No

You gain the following Armor Training: Light Armor, Medium Armor, and Shield.

MAGE SLAYER
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You have practiced techniques useful in battling magic-users, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
Concentration Breaker. When you damage a creature that is concentrating, it has Disadvantage on the Saving Throw it makes to maintain Concentration.
Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma Saving Throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Long Rest.

MEDIUM ARMOR MASTER
4th-Level Feat

Prerequisite: Medium Armor Training
Repeatable: No

You have practiced moving in medium armor to gain the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
Dexterous Wearer. While you are wearing Medium Armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

MOUNTED COMBATANT
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You have developed a bond with your mounts, granting you the following benefits:

Ability Score Increase. Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
Mount Handler. You have Advantage on Wisdom Checks (Animal Handling) made to handle or train horses and other Beasts employed as mounts.
Mounted Strike. While mounted, you have Advantage on Attack Rolls against any creature that is within 5 feet of your mount and at least one Size smaller than it.
Leap Aside. If your mount is subjected to an effect that allows it to make a Dexterity Saving Throw to take only half damage, it instead takes no damage if it succeeds on the Saving Throw, and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can be Incapacitated.
Veer. While mounted, you can use your Reaction to force an attack that hits your mount to hit you instead.

OBSERVANT
4th-Level Feat

Prerequisite: Intelligence or Wisdom 13+
Repeatable: No

Quick to notice details around you, you gain the following benefits:

Ability Score Increase. Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
Keen Observer. Choose one of the following Skills: Insight, Investigation, or Perception. If you lack Proficiency with the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.
Quick Search. You can take the Search Action as a Bonus Action.

POLEARM MASTER
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You have trained extensively with pole weapons that have Reach, granting you the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Pole Strike. Immediately after you take the Attack Action and attack with a Weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a Melee Attack with the opposite end of the Weapon. The weapon's damage die for this attack is a d4, and it deals Bludgeoning Damage.

Reactive Strike. While you are holding a Weapon that has the Heavy and Reach properties, you can use your Reaction to make one Melee Attack against a creature that enters the Reach you have with that Weapon.

Resilient
4th-Level Feat

Prerequisite: None
Repeatable: No

You have developed the resilience to better withstand certain dangers, granting you the following benefits:

Ability Score Increase. Choose one ability in which you lack Saving Throw Proficiency. Increase the chosen Ability Score by 1, to a maximum of 20.

Saving Throw Proficiency. You gain Saving Throw Proficiency with the chosen ability.

Ritual Caster
4th-Level Feat

Prerequisite: Intelligence, Wisdom, or Charisma 13+
Repeatable: No

You have studied ritual magic, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Ritual Spells. Choose two 1st-level Spells that have the Ritual tag from the Arcane, Divine, and Primal Spell Lists. You always have those two Spells prepared, and you can cast them with any Spell Slots you have. The Spells' Spellcasting Ability is the ability increased by this Feat.

Quick Ritual. With this benefit, you can cast a Ritual Spell that you have prepared using its regular casting time, rather than the extended time for a Ritual. Doing so doesn't require a Spell Slot. Once you cast the Spell in this way, you can't use this benefit again until you finish a Long Rest.

Sentinel
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Guardian. Immediately after a creature within 5 feet of you takes the Disengage Action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the turn.

Sharpshooter
4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon
Repeatable: No

You can make shots that others find impossible, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Bypass Cover. Your Ranged Attacks with Weapons ignore Half Cover and Three-Quarters Cover.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged Attack Rolls with Weapons.

Long Shots. Attacking at Long Range doesn't impose Disadvantage on your ranged Attack Rolls with Weapons.

Shield Master
4th-Level Feat

Prerequisite: Shield Training
Repeatable: No

You've trained to use shields not just for protection, but also for offense, granting you the following benefits:

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack Action and hit with a Melee Weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength Saving Throw against a DC equal to 8 + your Strength modifier + your Proficiency Bonus. On a failed save, you knock the target Prone or push it 5 feet away. You can use this benefit only once on each of your turns.

Interpose Shield. If you are subjected to an effect that allows you to make a Dexterity Saving Throw to take only half damage, you can use your Reaction to take no damage if you succeed on the Saving Throw and are wielding a Shield, interposing your shield between yourself and the source of the effect.

SKULKER
4th-Level Feat

Prerequisite: Dexterity 13+
Repeatable: No

You are expert at slinking through shadows, granting you the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Blindsight. You have Blindsight with a range of 10 feet.

Fog of War. Exploiting the distractions of battle, you have Advantage on any Dexterity Check (Stealth) you make as part of the Hide Action during combat.

Sniper. If you make an Attack Roll while Hidden and the roll misses, making the Attack Roll doesn't end the Hidden Condition on you.

SPEEDSTER
4th-Level Feat

Prerequisite: Dexterity or Constitution 13+
Repeatable: No

You possess exceptional speed and stamina, granting you the following benefits:

Ability Score Increase. Increase your Dexterity or Constitution score by 1, to a maximum of 20.

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

Dash Over Difficult Terrain. When you take the Dash Action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

SPELL SNIPER
4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature
Repeatable: No

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Bypass Cover. Your Attack Rolls for Spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your Attack Rolls with Spells.

