

D&D Playtest: How to Play

The adventures that unfold in DUNGEONS & DRAGONS take place in your imagination. The Dungeon Master describes environments and circumstances, and you and your fellow players, using your imaginations, respond by asking questions, describing your characters' actions, and testing your characters' abilities to overcome obstacles and foes. This shared imaginary environment hosts the chambers you explore, the battles you fight, and the encounters you experience.

If you're a player, these rules assume that you have a set of polyhedral dice, a character sheet, and something to take notes with. If you're the DM, you should have dice, a way to take notes, and an adventure, either a published adventure or one of your own creation. Feel free to use whatever visual aids enhance your enjoyment of the game—miniatures, gridded surfaces such as *Dungeon Tiles*, and the like—or use none at all.

Most of this material is directed at a player, but the rules are for players and DMs alike.

Basic Rules

At the core of the D&D rules, you do things in the game by first describing the thing you wish to do. The DM then responds to your action, and might ask you to use one of your ability scores to help determine success. You use your ability scores and their modifiers to interact with the game world in three basic ways: checks, attacks, and saving throws. See the "Ability Scores" section for details on each ability and for how an ability's modifier is determined.

Checks

A check is a test to see if your innate talent and training are enough to overcome a challenge. Most of the time, you must make a check because the DM has determined that an action you want to attempt has a chance of failure. The outcome is uncertain, and your DM turns to the dice to determine your fate.

When you need to make a check, your DM asks you to make the check using an ability of his or her choice. The DM chooses the ability that applies best to the task at hand.

Making a Check

To make a check, first refer to the ability on your character sheet. The ability has both a score and a modifier.

Roll the Die: To make a check, roll a d20 and add the relevant ability's modifier.

Apply Bonuses and Penalties: If a class feature, a skill, a spell, or some other effect gives you a bonus or a penalty to this check, apply it to your current total. Some bonuses and penalties apply to all checks made with a particular ability. Others apply only under certain circumstances.

Announce the Total: Tell the DM the result of your check.

Determining Success

When you make a check, your DM picks a Difficulty Class (DC) for the check. Your DM has details on how to determine DCs. The more difficult a task, the higher its DC.

If your check result is equal to or greater than the DC, you succeed. Otherwise, you fail. When you succeed, your action works as intended. When you fail, you either make no progress or perhaps suffer a setback as determined by the DM.

Contests

A contest pits two characters or creatures against each other, with success determined by each contender's luck and talent. Contests function like checks, with one major exception: instead of matching your roll against a DC, both you and the person you are opposing make a roll. You then compare the two results to see who succeeds.

When to Have a Contest: Contests arise when two creatures attempt to do the same thing and only one can succeed, such as if both you and a bandit attempt to grab a magic ring that has fallen on the floor. In other cases, you might attempt an action that another creature actively opposes. If you attempt to push open a door that an orc holds shut from the other side, you make a check to open the door, and the orc makes a check to keep it shut.

Resolving a Contest: A contest uses the same rules as a check, except that two creatures each make a check. Any bonuses and penalties you apply when making a check with an ability also apply to contests involving that ability.

The creature with the higher check result wins the contest. The creature either succeeds at its action or prevents its opponent from succeeding.

If there is a tie, neither creature succeeds. The situation remains the same as it was before the contest. This might allow one creature to win the contest by default. If you and a bandit tie in a contest to grab a ring, neither of you grab hold of it. If you tie in a check to push open the door held shut by an orc, the door does not open. In this case, the orc prevents you from opening the door even though it did not win the contest.

Attacks

When you meet a ferocious monster, you likely will need to attack it to defeat it. An attack roll is similar to a check, except that the die roll is not against a normal DC. Instead, you compare the result of your attack roll to your target's Armor Class (AC). To hit the target, your result must be equal to or greater than the AC. If you hit, you deal damage with your attack, reducing your target's hit points. When a creature drops to 0 hit points or fewer, the creature typically falls to the ground, dying.

Additional rules for attacks and taking damage are provided in the "Combat" section.

Saving Throws

A saving throw represents a desperate attempt to resist a spell, a trap, a poison, a disease, and similar threats. You make checks and attacks when you decide to take an action. You make saving throws in reaction to events that happen to you.

Making a Saving Throw

When your DM asks you to make a saving throw, he or she will tell you what ability to use to make the saving throw.

Roll the Die: To make a saving throw, roll a d20 and add the relevant ability's modifier.

Apply Bonuses and Penalties: If a class feature, a spell, or some other effect gives you a bonus or a penalty to this saving throw, apply it to your current total. Some bonuses and penalties apply to all saves made with an ability. Others apply only under certain circumstances.

Announce the Total: Tell the DM the result of your check.

Saving Throw Outcomes

When you make a saving throw, the effect you attempt to resist has a DC. Powerful effects have higher DCs, while weaker ones have low DCs.

If you fail the saving throw, you suffer the full force of the effect you attempted to resist. A spell might inflict its damage against you, you might fall into a pit that opens beneath you, or a poison might sap your vitality.

If you succeed on the saving throw, you either avoid the effect or suffer a diminished version of it. You might take cover and suffer only partial damage from a spell. As a pit opens, you might leap to solid ground. A poison might cause you to feel ill, but you are durable enough to shrug off some of its effects.

Advantage and Disadvantage

Sometimes, you have an edge in a situation. A magic item might grant you a burst of strength for a check, an enemy might be unaware of your attack, or your *cloak of fire resistance* might absorb much of a fire's heat. In such situations, you have advantage.

Other times, circumstances conspire against you. An evil cleric's vile curse might interfere with your attack. Some magical effect might attack your mind, thwarting your concentration, or you might try to attack while hanging onto a cliff face. These are all situations where the odds are against you. In such situations, you have disadvantage.

You usually gain advantage or disadvantage through the use of special abilities and spells. Your DM might also determine that circumstances are in your favor and grant you advantage, or that they are not in your favor and impose disadvantage.

If you have advantage or disadvantage on a check, an attack roll, or a saving throw, you roll a second d20 when making that roll. You use the highest roll between the dice to determine your result if you have advantage and the lowest roll if you have disadvantage.

No matter how many times you gain advantage or disadvantage on the same check, attack roll, or saving throw, you roll only one additional d20.

If you have advantage and disadvantage on the same check, attack roll, or saving throw, the advantage and the disadvantage cancel each other out for that roll.

Ability Scores

Characters in D&D have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. A character also has a score attached to each ability. Your ability score describes in broad terms your talent, training, and competence when doing things related to that ability. The higher the score, the better your character is with that ability. Your abilities, in many ways, act as your character's foundation and set the stage for your adventuring career.

A typical monster has the same six abilities and follows the same rules as a character for the abilities' use, although a monster relies on its abilities far less than an adventurer does.

A score of 10 or 11 is average for a human adult. A score of 18 is the highest that a normal person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Ability Modifiers

Ability scores determine the many things your character can do. You use abilities to make attacks, to deal damage, to explore your environment, to overcome obstacles and hazards, and to interact with other creatures.

Your score determines the modifier for that ability. When you attempt to do things with an ability and the DM asks you to roll a die, you almost always use your ability modifier—a bonus or a penalty based on your ability score—to help determine your chance of success. Attacks, checks, and saving throws all involve ability modifiers.

Your ability modifier is your ability score minus 10 and divided by 2 (round down). So, if you have a Strength of 15, your Strength modifier is +2.

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

And so on . . .

Strength (Str.)

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force. You typically use Strength to climb, jump, swim, strike a foe with a melee weapon, break down doors, lift gates, and burst restraints.

Any character who fights in hand-to-hand combat can benefit from a high Strength score. Fighters and other warriors, therefore, prefer high Strength scores.

Checks

The DM commonly asks you to use Strength when you make a check to climb a sheer wall, jump over a wide chasm, swim through rough water, bend bars, lift a gate, push a boulder, lift a tree trunk, or smash through a door.

Saving Throws

The DM commonly asks you to use Strength when you make a saving throw to escape a grapple or bindings, resist being pushed against your will, knock aside a boulder that is rolling toward you, catch a collapsing ceiling, or grab onto a ledge to keep from falling.

Attacks

You add your Strength modifier to attack rolls and damage rolls when using a variety of Strength-based weapons, such as the longsword and the battleaxe.

Carrying Capacity

Your Strength score determines the amount of weight you can bear. To determine how many pounds you can carry unencumbered, multiply your Strength score by 10.