Increased Range. When you cast a Spell that has a range of at least 10 feet and that requires you to make an Attack Roll, you can increase the Spell's range by 60 feet.

WAR CASTER
4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature
Repeatable: No

You have practiced casting spells in the midst of combat, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Concentration. You have Advantage on Constitution Saving Throws that you make to maintain your Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by moving out of your Reach, you can use your Reaction to cast a Spell at the creature, rather than making an Opportunity Attack. The Spell must have a casting time of one Action and must target only that creature.

Somatic Components. You can perform the Somatic Components of Spells even when you have Weapons or a Shield in one or both hands.

Weapon Training
4th-Level Feat

Prerequisite: None
Repeatable: No

You have practiced extensively with a variety of weapons, gaining the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
Weapon Proficiency. You gain Martial Weapon Proficiency.

Spell Lists

This section presents three Spell lists: Arcane, Divine, and Primal. Each list provides a Spell's level, name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

If a Spell's School of Magic is different from what appears in the 2014 *Player's Handbook*, an asterisk (*) appears after the school.

Arcane Spells

Lvl	Spell	School	Ritual
0	*Acid Splash*	Conjuration	No
0	*Blade Ward*	Abjuration	No
0	*Chill Touch*	Necromancy	No
0	*Dancing Lights*	Illusion*	No
0	*Fire Bolt*	Evocation	No
0	*Friends*	Enchantment	No
0	*Light*	Evocation	No
0	*Mage Hand*	Conjuration	No
0	*Mending*	Transmut.	No
0	*Message*	Transmut.	No
0	*Minor Illusion*	Illusion	No
0	*Poison Spray*	Conjuration	No
0	*Prestidigitation*	Transmut.	No
0	*Ray of Frost*	Evocation	No
0	*Shocking Grasp*	Evocation	No
0	*True Strike*	Divination	No
0	*Vicious Mockery*	Enchantment	No
1	*Alarm*	Abjuration	Yes
1	*Armor of Agathys*	Abjuration	No
1	*Arms of Hadar*	Conjuration	No
1	*Burning Hands*	Evocation	No

Lvl	Spell	School	Ritual
1	*Charm Person*	Enchantment	No
1	*Chromatic Orb*	Evocation	No
1	*Color Spray*	Illusion	No
1	*Comprehend Languages*	Divination	Yes
1	*Detect Magic*	Divination	Yes
1	*Disguise Self*	Illusion	No
1	*Dissonant Whispers*	Enchantment	No
1	*Expeditious Retreat*	Transmut.	No
1	*False Life*	Necromancy	No
1	*Feather Fall*	Transmut.	No
1	*Find Familiar*	Conjuration	Yes
1	*Fog Cloud*	Conjuration	No
1	*Grease*	Conjuration	No
1	*Hellish Rebuke*	Evocation	No
1	*Hex*	Enchantment	No
1	*Identify*	Divination	Yes
1	*Illusory Script*	Illusion	Yes
1	*Jump*	Transmut.	No
1	*Longstrider*	Transmut.	No
1	*Mage Armor*	Abjuration	No
1	*Magic Missile*	Evocation	No
1	*Protection from Evil and Good*	Abjuration	No
1	*Ray of Sickness*	Necromancy	No
1	*Shield*	Abjuration	No
1	*Silent Image*	Illusion	No
1	*Sleep*	Enchantment	No
1	*Tasha's Hideous Laughter*	Enchantment	No
1	*Tenser's Floating Disk*	Conjuration	Yes
1	*Thunderwave*	Transmut.*	No
1	*Unseen Servant*	Conjuration	Yes
1	*Witch Bolt*	Evocation	No
2	*Alter Self*	Transmut.	No
2	*Arcane Lock*	Abjuration	No
2	*Blindness/ Deafness*	Transmut.*	No
2	*Blur*	Illusion	No
2	*Calm Emotions*	Enchantment	No
2	*Cloud of Daggers*	Conjuration	No
2	*Continual Flame*	Evocation	No
2	*Crown of Madness*	Enchantment	No
2	*Darkness*	Evocation	No
2	*Darkvision*	Transmut.	No

Lvl	Spell	School	Ritual
2	Detect Thoughts	Divination	No
2	Enlarge/Reduce	Transmut.	No
2	Enthrall	Enchantment	No
2	Flaming Sphere	Evocation*	No
2	Gust of Wind	Evocation	No
2	Hold Person	Enchantment	No
2	Invisibility	Illusion	No
2	Knock	Transmut.	No
2	Levitate	Transmut.	No
2	Locate Object	Divination	No
2	Magic Aura	Illusion	No
2	Magic Mouth	Illusion	Yes
2	Magic Weapon	Transmut.	No
2	Melf's Acid Arrow	Evocation	No
2	Mirror Image	Illusion	No
2	Misty Step	Conjuration	No
2	Phantasmal Force	Illusion	No
2	Ray of Enfeeblement	Necromancy	No
2	Rope Trick	Transmut.	No
2	Scorching Ray	Evocation	No
2	See Invisibility	Divination	No
2	Shatter	Transmut.*	No
2	Spider Climb	Transmut.	No
2	Suggestion	Enchantment	No
2	Web	Conjuration	No
3	Animate Dead	Necromancy	No
3	Bestow Curse	Necromancy	No
3	Blink	Transmut.	No
3	Clairvoyance	Divination	No
3	Counterspell	Abjuration	No
3	Dispel Magic	Abjuration	No
3	Fear	Illusion	No
3	Fireball	Evocation	No
3	Fly	Transmut.	No
3	Gaseous Form	Transmut.	No
3	Glyph of Warding	Abjuration	No
3	Haste	Transmut.	No
3	Hunger of Hadar	Conjuration	No
3	Hypnotic Pattern	Illusion	No
3	Leomund's Tiny Hut	Evocation	Yes
3	Lightning Bolt	Evocation	No
3	Magic Circle	Abjuration	No
3	Major Image	Illusion	No
3	Nondetection	Abjuration	No
3	Phantom Steed	Illusion	Yes

Lvl	Spell	School	Ritual
3	Protection from Energy	Abjuration	No
3	Remove Curse	Abjuration	No
3	Sending	Divination*	No
3	Sleet Storm	Conjuration	No
3	Slow	Transmut.	No
3	Stinking Cloud	Conjuration	No
3	Tongues	Divination	No
3	Vampiric Touch	Necromancy	No
3	Water Breathing	Transmut.	Yes
4	Arcane Eye	Divination	No
4	Banishment	Abjuration	No
4	Blight	Necromancy	No
4	Compulsion	Enchantment	No
4	Confusion	Enchantment	No
4	Conjure Minor Elementals	Conjuration	No
4	Control Water	Transmut.	No
4	Dimension Door	Conjuration	No
4	Evard's Black Tentacles	Conjuration	No
4	Fabricate	Transmut.	No
4	Fire Shield	Evocation	No
4	Greater Invisibility	Illusion	No
4	Hallucinatory Terrain	Illusion	No
4	Ice Storm	Evocation	No
4	Leomund's Secret Chest	Conjuration	No
4	Locate Creature	Divination	No
4	Mordenkainen's Faithful Hound	Conjuration	No
4	Mordenkainen's Private Sanctum	Abjuration	No
4	Otiluke's Resilient Sphere	Evocation	No
4	Phantasmal Killer	Illusion	No
4	Polymorph	Transmut.	No
4	Stone Shape	Transmut.	No
4	Stoneskin	Transmut.*	No
4	Wall of Fire	Evocation	No
5	Animate Objects	Transmut.	No
5	Bigby's Hand	Evocation	No
5	Cloudkill	Conjuration	No
5	Cone of Cold	Evocation	No
5	Conjure Elemental	Conjuration	No
5	Contact Other Plane	Divination	Yes

Lvl	Spell	School	Ritual
5	*Creation*	Illusion	No
5	*Dominate Person*	Enchantment	No
5	*Dream*	Illusion	No
5	*Geas*	Enchantment	No
5	*Hold Monster*	Enchantment	No
5	*Legend Lore*	Divination	No
5	*Mislead*	Illusion	No
5	*Modify Memory*	Enchantment	No
5	*Passwall*	Transmut.	No
5	*Planar Binding*	Abjuration	No
5	*Rary's Telepathic Bond*	Divination	Yes
5	*Scrying*	Divination	No
5	*Seeming*	Illusion	No
5	*Telekinesis*	Transmut.	No
5	*Teleportation Circle*	Conjuration	No
5	*Wall of Force*	Evocation	No
5	*Wall of Stone*	Evocation	No
6	*Arcane Gate*	Conjuration	No
6	*Chain Lightning*	Evocation	No
6	*Circle of Death*	Necromancy	No
6	*Contingency*	Abjuration*	No
6	*Create Undead*	Necromancy	No
6	*Disintegrate*	Transmut.	No
6	*Eyebite*	Necromancy	No
6	*Flesh to Stone*	Transmut.	No
6	*Globe of Invulnerability*	Abjuration	No
6	*Guards and Wards*	Abjuration	No
6	*Instant Summons*	Conjuration	Yes
6	*Magic Jar*	Necromancy	No
6	*Mass Suggestion*	Enchantment	No
6	*Move Earth*	Transmut.	No
6	*Otiluke's Freezing Sphere*	Evocation	No
6	*Otto's Irresistible Dance*	Enchantment	No
6	*Programmed Illusion*	Illusion	No
6	*Sunbeam*	Evocation	No
6	*True Seeing*	Divination	No
6	*Wall of Ice*	Evocation	No
7	*Delayed Blast Fireball*	Evocation	No
7	*Etherealness*	Transmut.	No
7	*Finger of Death*	Necromancy	No
7	*Forcecage*	Evocation	No