If you carry more than this weight, you are encumbered, which means your speed drops by 10 feet, and you have disadvantage on checks, attack rolls, and saving throws. The maximum weight you can carry encumbered equals twice your unencumbered carrying capacity.

Lift and Drag Weight: Your Strength score tells you how much weight you can push, drag, or dead lift. To determine this weight, multiply your unencumbered carrying capacity by 5. While pushing or dragging weight in excess of your maximum weight, you can move no more than 5 feet on your turn.

Size and Strength: Larger creatures can carry more weight while smaller creatures can't carry as much. For each size category above Medium, double the carrying, maximum, and lift, drag, and push weights. For each size category below Small, halve these weights. The DM has more information on creature size.

Dexterity (Dex.)

Dexterity measures your character's physical agility, reflexes, balance, and poise. You typically use Dexterity to perform an acrobatic action, such as maintaining balance while moving across a precarious surface, contorting your body to wriggle through a tight space, striking a distant foe using a projectile, or slipping free from bindings.

Rogues and other characters who wear light armor prefer high Dexterity scores, since it helps them avoid enemy attacks. A character might also use Dexterity when making attacks with certain weapons: bows, slings, and the like. Any character who wants to react to danger quickly can benefit from a high Dexterity score.

Checks

The DM commonly asks you to use Dexterity when you make a check to balance on a narrow ledge, sneak up on someone, tie a rope, wriggle free from bonds, or perform an acrobatic stunt.

Saving Throws

The DM commonly asks you to use Dexterity when you make a saving throw to wriggle free of a grapple, avoid spells such as *lightning bolt* and *fireball*, dodge a falling pillar, or dive out of the way of a charging horse.

Attacks

You add your Dexterity modifier to your attack rolls and damage rolls for finesse weapons and missile weapons.

Armor Class

Depending on the armor you wear, you may add some or all of your Dexterity modifier to your Armor Class.

Initiative

At the beginning of every battle, you roll initiative, which involves rolling a d20 and adding your Dexterity modifier.

Constitution (Con.)

Constitution measures your health and durability. You typically use Constitution to hold your breath, do a forced march, run a long distance, and perform a strenuous activity for a long period.

All characters benefit from having a high Constitution score.

Checks

The DM commonly asks you to use Constitution when you make a check to hold your breath, march for hours without rest, go without sleep, survive without food or water, or accomplish a similar task.

Saving Throws

The DM commonly asks you to use Constitution when you make a saving throw to resist disease, poison, or fatigue; withstand a medusa's petrifying gaze; endure the debilitating effects of a deep wound; or ignore excruciating pain.

Hit Points

You use your Constitution score and modifier to determine your hit points. At 1st level, you begin with a number of hit points equal to your Constitution score plus a die roll determined by your class. The die you roll is called your Hit Die.

Whenever you gain a level, you roll your Hit Die again and add the result to your maximum hit points. However, if your Constitution modifier is higher than the result, add it instead.

Intelligence (Int.)

Intelligence describes your mental acuity, your education, and your ability to reason, recall information, and employ logic to overcome challenges and complications. You typically use Intelligence to remember an important fact, find clues to a puzzle, or cast an arcane spell.

Arcane magic, such as that used by wizards, often requires a keen mind for mastery and thus Intelligence is most important to such characters.

Checks

The DM commonly asks you to use Intelligence when you make a check to recall a piece of lore, determine the properties of an object or trap, or decipher an ancient map.

Saving Throws

The DM commonly asks you to use Intelligence when you make a saving throw to resist spells that attempt to overcome your intellect.

Magic Ability

Certain classes, such as wizards, use Intelligence as their magic ability. If Intelligence is your magic ability, you add your Intelligence modifier to the attack rolls of your spells, and the modifier helps determine the saving throw DCs of your spells.

Wisdom (Wis.)

Wisdom reflects how attuned you are to your surroundings, representing general perceptiveness, intuition, insight, and other, less tangible senses. Wisdom is also important for understanding divine edicts and expectations.

Although Wisdom is important to all characters who want to be alert, Wisdom is especially important to clerics and druids, since the ability is crucial for channeling divine power from the gods and the environment.

Checks

The DM commonly asks you to use Wisdom when you make a check to determine whether someone is lying, spot a hidden creature, discern a creature's mood, listen for noises, or sense a spirit's presence.

Saving Throws

The DM commonly asks you to use Wisdom when you make a saving throw to resist being charmed or frightened, to see through an illusion cast upon you, or withstand an attempt to influence you.

Magic Ability

Certain classes, such as clerics, use Wisdom as their magic ability. If Wisdom is your magic ability, you add your Wisdom modifier to the attack rolls of your spells, and the modifier helps determine the saving throw DCs of your spells.

Charisma (Cha.)

Charisma measures your ability to influence others and the strength of your personality. A high Charisma suggests a strong sense of purpose, whereas a low Charisma indicates a less self-assured personality. Charisma also determines how well you lead those who follow you.

All characters benefit from a high Charisma, especially those who deal with nonplayer characters, such as hirelings, henchmen, and intelligent monsters. Charisma is also important to spellcasters who manipulate magical power through sheer force of will.

Check

The DM commonly asks you to use Charisma when you make a check to negotiate a truce, calm a wild animal, deliver an inspiring speech, or deceive someone.

Saving Throws

The DM commonly asks you to use Charisma when you make a saving throw to resist certain magical compulsions, especially those that would overcome your sense of yourself.

Magic Ability

Certain classes use Charisma as their magic ability. If Charisma is your magic ability, you add your Charisma modifier to the attack rolls of your spells, and the modifier helps determine the saving throw DCs of your spells.

Exploration

Whether you enter an ancient tomb, slip through the back alleys of Waterdeep, or hack a fresh trail through the thick jungles of the Isle of Dread, much of D&D revolves around exploration. Part of the fun in the game is uncovering the secrets, monsters, and treasures that the DM has placed throughout the campaign world. You never know what might lurk around the corner in a D&D game.

There are a few game mechanics used frequently while exploring: movement, stealth, and perception. The movement rules determine how far you can travel. They also cover how to swim, climb, jump, and so on. The stealth rules outline how you can hide from creatures, while the perception rules govern how to spot hidden objects and creatures. Embracing all of these rules are the rules for time.

Time

When you explore an area, the DM tracks your progress and describes what you see and encounter. Hours and days pass as you delve under the earth and travel through the countryside. When time is of the essence, the DM tracks minutes. Also, the game uses rounds as a unit of time in combat and other situations when each character's actions are important moment by moment.

Days: Days are usually tracked by counting the number of long rests adventurers take. The DM might track days if counting down to a festival or other calendar event. Sometimes a group decides to take a break from adventures, and the DM tracks how many days of downtime accrue. The location of a temple, tower, or tomb of interest could lie at the far end of several days of travel.

Hours: The DM broadly tracks the number of hours that pass during the course of active adventuring. Some magical rituals take an hour to complete. Research in a library takes at least a couple of hours. Reaching the next village might require 4 or 5 hours of hard riding.

Minutes: It might take 10 minutes to clear the sand from a tomb entrance, or 5 minutes to work your way from one end of a crowded market to the other.

Rounds: Rounds come into play when it is important to track action on a small scale. Each round lasts about 6 seconds, meaning that 10 rounds fit into a minute.

Rounds come into play during combat, when each step or sword blow can spell the difference

between victory and defeat, and in other situations when the DM must track each action you take.

The "Combat" section has more information on how rounds are used in battle.

Movement

Each character has a speed value, which is the distance in feet that the character can move in 1 round. To determine how far you can move in a minute, multiply your speed by 10. When precision is important, such as during a battle, you spend your speed in segments of 5 feet, unless told otherwise.

While exploring and fighting, you are bound to move into areas of rubble, have to climb ropes and walls, and swim across rivers or subterranean lakes. When you encounter terrain you cannot move across normally, the DM adjudicates what happens. Most often, you encounter difficult terrain, which typically costs 5 extra feet of movement for every 5 feet of the terrain that you traverse.

Modes of Movement

There are a number of different ways you can move, from simply walking across an empty room to struggling up a steep slope. These different modes of movement can be combined when you move. Simply deduct the distance of each segment of your move from your speed until it is spent or until you are done moving.

Walk: Your speed determines how far in feet you can walk during a round.

Outside combat, you can double your speed by hustling. Doing so in combat typically requires you to forgo making an attack, casting a spell, or taking another action (see the "Combat" section).

Jump: With a jump, you leap into the air to clear an obstacle or reach up to grab an object above you.