Lvl	Spell	School	Ritual
7	*Mirage Arcane*	Illusion	No
7	*Mordenkainen's Magnificent Mansion*	Conjuration	No
7	*Mordenkainen's Sword*	Evocation	No
7	*Plane Shift*	Conjuration	No
7	*Prismatic Spray*	Evocation	No
7	*Project Image*	Illusion	No
7	*Reverse Gravity*	Transmut.	No
7	*Sequester*	Transmut.	No
7	*Simulacrum*	Illusion	No
7	*Symbol*	Abjuration	No
7	*Teleport*	Conjuration	No
8	*Antimagic Field*	Abjuration	No
8	*Antipathy/ Sympathy*	Enchantment	No
8	*Clone*	Necromancy	No
8	*Control Weather*	Transmut.	No
8	*Demiplane*	Conjuration	No
8	*Dominate Monster*	Enchantment	No
8	*Feeblemind*	Enchantment	No
8	*Glibness*	Enchantment*	No
8	*Incendiary Cloud*	Conjuration	No
8	*Maze*	Conjuration	No
8	*Mind Blank*	Abjuration	No
8	*Power Word Stun*	Enchantment	No
8	*Sunburst*	Evocation	No
8	*Telepathy*	Divination*	No
9	*Astral Projection*	Necromancy	No
9	*Foresight*	Divination	No
9	*Gate*	Conjuration	No
9	*Imprisonment*	Abjuration	No
9	*Meteor Swarm*	Evocation	No
9	*Power Word Kill*	Enchantment	No
9	*Prismatic Wall*	Abjuration	No
9	*Shapechange*	Transmut.	No
9	*Time Stop*	Transmut.	No
9	*True Polymorph*	Transmut.	No
9	*Weird*	Illusion	No
9	*Wish*	Conjuration	No

DIVINE SPELLS

Lvl	Spell	School	Ritual
0	*Guidance*	Divination	No
0	*Light*	Evocation	No
0	*Resistance*	Abjuration	No

Lvl	Spell	School	Ritual	Lvl	Spell	School	Ritual
0	Sacred Flame	Evocation	No	3	Beacon of Hope	Abjuration	No
0	Spare the Dying	Necromancy	No	3	Blinding Smite	Evocation	No
0	Thaumaturgy	Transmut.	No	3	Clairvoyance	Divination	No
1	Bane	Enchantment	No	3	Create Food and Water	Conjuration	No
1	Bless	Enchantment	No	3	Crusader's Mantle	Evocation	No
1	Command	Enchantment	No	3	Daylight	Evocation	No
1	Compelled Duel	Enchantment	No	3	Dispel Magic	Abjuration	No
1	Cure Wounds	Abjuration*	No	3	Feign Death	Necromancy	Yes
1	Detect Evil and Good	Divination	No	3	Glyph of Warding	Abjuration	No
1	Detect Magic	Divination	Yes	3	Magic Circle	Abjuration	No
1	Detect Poison and Disease	Divination	Yes	3	Mass Healing Word	Abjuration*	No
1	Divine Favor	Evocation	No	3	Remove Curse	Abjuration	No
1	Guiding Bolt	Evocation	No	3	Revivify	Necromancy	No
1	Healing Word	Abjuration*	No	3	Speak with Dead	Necromancy	No
1	Heroism	Enchantment	No	3	Spirit Guardians	Conjuration	No
1	Inflict Wounds	Necromancy	No	3	Tongues	Divination	No
1	Protection from Evil and Good	Abjuration	No	4	Aura of Life	Abjuration	No
1	Purify Food and Drink	Transmut.	Yes	4	Aura of Purity	Abjuration	No
1	Sanctuary	Abjuration	No	4	Banishment	Abjuration	No
1	Searing Smite	Evocation	No	4	Death Ward	Abjuration	No
1	Shield of Faith	Abjuration	No	4	Divination	Divination	Yes
1	Thunderous Smite	Evocation	No	4	Freedom of Movement	Abjuration	No
1	Wrathful Smite	Evocation	No	4	Guardian of Faith	Abjuration	No
2	Aid	Abjuration	No	4	Locate Creature	Divination	No
2	Augury	Divination	Yes	4	Staggering Smite	Evocation	No
2	Blindness/ Deafness	Transmut.*	No	5	Banishing Smite	Abjuration	No
2	Branding Smite	Evocation	No	5	Circle of Power	Abjuration	No
2	Calm Emotions	Enchantment	No	5	Commune	Divination	Yes
2	Find Steed	Conjuration	No	5	Contagion	Necromancy	No
2	Find Traps	Divination	No	5	Destructive Wave	Evocation	No
2	Gentle Repose	Necromancy	Yes	5	Dispel Evil and Good	Abjuration	No
2	Hold Person	Enchantment	No	5	Flame Strike	Evocation	No
2	Lesser Restoration	Abjuration	No	5	Geas	Enchantment	No
2	Locate Object	Divination	No	5	Greater Restoration	Abjuration	No
2	Magic Weapon	Transmut.	No	5	Hallow	Abjuration*	No
2	Prayer of Healing	Abjuration*	No	5	Legend Lore	Divination	No
2	Protection from Poison	Abjuration	No	5	Mass Cure Wounds	Abjuration*	No
2	Silence	Illusion	Yes	5	Planar Binding	Abjuration	No
2	Spiritual Weapon	Evocation	No	5	Raise Dead	Necromancy	No
2	Warding Bond	Abjuration	No	5	Scrying	Divination	No
2	Zone of Truth	Enchantment	No	6	Blade Barrier	Evocation	No
3	Aura of Vitality	Abjuration*	No	6	Find the Path	Divination	No

Lvl	Spell	School	Ritual
6	*Forbiddance*	Abjuration	Yes
6	*Harm*	Necromancy	No
6	*Heal*	Abjuration	No
6	*Heroes' Feast*	Conjuration	No
6	*Planar Ally*	Conjuration	No
6	*Sunbeam*	Evocation	No
6	*True Seeing*	Divination	No
6	*Word of Recall*	Conjuration	No
7	*Conjure Celestial*	Conjuration	No
7	*Divine Word*	Evocation	No
7	*Etherealness*	Transmut.	No
7	*Plane Shift*	Conjuration	No
7	*Regenerate*	Transmut.	No
7	*Resurrection*	Necromancy	No
7	*Symbol*	Abjuration	No
8	*Antimagic Field*	Abjuration	No
8	*Antipathy/ Sympathy*	Enchantment	
8	*Holy Aura*	Abjuration	No
8	*Sunburst*	Evocation	No
9	*Astral Projection*	Necromancy	No
9	*Foresight*	Divination	No
9	*Gate*	Conjuration	No
9	*Mass Heal*	Abjuration*	No
9	*Power Word Heal*	Abjuration*	No
9	*True Resurrection*	Necromancy	No

PRIMAL SPELLS

Lvl	Spell	School	Ritual
0	*Druidcraft*	Transmut.	No
0	*Guidance*	Divination	No
0	*Mending*	Transmut.	No
0	*Message*	Transmut.	No
0	*Poison Spray*	Conjuration	No
0	*Produce Flame*	Evocation*	No
0	*Resistance*	Abjuration	No
0	*Shillelagh*	Transmut.	No
0	*Spare the Dying*	Necromancy	No
0	*Thorn Whip*	Transmut.	No
1	*Animal Friendship*	Enchantment	No
1	*Create or Destroy Water*	Transmut.	No
1	*Cure Wounds*	Abjuration*	No
1	*Detect Magic*	Divination	Yes
1	*Detect Poison and Disease*	Divination	Yes
1	*Ensnaring Strike*	Conjuration	No

Lvl	Spell	School	Ritual
1	*Entangle*	Conjuration	No
1	*Faerie Fire*	Evocation	No
1	*Fog Cloud*	Conjuration	No
1	*Goodberry*	Transmut.	No
1	*Hail of Thorns*	Conjuration	No
1	*Healing Word*	Abjuration*	No
1	*Hunter's Mark*	Divination	No
1	*Jump*	Transmut.	No
1	*Longstrider*	Transmut.	No
1	*Purify Food and Drink*	Transmut.	Yes
1	*Speak with Animals*	Divination	Yes
1	*Thunderwave*	Transmut.	No
2	*Animal Messenger*	Enchantment	Yes
2	*Augury*	Divination	Yes
2	*Barkskin*	Transmut.	No
2	*Beast Sense*	Divination	Yes
2	*Cordon of Arrows*	Transmut.	No
2	*Darkvision*	Transmut.	No
2	*Enhance Ability*	Transmut.	No
2	*Enlarge/Reduce*	Transmut.	No
2	*Find Traps*	Divination	No
2	*Flame Blade*	Evocation	No
2	*Flaming Sphere*	Evocation*	No
2	*Gentle Repose*	Necromancy	Yes
2	*Gust of Wind*	Evocation	No
2	*Heat Metal*	Transmut.	No
2	*Lesser Restoration*	Abjuration	No
2	*Locate Animals or Plants*	Divination	Yes
2	*Locate Object*	Divination	No
2	*Moonbeam*	Evocation	No
2	*Pass without Trace*	Abjuration	No
2	*Protection from Poison*	Abjuration	No
2	*Silence*	Illusion	Yes
2	*Spike Growth*	Transmut.	No
3	*Call Lightning*	Conjuration	No
3	*Conjure Animals*	Conjuration	No
3	*Conjure Barrage*	Conjuration	No
3	*Daylight*	Evocation	No
3	*Dispel Magic*	Abjuration	No
3	*Elemental Weapon*	Transmut.	No
3	*Feign Death*	Necromancy	Yes
3	*Lightning Arrow*	Transmut.	No

Lvl	Spell	School	Ritual
3	Mass Healing Word	Abjuration*	No
3	Meld into Stone	Transmut.	Yes
3	Nondetection	Abjuration	No
3	Plant Growth	Transmut.	No
3	Protection from Energy	Abjuration	No
3	Revivify	Necromancy	No
3	Sleet Storm	Conjuration	No
3	Speak with Plants	Transmut.	No
3	Water Breathing	Transmut.	Yes
3	Water Walk	Transmut.	Yes
3	Wind Wall	Evocation	No
4	Conjure Minor Elementals	Conjuration	No
4	Conjure Woodland Beings	Conjuration	No
4	Control Water	Transmut.	No
4	Dominate Beast	Enchantment	No
4	Freedom of Movement	Abjuration	No
4	Giant Insect	Transmut.	No
4	Grasping Vine	Conjuration	No
4	Ice Storm	Evocation	No
4	Locate Creature	Divination	No
4	Polymorph	Transmut.	No
4	Stone Shape	Transmut.	No
4	Stoneskin	Transmut.*	No
4	Wall of Fire	Evocation	No
5	Antilife Shell	Abjuration	No
5	Awaken	Transmut.	No
5	Commune with Nature	Divination	Yes
5	Conjure Elemental	Conjuration	No
5	Conjure Volley	Conjuration	No
5	Greater Restoration	Abjuration	No
5	Insect Plague	Conjuration	No
5	Mass Cure Wounds	Abjuration*	No
5	Reincarnate	Necromancy*	No
5	Scrying	Divination	No
5	Swift Quiver	Transmut.	No
5	Tree Stride	Conjuration	No
5	Wall of Stone	Evocation	No
6	Conjure Fey	Conjuration	No
6	Find the Path	Divination	No
6	Heal	Abjuration	No