Long Jump: If you walk at least 10 feet and then make a long jump, you leap a number of feet up to your Strength score. Otherwise, you can leap only half that distance.

High Jump: If you walk at least 10 feet and then make a high jump, you rise a number of feet into the air up to 3 + your Strength modifier. Otherwise, you can rise only a number of feet up to your Strength modifier (minimum 1).

In either case, you can extend your arms half your height above you.

Climb: When you climb a vertical surface that has sufficient handholds, every 5 feet you climb costs 5 extra feet of movement. A slippery vertical

surface or one with few handholds usually requires a check to climb. You cannot climb across a ceiling or similar surface without a special ability.

Swim: When you swim through water or another liquid, every 5 feet you swim costs 5 extra feet of movement. Rough waters usually require a check to swim through.

Stand Up: When you are prone, you can stand up as part of a move. Doing so costs 5 feet of movement.

Crawl: Unless you stand up, crawling is your only option for movement while you remain prone. Every 5 feet you crawl costs 5 extra feet of movement.

Stealth

When a creature tries to hide, it must rely on its Dexterity to remain unnoticed. A creature can attempt a Dexterity check to sneak around, moving quietly and relying on cover and heavily obscured areas to avoid detection.

There are two ways you can hide. If a creature can't possibly see you, you need only move silently to avoid detection. If the creature might see you, you need to keep behind cover or stay in heavily obscured areas to remain hidden.

When you attempt to hide from one or more creatures, your Dexterity check is opposed by the Wisdom check of any creature who might notice you. You make one Dexterity check for this contest. Note your result, and use it as your check for all contests until you are discovered or stop hiding.

Ties are a special case in this contest. If a creature is already aware of you before the contest, you fail to hide. If was not aware of you before the contest, you remain hidden in the case of a tie.

Conditions for Stealth

In order to avoid detection, you need some way to hide. You can't simply stand in the middle of an empty, lit room and hope to avoid notice. Something must conceal you, perhaps a large object, a piece of terrain, or an immobile creature of an appropriate size, such as a slumbering dragon. Regardless of what obscures you, the thing must cover at least half your body for you to hide.

Obscured Areas: An environmental phenomenon that heavily obscures you can also provide a means to hide. A heavily obscured area typically contains darkness, opaque fog, or dense foliage. Some monsters and characters, such as rogues, have special abilities that allow them to try

to hide even in areas that are lightly obscured. A lightly obscured area typically contains heavy shadows, fog, or moderate foliage.

Staying Quiet: It's assumed that you try to avoid making noise while hiding, and your Dexterity check includes your ability to keep quiet. If you make a noise, such as yelling a warning to an ally or knocking over a vase, you give away your position and are thus no longer hidden.

Being Detected: If you lose the conditions needed to remain hidden, you are automatically spotted, as long as a creature is looking in your direction. You might hide around a corner, and then creep past a guard who is looking the other way.

Benefits of Being Hidden

In addition to the obvious benefit—your enemies don't know where you are—being hidden grants a few special benefits.

Cannot Be Targeted: A creature from which you are hidden cannot target you with attacks or spell effects that require it to pick a specific target. You can still be affected by area effects.

Advantage on Attacks: When you attack a creature from which you are hidden, you have advantage on that attack. Usually attacking reveals your position.

Perception

As you move through a dungeon, walk along a forest trail, or search a sage's study, you rely on your senses to spot hidden clues, lurking monsters, and other surprises. The DM describes the scene to you, but sometimes you want your character to search for something that the DM might be omitting from the description. The perception rules help determine whether your character spots a hidden object or creature.

Spotting a Hidden Object

When your character searches for a hidden object, such as a secret door, the DM typically asks you to make a Wisdom check. Such a check can be used to spot hidden details or other information and clues that you might otherwise overlook. The DM sets the DC, as usual.

In most cases, you need to tell the DM where you are looking in order for him or her to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace

around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom check result. You would have to specify that you were opening the drawers or searching the bureau in order to have even a small chance of success.

Since traps and other dangers might protect hidden objects, this specificity is important for the game to remain fair. Just as the DM should never dictate your character's actions, so too should you be sure to make your intentions clear to the DM when searching for clues and other hidden things.

Spotting a Hidden Creature

When your character searches for a hidden creature, you normally oppose that creature's Dexterity check with a Wisdom check (see "Stealth" above).

Because your search is a mix of looking and listening, you don't normally need to be too specific in your description of where you're searching. A lurking foe might give itself away with a muffled cough, a trail of disturbed dust, or any number of other signs.

Combat

This section details the combat rules. It covers the basics of how to start a battle, the actions you can take, and how those actions work.

The Combat Sequence

This is the basic sequence of play for a combat encounter.

1. Determine surprise.
2. Roll initiative.
3. Play through a round of combat, with each participant in the battle taking a turn in initiative order.

If the battle continues, repeat step 3.

The Round

Each round represents 6 seconds. During a round, each participant in a battle takes a turn in an order determined by initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

The beginning and the end of a round seldom matter in the game. When an effect, such as one caused by a spell, lasts for a round, it lasts from the current turn to the same turn in the next round. Unless specified otherwise, the effect ends at the start of that next turn.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by an orc patrol until the cube absorbs half the group.

In these situations, one side of the battle gained surprise over the other. One side acts while the other is caught off guard and unable to act for a critical moment.

Determining Surprise: The DM determines if one or both sides might be surprised. Anyone who was unaware of their opponents' approach or presence is surprised.

Effect of Surprise: A creature who is surprised takes a -20 penalty to its initiative.

Initiative

Initiative determines the order of actions during a battle. Fast, nimble creatures get to attack or move first, followed by slower ones.

Determining Initiative: To determine initiative, each participant in a battle rolls a d20 and adds its Dexterity modifier. A group of identical creatures can roll once for the entire group, with each member of that group acting at the same time.

The DM lists the combatants in order of the highest initiative result to the lowest. This is the order in which they act during each round.

Resolving Ties: If there is a tie, the tied creatures act in order of Dexterity, highest first. If there is still a tie, the tied creatures roll a d20 each to determine their order, highest roll going first. If there are still ties, continue re-rolling until they are resolved.

Taking a Turn

When you take a turn, you can take one action. You can also move up to your speed, using any of the options for movement described in the "Exploration" section. After you have moved and taken your action, your turn ends.

Movement in Combat: You can break up your movement to move both before and after your action. In combat, an ally lets you move through the space he or she occupies, but a hostile creature does not. You must maneuver around your foes.

Skipping Your Turn or Part of It: You don't have to move or take an action on your turn, and sometimes you might want to do nothing at all as you watch the battle unfold.

If you choose not to do anything on your turn, concentrating on defense can at least help you survive until your next turn. Consider using your action to dodge (see "Actions in Combat" below).

Reactions: Some actions allow you to act when it isn't your turn, usually in response to a trigger. Such an action is called a reaction. For instance, you might take an action that causes you to forgo attacking on your turn so that you can clobber an owlbear as a reaction when the monster approaches on its turn. The most common way to take a reaction is to ready an action (see "Actions in Combat" below).

When you take a reaction, you can't take another one until the start of your next turn. Also, any effect that denies you the ability to take actions also prohibits you from taking a reaction.

Actions in Combat

This section lists the typical actions you can take during your turn. During most rounds, you might attack with a sword, fire a bow, cast a spell, and so forth.

Some special abilities allow you to use several of these actions at once. For example, high-level fighters can make extra attacks, in addition to doing something else.

Attack

Whether you are swinging a sword, launching an arrow from a bow, or brawling with your fists, you are making an attack, the most common action to take in a battle. See “Attack Basics” below for the rules that govern attacks.

Cast a Spell

Many adventurers, such as wizards and clerics, have access to spells and can use them to great effect in combat. A spell requires a single action to cast, unless noted otherwise. The spell’s description provides the instructions for using the spell.

Coup de Grace

When a foe has fallen unconscious, you have a chance to slay the helpless creature outright. You can use your action to perform a coup de grace against an unconscious creature next to you. Doing so requires you to attack that creature. On a hit, the creature drops to 0 hit points. If the creature was already at 0 hit points or fewer, it dies.

Dodge

When you choose this action, you focus entirely on avoiding attacks. Until your next turn, you gain a +4 bonus to AC and to Dexterity saving throws. You lose this bonus if you cannot move or take actions for any reason, such as if you are paralyzed by a monster’s attack or become stuck in quicksand.

Help

You can lend your expertise to assist another creature in the completion of a task. The creature you aid gains advantage for the next relevant check he or she makes before your next turn.