Lvl	Spell	School	Ritual
6	Move Earth	Transmut.	No
6	Sunbeam	Evocation	No
6	Transport via Plants	Conjuration	No
6	Wall of Ice	Evocation	No
6	Wall of Thorns	Conjuration	No
6	Wind Walk	Transmut.	No
7	Fire Storm	Evocation	No
7	Regenerate	Transmut.	No
7	Reverse Gravity	Transmut.	No
8	Animal Shapes	Transmut.	No
8	Control Weather	Transmut.	No
8	Earthquake	Transmut.*	No
8	Sunburst	Evocation	No
8	Tsunami	Conjuration	No
9	Power Word Heal	Abjuration*	No
9	Shapechange	Transmut.	No
9	Storm of Vengeance	Conjuration	No
9	True Resurrection	Necromancy	No

Rules Glossary

This glossary includes game terms that have new or revised 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, do not use the rules glossary of any other *Unearthed Arcana* article.

Ability Check

The Ability Check is one of three types of d20 Tests. The rules often call for an Ability Check, and the DM can also call for an Ability Check, determining which ability to use when a creature attempts something (other than an Attack Roll or a Saving Throw) that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the results.

The Ability Check has the following special rules.

Skills

When you make an Ability Check, the rules or the DM determines whether a Skill Proficiency is relevant to the check. If you have a relevant Skill Proficiency, you can add your Proficiency Bonus to the roll. For example, if a rule refers to a Strength Check (Acrobatics or Athletics), you can add your Proficiency Bonus to the check if you have Acrobatics or Athletics Proficiency.

Action Required

Making an Ability Check requires you to take an Action unless a rule says otherwise. Several of the named Actions—such as Hide and Influence—include Ability Checks.

The DM may override this requirement and allow a particular Ability Check to be made as part of a Bonus Action or as no Action at all.

Difficulty Class

The DM determines the Difficulty Class of an Ability Check and can override a DC specified in the rules. The Typical Difficulty Class table shows the most common DCs.

The default DC for a check is 15, and it is rarely worth calling for an Ability Check if the DC is as low as 5, unless the potential failure is narratively interesting.

Typical Difficulty Class

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

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 Shields, you don't gain the Armor Class bonus of the Shield.

Artisan's Tools [Tool]

Artisan's Tools are a category of tool with which a character can gain Tool Proficiency. For a list of Artisan's Tools, see the 2014 *Player's Handbook*, but ignore the prices there; those tools now cost 15 GP apiece.

Attack [Action]

When you take the Attack Action, you can make one attack with a Weapon or an Unarmed Strike.

Equipping Weapons

You can equip or unequip one Weapon before or after any attack you make as part of this Action, even if the attack is with an Unarmed Strike.

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.

Attack Roll

The Attack Roll is one of three types of d20 Tests. This *Unearthed Arcana* article uses the

rules for attack rolls and critical hits found in the 2014 *Player's Handbook*.

ARCANE SPELLS

An Arcane Spell draws on the ambient magic of the multiverse. Bards, Sorcerers, Warlocks, and Wizards harness this magic, as do Artificers. For a partial list of Arcane Spells, see the "Spell Lists" section elsewhere in this document.

BARKSKIN [SPELL]

Here's a new version of the *Barskin* Spell.

BARKSKIN
2nd-Level Transmutation Spell (Primal)

Casting Time: Bonus Action
Range: Touch
Component: V, S, M (a handful of bark)
Duration: Concentration, up to 1 hour

You touch one willing creature to protect it with regenerating bark. Until the Spell ends, the target's skin assumes a bark-like appearance, and at the start of each of the target's turns, the target gains a number of Temporary Hit Points equal to your Spellcasting Ability Modifier plus your Proficiency Bonus.

   At Higher Levels. When you cast this Spell using a Spell Slot of 3rd level or higher, you can target one additional willing creature for each slot level above 2nd.

BLINDSIGHT

If you have Blindsight, you can effectively 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're Blinded or in Darkness. Moreover, you can effectively see a Hidden or an Invisible creature in that range.

CLIMB SPEED

A Climb Speed can be used to move on a vertical surface without expending the extra movement normally associated with climbing. A Climb Speed can also be used in any situation in which your Speed is usable.

   Some creatures have the Spider Climb trait, which allows their Climb Speed to work even on the underside of horizontal surfaces.

CREATURE TYPE

All creatures in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. 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 *Cure Wounds* Spell specifies the healing doesn't work on a Construct.

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.

   Whenever a player character rolls a 1 for a d20 Test, that character gains Heroic Inspiration.