Your DM will typically require you to have at least a 10 in the ability score related to the task. Some tasks are so specialized that the DM might further require you to have training in a relevant skill.

Hide

In the middle of a battle, it is often advantageous to drop out of sight, but doing so can be tricky. Under normal circumstances, trying to hide takes up your action. See “Stealth” in the “Exploration” section for rules on hiding.

Hustle

With this action, you move up to your speed. If you combine the action with your regular move, your speed is effectively doubled for your current turn. As normal, this movement can include more than one mode: walking, jumping, climbing, swimming, and so on.

Improvise

Your ability scores allow you to do all kinds of things not covered by the other actions in this section, such as breaking down doors, swinging on chandeliers, sliding down railings, collapsing pillars, intimidating your enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can take are your imagination and your ability scores.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of check you need to make, if any, to determine success or failure.

Ready an Action

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can spend the action on your turn readying yourself to spring back into action later in the round.

When you ready an action, you decide what event or circumstance that is perceivable to your character will cause you to react, and you determine what your reaction will be. Examples include “As soon as the troll walks out from behind the corner, I shoot an arrow at it,” or “If the goblin moves next to me, I cast *shocking grasp* on it.”

When the trigger occurs, you can take your reaction right after the trigger finishes. If the reaction interrupts another creature’s turn, that creature can continue its turn after the reaction.

After you have taken the reaction, your place in the initiative order changes so that you’re directly before the creature or the event that triggered the reaction. If you ignore the trigger or it doesn’t occur,

you simply wait for your next turn to take place as normal.

Search

Whether you're searching for a creature or an object, trying to find something requires concentration—just enough to use your action in the midst of a fight. See “Perception” in the “Exploration” section for rules on perceiving things.

Use an Item

Both mundane and magic items, from a *horn of blasting* to a handful of caltrops, are useful tools in combat. By default, using the special ability of such an item requires an action. An individual item's description tells you what happens when you use it.

Many of the most common interactions with items—drawing or sheathing a sword, moving through a door that opens easily, picking up a scroll, withdrawing a potion from your backpack, and the like—do not require an action. You are generally assumed to be able to incorporate such uses into your turn, while you move and take your action. Sometimes, however, the DM will require you to use your action when an item needs special care or when it presents an unusual obstacle. For instance, a DM could reasonably expect you to use an action to open a stuck door.

Attack Basics

This section first gives general rules for attacks, and then describes the rules that apply to melee attacks and ranged attacks.

Attacks generally have the following structure.

1. **Choose a Target:** Before you attack, pick a creature or an object within your attack's range to be the target of the attack.
2. **Determine Modifiers:** The DM determines if the target has cover. Also, check to see if you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties and bonuses to your attack roll.
3. **Resolve the Attack:** After the DM has determined the situational modifiers that might apply, you make your attack roll as described below. If you hit, you roll damage, unless your attack specifies otherwise.

Attack Rolls

When you attack with a weapon or a spell, you must determine whether the attack hits or misses. You do so with an attack roll, a d20 roll with modifiers that represent your natural skill with a weapon or spells, as well as any special skill or training you possess.

The DM might decide that you have a better or worse chance to hit depending on factors beyond your control. For example, it is harder to hit an orc that is crouched behind a stone wall than one standing in the open.

An attack roll looks like this: d20 + ability modifier + weapon or magic training (if any) + situational modifiers. If the total of your roll equals or exceeds the target's Armor Class (AC), the attack hits.

Natural 1: If your d20 roll is a 1 before adding modifiers, your attack automatically misses.

Natural 20: If your d20 roll is a 20 before adding modifiers, your attack is a critical hit. A critical hit deals the maximum possible damage for the attack.

Cover

Cover represents solid objects—such as walls, pillars, and other terrain typically found in a dungeon—that stand between you and your target. A target behind cover that blocks at least half its body is harder to hit. A creature completely covered can't be targeted by attacks.

Half Cover: A creature has half cover if an obstacle blocks at least half its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or another creature, whether an enemy or an ally.

A creature with half cover has a +2 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover.

Three-Quarters Cover: A creature has three-quarters cover if at least three-quarters of its body is covered by the obstacle. The obstacle might be a portcullis, an arrow slit, or a massive tree trunk.

A creature with three-quarters cover has a +5 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover.

Attacking an Unseen Target

Combatants often try to escape their foes' notice by hiding, casting *invisibility*, or lurking in darkness.

Hidden Targets: If you want to attack a creature that is hidden from you, you must first locate the

creature, typically by taking an action to search for the creature (see “Actions in Combat”). Until you pinpoint the creature, you cannot target it with attacks, although you can potentially affect it with an area effect, such as a *fireball*.

Disadvantage: When you attack a target that you can’t see, you have disadvantage on the attack roll. When you make such an attack, you must at least be aware of the target’s location, either because of a noise it has made or because of some other sign.

Melee Attacks

A melee attack allows you to attack a foe within your reach. Melee attacks typically use a sword, a warhammer, an axe, or some other weapon, including bare fists. Some spells also involve making a melee attack.

Medium creatures typically have a 5-foot reach, and can thus attack creatures within 5 feet of them. Larger and smaller creatures have a reach determined by their size, as described in the “Creature Size” section.

Ranged Attacks

When you make a ranged attack, you fire a bow or crossbow, hurl a throwing axe, or otherwise use a projectile weapon or cast a spell to strike a foe at a distance.

Range: You can make ranged attacks against targets within your weapon’s or your spell’s range. You can’t target something outside your attack’s range.

A weapon lists two ranges. The first number indicates the weapon’s normal range. The second number indicates long range. You have disadvantage when attacking targets beyond normal range and out to long range.

Shooting While in Melee: When you make a ranged attack while you are within a hostile creature’s reach, you have disadvantage on that attack. Maintaining your aim is difficult in the face of a foe’s assault.

Damage Rolls

Each weapon and spell indicates the damage it deals, such as 1d8 or 2d8. Roll the dice, add any modifiers (including the ability modifier you used to make the attack), and apply the damage to your target. Magic weapons, special abilities, and so forth can grant a bonus to your damage.

In addition, some abilities give you extra damage represented by bonus dice. For example, the rogue’s

Sneak Attack feature grants additional dice of damage.

If a spell or another effect deals damage to more than one target at the same time, roll the damage once for all the targets.

The effects of taking damage and of dropping to 0 hit points or fewer are described in the “Damage and Dying” section.

Critical Hit: If your attack is a critical hit, it deals maximum damage. Treat all the damage dice you roll, including bonus dice from abilities such as Sneak Attack, as if you rolled their maximum results.

Damage Type: All damage has a type. For example, a longsword deals slashing damage, an arrow deals piercing damage, and the *fireball* spell deals fire damage. Most of the time, the damage type isn’t important, but some creatures have resistances and vulnerabilities to damage, which can decrease or increase the amount of damage dealt.

Resistance: If a target has resistance to a type of damage, that damage is halved against the target.

Vulnerability: If a target has vulnerability to a type of damage, that damage is doubled against the target.

Damage and Dying

Whenever a creature takes damage, it subtracts that damage from its hit points. Creatures with more hit points are more durable and difficult to kill. Those with fewer hit points are more fragile.

Injuries typically have no effect in the game until you drop to 0 hit points or fewer. At that time, you are dying.

Hit Points

Your hit points represent a combination of several factors. They include your physical durability and overall health, your speed and agility to avoid harm, and your overall level of energy. They also account for luck, divine favor, and other mystic factors.

In short, hit points are an abstraction. While you are at or above half your maximum hit points, you show no signs of injury. At less than half your hit points, you have acquired a few cuts and bruises. An attack that reduces you to 0 hit points or fewer strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

Dying (0 Hit Points or Fewer)

When your current hit points are 0 or fewer, you are dying. You become unconscious and fall prone to the ground. While you're unconscious, you cannot act or move, and you do not perceive your surroundings.

Death Saving Throws: On each of your turns after you begin dying, you make a special saving throw—called a death saving throw—to determine whether you creep closer to death or you hang onto life. Make a DC 10 Constitution saving throw. On a success, you remain dying, yet your condition does not worsen. On a failure, you take 1d6 damage. This damage cannot be reduced in any way.

If you succeed on three of these saving throws, you immediately become stabilized. These successes need not be consecutive.

Monsters and Dying: The DM rarely has a monster go through the process of dying. Instead, a monster that drops to 0 hit points typically just dies.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Dead

You die when your hit points drop to a negative number that equals your Constitution score plus your character level. If you're 5th level and have a 14 Constitution, for example, you die when your hit points drop to -19.

Stabilized

While stabilized, you remain at your current hit point total and no longer need to make death saving throws. You remain unconscious while stabilized until you regain at least 1 hit point or until after 2d6 hours have passed, at which point you regain 1 hit point.

Nonlethal Damage

An attacking creature can always choose to deliver nonlethal strikes instead of lethal ones when making a melee weapon attack, such as with a sword, a mace, or a fist. An attacker who declares that he or she is making a nonlethal attack deals damage as normal. However, if the damage would reduce the target to 0 hit points or fewer, the target simply has 0 hit points and falls unconscious. If the unconscious creature takes any damage, it begins dying as normal.

Healing

You heal whenever you regain hit points through magical or mundane means.

When you regain hit points, you add them to your current hit point total. You can't have more hit points than your maximum hit points. Any hit points regained in excess of your maximum hit point total are lost.

If you would regain hit points while your current hit points are below 0, the effect first brings your current hit point total to 0 and then you add the hit points regained to your current hit point total. So if you are at -5 hit points and Jozan the cleric casts *cure light wounds* to let you regain 4 hit points, you have 4 hit points.

Resting

The most expedient method of healing is through magic, but when magic is not available, you can also regain hit points by resting. You can take two different kinds of rests: a short rest and a long rest.

Short Rest

A short rest is a period of downtime, about 10 minutes long, during which you catch your breath, eat, drink, and clean and bind wounds. You must have at least 1 hit point to take a short rest.

If you have a healer's kit, you can expend a use from the kit to spend one or more of your Hit Dice, up to your maximum number of Hit Dice. For each Hit Die you spend, roll the die and add to it your Constitution modifier. You regain hit points equal to the result. You can decide to spend additional Hit Dice after each roll. Once you have spent all your Hit Dice, you must take a long rest to regain them.

Long Rest

A long rest is a period of extended downtime, about 8 hours long, during which you sleep or perform light activity: reading, talking, eating, or standing watch for no more than 2 hours of the rest period. If you take any strenuous action during a long rest, such as attacking, taking damage, or casting a spell, you must start the rest over.

You must have at least 1 hit point to take a long rest. At the end of the rest, you regain all your lost hit points and all the Hit Dice you expended before the rest. You cannot take more than one long rest in a 24-hour period.

Conditions

Conditions alter a creature's capabilities in a variety of ways and usually appear as a result of a spell or other effect. Most conditions, such as blinded and deafened, are impairments, but a few, such as ethereal and invisible, can be advantageous.

A condition is normally temporary, although potent magic or a grievous injury might cause a condition to last for a long time. The effect that imposes a condition specifies how long the condition lasts. Additionally, a condition's effects cannot be compounded by imposing the same condition on a creature more than once. A condition is either present or not.

The following definitions specify what happens to a creature while it is subjected to a condition. Each definition is a starting point. It's up to the DM to determine additional effects that might be appropriate for the condition in certain circumstances. For example, an intoxicated character normally makes checks with disadvantage, but the DM might decide that Charisma checks to influence ale-loving dwarves don't suffer this drawback.

Blinded

- The creature cannot see.
- The creature moves at half speed.
- The creature has disadvantage on attacks.

Creatures that rely on senses other than sight to perceive their surroundings are usually immune to this condition.

Charmed

- The creature cannot attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any check to interact socially with the creature.

Deafened

- The creature can't hear anything. As a result, anyone attempting to sneak up on the creature succeeds automatically, unless it has a chance to see them or sense them through some other ability.

Ethereal

- The creature exists within the Ethereal Plane. It has a spectral appearance.

- The creature takes only half damage from non-ethereal sources and deals only half damage to non-ethereal targets. Neither effect applies to force damage.
- The creature can pass through non-ethereal creatures. It can also pass through solid objects, but it is blinded while doing so and cannot target anything but the object while inside it.

Frightened

- The creature has disadvantage on checks and attacks.
- The creature must take every opportunity to move to a position where the source of its fear is outside line of sight.

Invisible

- The creature is impossible to see. For the purpose of hiding, it is heavily obscured. The creature can still be detected by the noise it makes, the tracks it leaves, or the shadow it casts.
- Attacks against the creature have disadvantage.

Intoxicated

- The creature has disadvantage on attacks and checks.
- Damage against the creature is reduced by 1d6.

Paralyzed

- The creature cannot move physically, control its limbs, or speak. It drops whatever it's holding and falls prone. The creature's mental faculties are not affected.
- The creature automatically fails Strength and Dexterity saving throws.
- Attacks against the creature have advantage.

Prone

- The creature's only movement option is to crawl, unless it stands up.
- The creature takes a -2 penalty to attack rolls.
- Any melee attack against the creature has advantage, whereas any ranged attack has disadvantage, unless the ranged attacker is next to the creature.

Restrained

- The creature's speed becomes 0, and it cannot benefit from bonuses to its speed.
- Attacks against the creature have advantage, and the creature's attacks have disadvantage.

A restrained creature is usually entangled, ensnared, or otherwise caught in a particular area.

Stunned

- The creature is only semiconscious and cannot move or take actions.
- The creature automatically fails Strength and Dexterity saving throws.
- Attacks against the creature have advantage.

Unconscious

- The creature drops whatever it's holding and falls prone.
- The creature cannot move, take actions, or perceive its surroundings.
- The creature automatically fails Strength and Dexterity saving throws.
- Attacks against the creature have advantage.

Equipment

Proper equipment can mean the difference between life and death on an adventure. As an adventurer, you might wear armor, carry one or more weapons, and heft an adventurer's pack containing useful gear to help you navigate perilous environments and survive extended journeys into the wilderness.

This section presents an overview of common armor, weapons, and gear.

Wealth

Wealth comes in many forms in the world of DUNGEONS & DRAGONS. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being.

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins in the world are the gold piece (gp), the silver piece (sp), and the copper piece (cp). One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces.

In addition to the common coins, other unusual metals sometimes come to surface in transactions. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms and arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, while a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins equal a pound.

A typical commoner uses copper pieces and sometimes silver. Other coins are mainly for wealthy merchants, nobles, and the hoards of greedy dragons.

Standard Exchange Rates

Coin	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	50	10	1

Selling Loot

As a general rule, you can sell anything for half its full market price. Trade goods, gems, and jewelry are the exceptions. You always receive full market price for these goods.

Selling magic that you find as loot is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common items, you won't normally come across magic items or spells to purchase. In other words, the value of magic is far beyond simple gold and should always be treated as such.

Armor and Shields

Armor and shields protect you against the myriad strikes, stabs, and crushing blows faced during any expedition. Your class determines what types of armor you can wear as well as whether you can use shields. The Armor Table summarizes the benefits gained from wearing armor.

Armor Table

D&D worlds are a vast tapestry made up of many different cultures, each with their own technology levels. For this reason, adventurers may find a wide range of armor types, ranging from leather armor to chainmail to costly plate armor, and a wide range of armors in between. The Armor table collects the most commonly available armors found in the game.

Name: The suit of armor's or shield's name.

Cost: The armor or shield's typical market price.

Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the form of a sword strike or a fiery missile hurled from a wizard. The armor determines your base Armor Class, to which you add your entire Dexterity modifier, half that modifier, or no modifier. Using a shield increases your Armor Class.

Speed: Heavy armor can impact your speed, making you move more slowly than normal. Reduce your speed by the listed amount.

Weight: The armor's weight.

Armor and Shields

Armor	Cost	Armor Class	Speed	Weight
Light				
Leather	10 gp	12 + Dex modifier	—	15 lb.
Studded Leather	25 gp	13 + Dex modifier	—	20 lb.
Chain Shirt	75 gp	14 + Dex modifier	—	25 lb.
Mithral Chain	2,500 gp	15 + Dex modifier	—	10 lb.
Medium				
Ringmail	35 gp	13 + half Dex modifier		25 lb.
Scale	50 gp	14 + half Dex modifier		30 lb.
Splint	500 gp	15 + half Dex modifier		45 lb.
Dragon Scale	5,000 gp	17 + half Dex modifier		20 lb.
Heavy				
Chainmail	100 gp	15	-5 feet	40 lb.
Banded	500 gp	16	-5 feet	35 lb.
Plate	1,500 gp	17	-5 feet	50 lb.
Adamantine	15,000 gp	18	-5 feet	50 lb.
Shields				
Light	10 gp	+1	—	5 lb.
Heavy	20 gp	+2	—	15 lb.