   The DM determines whether a d20 Test is warranted in any given circumstance.

DASH [ACTION]

Taking the Dash Action allows you to make a bonus Move during the current turn.

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
Furniture that is Small 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 count as Difficult Terrain based on the examples here.

DIVINE SPELLS

A Divine Spell draws on the power of gods and the Outer Planes. Clerics and Paladins harness this magic. For a partial list of Divine Spells, see the "Spell Lists" section elsewhere in this document.

EXHAUSTED [CONDITION]

While you are subjected to the Exhausted Condition (known in older books as Exhaustion), you experience the following effects:

Levels of Exhaustion. This Condition is cumulative. Each time you receive it, you gain 1 level of exhaustion. You die if your exhaustion level exceeds 10.

d20 Rolls Affected. When you make a d20 Test, you subtract your exhaustion level from the d20 roll.

Spell Save DCs Affected. Subtract your exhaustion level from the Spell save DC of any Spell you cast.

Ending the Condition. Finishing a Long Rest removes 1 of your levels of exhaustion. When your exhaustion level reaches 0, you are no longer Exhausted.

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 move 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 are Incapacitated or Restrained. If you have the Hover trait, you can stay aloft even while Incapacitated or Restrained.

GAMING SET [TOOL]

Gaming Sets are a category of tool with which a character can gain Tool Proficiency. For a list of Gaming Sets, see the 2014 *Player's Handbook*, but ignore the prices there; those sets now cost 1 GP apiece.

GRAPPLED [CONDITION]

While you are 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, but the grappler suffers the Slowed Condition while moving, unless you are Tiny or two or more Sizes smaller than the grappler.

Escape. While Grappled, you can make a Dexterity or Strength Saving Throw against the grapple's escape DC at the end of each of your turns, ending the Condition on yourself on a success. The Condition also ends if the grappler is Incapacitated or if something moves you outside the grapple's range without using your Speed.

GUIDANCE [SPELL]

Here's a new version of the *Guidance* Spell.

GUIDANCE
0-Level Divination Spell (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 30 feet of you failing an Ability Check

Range: 30 feet

Component: V, S

Duration: Instantaneous

You channel magical insight to the creature who failed the Ability Check. That creature can roll a

d4 and add the number rolled to the check, potentially turning it into a success.

Once a creature rolls the die for this Spell, that creature can't benefit from the Spell again until the creature finishes a Long Rest.

HELP [ACTION]

When you take the Help Action, you do one of the following:

Assist Ability Check. Choose one of your Skill Proficiencies and one ally who can see or hear you. You give Advantage to the next Ability Check that ally makes with the chosen Skill. 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 INSPIRATION

When you have Heroic Inspiration (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 INSPIRATION

A player character gains Heroic Inspiration if the character rolls a 1 for a d20 Test. That 1 must be on the d20 used for the test's total, not on a d20 that was rerolled or discarded. This Heroic Inspiration represents a character's resolve to do better after fumbling an attempt.

The DM can also award Heroic Inspiration to a player character who's done something that is particularly heroic or in character.

ONLY ONE AT A TIME

You can never have more than one instance of Heroic Inspiration. If something gives you Heroic Inspiration and you already have it, you can give Heroic Inspiration to a player character in your group who lacks it.

HIDDEN [CONDITION]

While you are Hidden, you experience the following effects:

Concealed. You aren't affected by any effect that requires its target to be seen

Surprise. If you are Hidden when you roll Initiative, you have Advantage on the roll.

Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.

Ending the Condition. 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, you cast a Spell with a verbal component, or you aren't Heavily Obscured or behind any Cover.

HIDE [ACTION]

With the Hide Action, you try to conceal yourself. To do so, you must make a DC 15 Dexterity Check (Stealth) 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 are Hidden. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom Check (Perception).

INCAPACITATED [CONDITION]

While you are Incapacitated, you experience the following effects:

Inactive. You can't take Actions or Reactions.

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 something you request or demand. This Action can be used only on creatures controlled by the DM, and it isn't mind control; it can't force a creature to do something that is counter to the creature's

alignment or that is otherwise repugnant to the creature.

This Action has three main parts: Attitude, interaction, and a Charisma Check.

ATTITUDE

A creature's Attitude determines how a character can influence that creature. Each DM-controlled creature has one of the following Attitudes toward the player characters:

Indifferent. This is the default Attitude for DM-controlled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma Check is often necessary when the adventurers try to persuade 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. If an element of personal risk is involved, a successful Charisma Check might be 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 challenging 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 grant Advantage to your subsequent check or 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 impose Disadvantage on your subsequent check or 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, you make a Charisma Check (Animal Handling, Deception, Intimidation, or Persuasion); the applicable Skill depends on the interaction, with Animal Handling being reserved for Beasts and Monstrosities. Also, each request or demand requires a different check.

The creature's Attitude determines the DC required to achieve a specific response, as shown in the Influence Responses table.

Influence Responses

DC	Indifferent Creature's Response
10	The creature does as asked, as long as no risks or sacrifices are involved.
20	The creature accepts a minor risk or sacrifice to do as asked.

DC	Friendly Creature's Response
10	The creature accepts a minor risk or sacrifice to do as asked.
20	The creature accepts a significant risk or sacrifice to do as asked.

DC	Hostile Creature's Response
10	The creature offers no help but does no harm.
20	The creature does as asked, as long as no risks or sacrifices are involved.

INVISIBLE [CONDITION]

While you are Invisible, you experience the following effects:

Unseeable. You can't be seen, so you aren't affected by any effect that requires its target to be seen. Any equipment you are wearing or carrying also can't 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.

JUMP [ACTION]

With the Jump Action, you attempt to leap more than 5 feet (a jump of 5 feet or less is treated as Difficult Terrain). When you take this Action, your Speed must be greater than 0, and you must make a DC 10 Strength Check (Acrobatics or Athletics). If you don't <u>Move</u> at least 10 feet immediately before this Action, you have Disadvantage on the check.

On a failed check, you leap 5 feet horizontally or vertically.

On a successful check, the check's total determines the distance in feet that you can clear horizontally, or half that total if you're jumping vertically (round down). This jump doesn't expend your movement, but the distance you clear can't exceed your Speed.

LIGHT [WEAPON PROPERTY]

When you take the <u>Attack Action</u> on your turn and attack with a Light weapon in one hand, you can make one extra attack as part of the same Action. That extra attack must be made with a different Light weapon in the other hand, and you don't add your Ability Modifier to the extra attack's damage. You can make this extra attack only once on each of your turns.

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, but you don't add your Strength or Dexterity Modifier to the damage roll of the second weapon.

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.

BENEFITS OF THE REST
When you finish a Long 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.

You can't benefit from more than one Long Rest in a 24-hour period, and you must have at least 1 Hit Point at the start of the rest to gain its benefits.

INTERRUPTING THE REST
If a Long Rest is interrupted by combat or by 1 hour of walking, casting Spells, or similar activity, the rest confers no benefit and must be restarted; however, if the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.

MAGIC [ACTION]

When you take the Magic Action, you cast a Spell that has a casting time of an Action, or you use a Magic Item that requires an 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. <u>Difficult Terrain</u> 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, an <u>Incapacitated</u> creature, a Tiny creature, or a creature who is two Sizes larger or smaller than you.

Another creature's space is <u>Difficult Terrain</u> for you, unless that creature is Tiny.

You can't willingly end your Move in a space occupied by another creature.

CLIMBING AND SWIMMING

You can use your Speed to climb or swim. Some creatures also have a Climb Speed or a Swim Speed.

If you use your Speed to climb or swim, each foot of movement costs 1 extra foot. For example, if you swim or climb 5 feet, you must spend 10 feet of movement to do so with your Speed. If you're swimming or climbing through Difficult Terrain, that 5 feet of movement costs 15 feet!

SPECIAL SPEEDS

Some creatures have special speeds, such as a Climb Speed, a Fly Speed, or a Swim Speed. If you have more than one speed, you must choose which one to use each time you take your Move. For example, if you have a Speed and a Climb Speed, you can use one of those speeds when you Move, not both during the same Move.

If you take more than one Move on a turn and have more than one speed, each Move can use the same speed or a different one. For example, if you have both a Speed and a Fly Speed and you take the Dash Action on your turn, you could use your Speed for the Move and your Fly Speed for the Dash or vice versa.

SPEED OF 0

If an effect zeroes your Speed for a time, any special speed you have is also zeroed for the same duration. For example, if you have a Speed and a Climb Speed, both speeds are zeroed if you're subjected to the Grappled Condition.

MUSICAL INSTRUMENT [TOOL]

Musical Instruments are a category of tool with which a character can gain Tool Proficiency. For a list of Musical Instruments, see the 2014 *Player's Handbook*, but ignore the prices there; those instruments now cost 20 GP apiece.

PRIMAL SPELLS

A Primal Spell draws on the forces of nature and the Inner Planes. Druids and Rangers harness this magic. For a partial list of Primal Spells, see the "Spell Lists" section elsewhere in this document.

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

SHORTSWORD [WEAPON]

A Shortsword is now a Simple Weapon, rather than a Martial Weapon.

SLOWED [CONDITION]

While you are Slowed, you experience the following effects:

Limited Movement. You must spend 1 extra foot of movement for every foot you move using your Speed.

Attacks Affected. Attack Rolls against you have Advantage.

Dexterity Saves Affected. You have Disadvantage on Dexterity Saving Throws.

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 move through a liquid without expending the extra movement normally associated with swimming.

TOOL PROFICIENCY

If you have Proficiency with a tool, you can add your Proficiency Bonus to any Ability Check you make that uses that tool. If you have Proficiency in the Skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both Skill Proficiency and Tool Proficiency on the same Ability Check.

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.

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.

UNARMED STRIKE

An Unarmed Strike is a melee attack that involves you using your body to damage, grapple, or shove a target within your Reach.

Your bonus to hit with an Unarmed Strike equals your Strength modifier plus your Proficiency Bonus. On a hit, your Unarmed Strike causes one of the following effects of your choice:

Damage. The target takes Bludgeoning Damage equal to 1 + your Strength modifier.
Grapple. The target is Grappled, and the grapple's escape DC 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 the target.
Shove. You either push the target 5 feet away or knock the target Prone. This shove is possible only if the target is no more than one Size larger than you.