Getting Into and Out of Armor

The time it takes to don armor depends on the armor's category as shown on the following table.

Don: This is the time it takes to put on armor properly.

Remove: This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Removing Armor

Category	Don	Remove
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	1d4 + 1 minutes

Wearing Armor You Cannot Use

Anyone can put on a suit of armor or strap a shield to their arm. However, only those trained to use armor know how to use it effectively. If you put on armor you cannot use, you have disadvantage on Strength and Dexterity checks and saving throws as well as on attacks.

Armor and Stealth

Armor's weight and bulk make it more difficult to be stealthy while wearing it. When making checks to hide or move silently, you have disadvantage while wearing medium or heavy armor.

Weapons

Few adventurers find much luck or success in their endeavors without a trusted weapon. Your class grants training in certain weapons, reflecting both your class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death in the dungeon.

Melee Weapon Categories

Each melee weapon falls into one of the following categories, broad groups that share certain key traits. Your class determines what weapons you can use.

Basic Weapons: A basic weapon requires little training to use.

Finesse Weapons: A finesse weapon is lightweight and easy to handle. You can substitute your Dexterity modifier for your Strength modifier for the attack rolls and damage rolls made using it.

Martial Weapons: Only characters with special training know how to use these weapons effectively.

Heavy Weapons: Weight and size make these weapons unwieldy and thus require special training to use. Small characters can't wield heavy weapons.

Missile Weapon Categories

All missile weapons require ammunition, as detailed under their descriptions.

You can recover half of your expended ammunition by spending a minute searching a battlefield.

Simple Missile Weapon: A basic missile weapon requires little training to use.

Complex Missile Weapon: A complex missile weapon requires advanced training to master.

Weapon Table

The Weapons table presents the most common weapons in the game. Each weapon has the following characteristics.

Name: The weapon's name.

Cost: The weapon's typical market price.

Damage: When you attack and hit with the weapon, you deal the indicated damage plus any bonuses and magic bonuses that apply. The type of damage dealt by the weapon is also listed here.

Weight: This entry describes how much the weapon weighs

Properties: If the weapon has any special properties, they're noted here.

Light: A light weapon is small and easy to handle. You can wield it more easily as a second weapon, fight with it in cramped environments, and so on.

Range: If the weapon lists a range, you can use it to make a ranged attack. Range always lists two numbers. The first is weapon's normal range and the second indicates its maximum range. When attacking enemies beyond normal range, you have attack disadvantage for that attack.

Reach: When you attack with this weapon on your turn, your reach increases by 5 feet.

Special: This weapon has special rules explained in its description.

Two-Handed: This weapon requires two hands to use.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Basic Weapons (Attack: Strength modifier)</i>				
Club	5 sp	1d6 bludgeoning	3 lb.	
Hammer	2 gp	1d6 bludgeoning	2 lb.	Light, Range 20/80
Handaxe	3 gp	1d6 slashing	5 lb.	Light, Range 30/120
Mace	6 gp	1d6 bludgeoning	8 lb.	—
Morningstar	12 gp	1d10 bludgeoning or piercing	12 lb.	Two-handed
Spear	3 gp	1d6 piercing	6 lb.	Range 30/120
Unarmed Strike	—	1d4 bludgeoning	—	Light
<i>Finesse Weapons (Attack: Strength or Dexterity modifier)</i>				
Dagger	2 gp	1d4 piercing	1 lb.	Light, Range 20/80
Quarterstaff	5 sp	1d8 bludgeoning	4 lb.	Two-handed
Rapier	20 gp	1d6 piercing	2 lb.	
Scimitar	15 gp	1d6 slashing	4 lb.	
Short Sword	10 gp	1d6 piercing	3 lb.	Light

Improvised Weapons

Any object can serve as a weapon, even if it wasn't designed for such use. An improvised weapon can be any object you can wield in one or two hands such as arrows, table legs, frying pans, a wagon wheel, or a dead goblin.

Anyone can use an improvised weapon. Attacking with these weapons does not grant a bonus to the attack roll and deals 1d6 damage or 1d10 damage if the wielder has to use two hands to hold it. The DM determines the damage type based on the object used.

Masterwork Weapons

A weapon created by a master craftsman performs better than the more common sorts of weaponry found in markets and shops. The masterwork quality grants a +1 bonus to damage rolls on any attack made with the masterwork weapon.

A weapon gains the masterwork quality during its creation, so you cannot add masterwork to an existing weapon. The skilled craftsmanship and superior materials increases the weapon's cost by either 300 gp or twice its base cost, whichever is higher.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so many adventurers invest the extra coin to silver the weapons they wield. You can silver a single weapon or 10 pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Martial Weapons (Attack: Strength modifier)

Bastard Sword	35 gp	1d8 slashing	10 lb.	Special
Battleaxe	10 gp	1d8 slashing	7 lb.	
Flail	8 gp	1d8 bludgeoning	5 lb.	
Lance	8 gp	1d10 piercing	9 lb.	Reach, Special, Two-handed
Longspear	6 gp	1d6 piercing	4 lb.	Reach, Two-Handed
Longsword	15 gp	1d8 slashing	5 lb.	
Pick	8 gp	1d8 piercing	6 lb.	
Trident	15 gp	1d8 piercing	5 lb.	
Warhammer	12 gp	1d8 bludgeoning	8 lb.	

Heavy Weapons (Attack: Strength modifier)

Greataxe	20 gp	1d12 slashing	20 lb.	Two-handed
Greatsword	50 gp	1d12 slashing	15 lb.	Two-handed
Halberd	10 gp	1d10 slashing	15 lb.	Reach, Two-handed
Maul	12 gp	1d12 bludgeoning	25 lb.	Two-handed

Simple Missile Weapons (Attack: Dexterity modifier)

Crossbow, Hand	75 gp	1d6 piercing	3 lb.	Light, Range 30/120, Special
Crossbow, Light	35 gp	1d8 piercing	6 lb.	Range 80/320, Two-Handed, Special
Shortbow	50 gp	1d6 piercing	2 lb.	Range 100/400, Two-Handed
Sling	5 sp	1d6 bludgeoning	1/2 lb.	Range 30/120
Longbow	75 gp	1d8 piercing	3 lb.	Range 150/600, Two-Handed

Complex Missile Weapons (Attack: Strength modifier)

Crossbow, Heavy	50 gp	1d10 piercing	9 lb.	Range 100/400, Two-Handed, Special
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Special Weapons

Weapons with special rules are described here.

Bastard Sword: Also known as the hand-a-half sword, the bastard sword's longer handle lets you put your full might behind each strike when you wield it with both hands. When you use a bastard sword with both hands, the damage die increases to 1d10.

Crossbow: Normally, it takes an action to reload a crossbow. You can load and fire a crossbow using the same action, but you take disadvantage for that attack.

Lance: You can use a lance with one hand while mounted.

Adventuring Gear

This section describes common gear available to adventurers. Items that have special rules are described below.

Adventuring Gear

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Adventurer's kit	10 gp	40 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Arrows (20)	1 gp	3 lb.
Artisan's tools	5 gp	5 lb.
Backpack (empty)	2 gp	2 lb.
Ball Bearings (100)	1 gp	1 lb.
Bedroll	5 sp	5 lb.

Bell	1 gp	—
Blanket, Winter	5 sp	3 lb.
Block and Tackle	5 gp	5 lb.
Bolts, crossbow (10)	1 gp	3 lb.
Bucket (empty)	5 sp	2 lb.
Bullet, sling (10)	1 sp	1 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	1/10 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Climber's kit	80 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	10 gp	4 lb.
Clothes, fine	50 gp	6 lb.
Clothes, traveler's	1 gp	4 lb.
Crowbar	1 gp	5 lb.
Disguise kit	50 gp	8 lb.
Fishing Tackle	10 gp	8 lb.
Flask	3 cp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Healer's kit	50 gp	1 lb.
Healing potion	50 gp	1 lb.
Holy symbol	1 gp	—
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting Trap	12 gp	15 lb.
Ink (1 ounce vial)	8 gp	—
Ink pen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.

Lock	40 gp	1 lb.
Magnifying glass	100 gp	1/10 lb.
Manacles	15 gp	2 lb.
Mess Kit	5 sp	1 lb.
Mirror, small, steel	10 gp	1/2 lb.
Musical instrument	5 gp	3 lb.
Oil, 1 pint flask	1 sp	1 lb.
Paper (sheet)	4 sp	–
Parchment (sheet)	2 sp	–
Pick, miner's	3 gp	10 lb.
Piton	1 sp	1/2 lb.
Poison, Basic (vial)	100 gp	–
Pole, 10 foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1 lb.
Ram, portable	10 gp	20 lb.
Rations (1 day)	5 sp	1 lb.
Ritual component pouch	Special	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 sp	1/2 lb.
Scale, Merchant's	2 gp	1 lb.
Sealing wax	1 gp	1 lb.
Signal whistle	8 sp	–
Signet ring	5 gp	–
Sledge	1 gp	10 lb.
Soap	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spellbook (blank)	15 gp	3 lb.
Spike, iron (10)	7 sp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Thieves' Tools	30 gp	1 lb.
Tinderbox	1 gp	1 lb.
Tome	25 gp	5 lb.
Torch	5 cp	1 lb.
Vial	1 gp	1/10 lb.
Waterskin (full)	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Acid: As an action, you can splash acid onto a creature next to you or throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 acid damage. If poured on metal, the acid takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit: This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, seven days of rations, and a waterskin.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Antitoxin: A living creature that drinks this liquid gains poison resistance and advantage on saving throws against poison for 1 hour.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have a disadvantage on checks made to craft.

Backpack: A leather pack carried on the back, typically with straps to secure it. A backpack can hold up to 1 cubic foot of material.

Ball Bearings: You can spill the contents of the packet or pouch to spread tiny metal balls across the floor. A creature moving across an area covered with ball bearings must succeed on a DC 11 Dexterity saving throw or fall prone. A creature that notices the ball bearings can move at half speed through the area to avoid falling prone. A single pouch of ball bearings covers a 10-foot-by-10-foot area.

Bedroll: Adventurers often don't know where they're going to sleep. Bedrolls help them get better sleep in haylofts or on the ground. A bedroll is bedding and a blanket thin enough to be rolled up and tied.

Blanket, Winter: A heavy blanket perfect for keeping warm or to deaden the sound of breaking glass.

Block and Tackle: You can use this set of pulleys to lift up to four times the weight you can normally lift.

Bucket: A serviceable wooden bucket, it can hold or carry up to one cubic foot.

Candle: A candle provides shadowy light in a 5-foot radius and burns for 1 hour.

Caltrops: These large metal jacks have sharpened points, rather than balls on the ends of their arms. When scattered across the ground, they always land with a point up, so creatures have to move slowly to avoid them.

A single bag of caltrops covers a 5-foot square area. Any creature that enters the area must make a DC 13 Dexterity saving throw. On a failed saving throw, the creature takes 1 piercing damage and a -10 foot penalty to speed until it regains this hit point.

A creature moving through the area at half speed doesn't need to make the saving throw.

Chain: A chain has 10 hit points. It can be burst with a DC 19 Strength check.

Climber's Kit: A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in climbing. When using a climber's kit, you gain a +2 bonus to checks made to climb.

Crowbar: A crowbar grants a +2 bonus to Strength checks made to lever closed objects open.

Disguise Kit: A bag of cosmetics, hair dye, and small physical props. To create a believable disguise, you must expend a use of this kit. A disguise kit has ten uses. Anyone trying to see through your disguise makes a Wisdom check against your Charisma check.

Flask: A ceramic, glass, or metal container fitter with a tight stopper, a flask can hold 1 pint of fluid.

Fishing Tackle: This kit includes a birchwood rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Grappling Hook: You can use a grappling hook to anchor a rope in place.

Healer's Kit: It is the perfect tool for healing and provides advantage on checks made to heal. A healer's kit has ten uses. As an action, you can expend a use from your healer's kit to automatically stabilize a fallen comrade.

Healing Potion: This small vial of magical fluid restores life and energy to the individual consuming it. A character who drinks the contents regains 1d8 hit points. Drinking or administering a potion takes an action.

Holy Symbol: A holy symbol is a small representation of a god, pantheon, or philosophy.

Holy Water: As an action, you can splash this blessed water onto a creature next to you or throw it up to 20 feet. Make a ranged attack. On a hit against an unholy creature, the target takes 1d4 holy damage.

Hunting Trap: This trap is a toothy ring that snaps shut when a creature steps on the pressure plate. When hidden under leaves and underbrush, it's hard to detect. A creature stepping into the trap must succeed on a DC 13 Dexterity saving throw or take 1d6 piercing damage and be restrained. Freeing oneself from the trap requires a successful DC 13 Strength check. Each failed check deals 1 piercing damage.

Jug, Clay: A basic ceramic container fitted with a stopper, it holds 1 gallon of liquid.

Ladder, 10-foot: A straight, simple wooden ladder.

Lantern, Bullseye: A bullseye lantern casts bright light in a 60-foot cone and shadowy light in a 120-foot cone. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Hooded: A hooded lantern casts bright light in a 30-foot radius and shadowy light in a 60-foot radius. It burns for 6 hours on a pint of oil. Once lit, it burns for 6 hours on a pint of oil. As an action, you can lower the lamp's hood. This reduces its light to a 5-foot radius of shadows.

Lock: A lock is worked with a large, bulky key. Without the key, a creature trained with thieves' tools can pick this lock with a successful DC 15 check. Better locks are available for higher prices.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any check made to appraise or inspect an item that is small or highly detailed.

Manacles: These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a DC 19 Dexterity check. Breaking them requires a DC 21 Strength check. Each set of manacles comes with one key. Manacles have 15 hit points.

Mess Kit: This small tin box contains a cup and simple cutlery.

Musical Instrument: This item encompasses a wide range of instruments. The DM might decide larger and more fantastical instruments have a higher price.

Oil: A pint of oil burns for 6 hours in a lantern. As an action, you can splash oil onto a creature next to you or throw the oil up to 20 feet. Make a ranged attack. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries after about 1 minute, the target takes an extra 5 fire damage.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature entering the area or ending its turn there.

Pick, Miner's: Good for breaking apart stone or hard-packed earth, a miner's pick can be used as an improvised weapon that deals piercing damage.

Piton: Climbers hammer pitons into walls to create their own handholds. Pitons are also useful for spiking doors shut, causing them to become stuck.

Poison, Basic: There's enough poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition such as bolts or arrows. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pouch, Belt: This leather pouch straps to your belt. It's good for holding things you need to retrieve in a hurry. A belt pouch can hold about one-fifth of a cubic foot of material.

Pole, 10-foot: Adventurers use 10-foot poles to test the passages ahead of them for traps. Hardly a replacement for a rogue, a pole might uncover a hidden danger before you stumble into it.

Pot, Iron: Good for cooking, an iron pot can hold up to a gallon of fluid. It can also serve as an improvised weapon.

Ram, Portable: You can use a portable ram to break down doors. When doing so, you gain advantage on the Strength check. If another character assists you, your minimum die roll on the check is equal to your Strength score plus 2.

Rations: Compact, dry, high-energy foods, suitable for extended travel. They include jerky, dried fruit, hardtack, and nuts.

Ritual Component Pouch: Most arcane spellcasters use the ritual component pouch's contents to perform rituals. A ritual component pouch's cost is as much as you want to invest in its contents. Each time you perform a ritual, you deduct the price of the components from the pouch. When the pouch drops to 0 gp, you run out of material components until you refill the pouch.

Rope: Rope has 2 hit points and can be burst with a DC 17 Strength check.

Sack: A drawstring sack made of burlap or similar material. It can hold 1 cubic foot of material.

Scale, Merchant's: This scale include a small balance and pans and a suitable assortment of weights. A scale gives you advantage on checks made to appraise objects.

Sealing Wax: This wax melts easily and is used to seal scrolls and other documents.

Signet Ring: A signet ring has a unique design carved into it, so when pressed into warm sealing wax, the ring leaves behind an identifying mark.

Sledge: The weighty metal sledge atop the wooden haft can easily break rock apart.

Soap: Aside from keeping away dirt and grime, soap has myriad uses, from making hinges slippery to being a handy object to toss into a darkened room.

Spade or Shovel: This basic tool can be used as an improvised weapon that deals either slashing or bludgeoning damage.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: This simple tent sleeps two.

Tinderbox: Lighting a torch with flint and steel is an action, and lighting any other fire takes at least that long.

Tome: This heavy book contains lore pertaining to a particular topic. The DM assigns a DC to the tome's lore. If you spend an hour studying the tome, you automatically succeed at one lore check with a DC less than or equal to the tome's DC rating.

Torch: A torch burns for 1 hour, providing bright light in a 20-foot radius and casting shadowy light out to a 40-foot radius. If a torch is used as a weapon, treat it as a club that deals fire or bludgeoning damage. Lighting a torch takes an action.

Thieves' Tools: Characters trained to use thieves' tools can use them to find and disarm traps and to open locks. Normally, these tasks are impossible without appropriate tools.

A set of thieves' tools includes a small file, a set of lock picks, a small mirror mounted on a short, metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Vial: A ceramic, glass, or metal vial fitted with a tight stopper. It is usually no more than an inch wide and holds about an ounce of liquid.

Waterskin: A leather pouch with a narrow neck used for holding water or wine. A waterskin can hold up to a gallon of water.

Magic

Spells come in two types: arcane and divine. Rumors persist of other types of magic, particularly a strange form of power that derives from the energy of the mind, but such tales are as yet unconfirmed.

Most characters who can cast spells learn their magical art from their class. Wizards cast arcane spells, and clerics cast divine spells. Characters of different classes have different ways of learning and preparing their spells, but when it comes to casting them, the spells are very much alike.

This section provides an overview of the spell description format combined with a discussion of how spells work and what happens when magical effects combine.

Reading a Spell Description

A spell's description is broken up into a few distinct sections.

Name, Level, and Descriptors: The description starts with the spell's name. The next line gives the spell's level, or designates the spell as a minor spell, and includes any additional descriptors. For instance, many spells are part of a school of magic such as illusion or necromancy. Such tags are included here.

These two lines are typically followed by a paragraph or two describing a variety of things about the spell, including its history and perceivable effects.

Requirement: Some spells require special circumstances or specific items to cast them. Such requirements are noted here. If you cannot meet a spell's requirements, you cannot cast it. The requirements are in addition to any requirements you normally have to meet for casting a spell.

Effect: This section describes the game mechanics for a spell. It tells you what happens according to the rules when you cast the spell.

Ritual: If the spell can be used as a ritual, the details for using it in that way and the effects of using as a ritual are described here.

Special: If there are any special rules for casting the spell, they are noted here.

Casting a Spell

Spells are commonplace among the heroes and villains of DUNGEONS & DRAGONS. When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

First, you must have access to a spell to cast it, either from your class, a magic item, or some other source. Certain classes also require that you have the spell prepared in advance.

Second, in combat, you must cast a spell as an action (see "Actions in Combat" in the combat rules), unless a spell's description says otherwise. Outside combat, you can effectively cast a spell whenever you want, but you must complete one spell before casting the next.

Spell Components

A spell's components are the physical requirements you must meet in order to cast it. Unless a spell's description says otherwise, a spell requires you to chant mystic words and complete intricate hand motions. Some spells also have material components that are required for their casting.

If you can't complete a spell's component, you are unable to cast a spell. Thus, if you are silenced or unable to move your hands, you cannot cast a spell.

Some situations make spellcasting a tricky proposition. For example, if you stand on the deck of a storm-tossed ship, a crashing wave might wash over you just as you attempt to cast a spell. In such a case, the DM might ask you to make a Constitution check in order to block out the distraction and complete the spell. If you succeed on the check, you cast the spell. If you fail, the action you used to cast the spell is wasted, but the spell itself is not.

Casting Time

Casting a typical spell requires a single action, about 6 seconds of reciting a magical formula and completing a set of hand motions.

A few spells can be cast as reactions. These spells take a fraction of a second and are usually cast in response to some event. For instance, the *feather fall* spell allows you to float safely to the ground the moment you fall into a pit. Such a spell can usually be cast as an action or a reaction, with different effects depending on how you use it. If a spell can

be cast in reaction to something, the spell description tells you exactly when you can do so.

Range

A spell's description specifies its range. The range is the maximum distance from you that you can place the spell's effect. The effect might extend beyond that range. All that matters is that when you cast the spell, you place its initial effect or chose a target that is not beyond the range.

Most spells have a range expressed in feet. Some spells, such as *cure light wounds*, can target only a creature (including yourself) that you touch. In other words, you must be able to reach the target.

Other spells affect only the caster. For example, the *shield* spell protects you, and only you.

Targets

A spell specifies how many creatures it targets or what area of effect it covers. If a spell targets one creature, it says so. If it targets more than one creature, it specifies the maximum number of creatures it can target.

If you are in the area of effect or within range of a spell you cast, you can target yourself.

Areas of Effect

Many spells have an effect over an area. A *fireball* explodes, burning an entire group of orcs. A *cone of cold* blasts forth, freezing a gang of ogres in place. These spells cover an area, allowing them to affect multiple creatures at once.

An area of effect has one of several different shapes. It also has a point of origin, a location from which the spell's energy erupts. Each shape specifies how you position its point of origin. Typically, a point of origin is a point in space, but some spells require the point to be a creature or an object.

Cloud: You select a cloud's point of origin, and the cloud spreads outward from that point. The cloud's size is expressed as a radius in feet that extends from the point. The point of origin is included in the cloud.

The gas or other substance of a cloud expands outward from the point of origin. It expands the distance of its radius, moving around objects such as walls and pillars. A cloud might continue to grow or even move, depending on the specific spell.

Cone: A cone extends in a direction of your choice from its point of origin. A cone's width at a given point is equal to its distance from the point of

origin. A cone's area of effect specifies its maximum length.

The energy in a cone expands in straight lines from the point of origin. If no unblocked straight line extends from that point to a spot within the cone, that spot is not included in the area of effect.

A cone's point of origin is not included in its area of effect, unless you decide otherwise.

Cylinder: A cylinder's point of origin is at the center of a circle of a particular radius given in the spell. The spell's effect then shoots downward or upward (your choice) from the circle's surface. The point of origin is included in the spell's effect. You can position the circle at an angle and determine from which side of the circle the energy erupts.

The energy in a cylinder expands in straight lines from the point of origin to the cylinder's perimeter. If no unblocked straight line extends from the point of origin to a spot within the cylinder, that spot is not included in the area of effect.

Line: A line extends from its point of origin in a straight line up to its length and covers an area indicated by its width. The line's width is its diameter. The point of origin for a line is not included in its area of effect, unless you decide otherwise.

Sphere: You select a sphere's point of origin, and the sphere explodes outward from that point. The sphere's size is expressed as a radius in feet that extends from the point. The point of origin is included in the sphere.

The energy in a sphere expands in straight lines from the point of origin. If no unblocked straight line extends from that point to a spot within the sphere, that spot is not included in the area of effect.

Duration

A spell's duration measures the length of time that it persists. A duration can be expressed as a period of time, expressed as rounds, minutes, hours, or even years. Some spells specify that they last until they are dispelled, usually through some magical effect that cancels them.

If there is no period of time specified in the spell, the spell's effect is instantaneous. The spell harms, heals, creates, or alters something or someone in a way that cannot be dispelled.

Attack Spells

Some spells let you make a melee or ranged attack. You resolve such an attack as normal, except that the attack seldom relies on Strength or Dexterity.

An attack spell almost always requires you to use your magic ability, which is specified in the class or other source that gave you the spell. For instance, wizards use Intelligence to make their spell attacks, and clerics use Wisdom.

Spells and Saving Throws

Some spells specify that a target can make a saving throw to avoid some or all of a spell's effects. If a spell requires a saving throw, it specifies the ability score that the target uses for the save. The DC to resist a spell is usually equal to 10 + your relevant magic ability modifier.

The spell specifies what happens to each target on a successful or a failed save.

Combining Magical Effects

While individual spells are fairly easy to adjudicate, sometimes it can be confusing when more than one spell affects the same creature.

Stacking

Bonuses and penalties provided by spells all add together while the durations of those spells overlap, except for one case. The effects of the same spell cast multiple times do not add up, including higher- or lower-level versions of the same spell. Instead, the highest bonus from those spells applies. Each spell still expires individually.

Order of Operations

When determining the effects of multiple spells, apply the first spell cast on a creature first, then the second one, and so forth.

Minor Spells

A minor spell, called a cantrip for wizards and an orison for clerics, is a simple spell usually learned during a spellcaster's initial training. Repeated castings have fixed the spell in the caster's mind and infused him or her with the magical power needed to produce the magical effect whenever and as often as wished.

Your class determines how many minor spells you know. Certain races, backgrounds, and themes also confer minor spells.

Spells at Higher Levels

When you prepare a spell, you must use a slot of the spell's level or higher. Some spells have more potent effects when prepared at a higher level, as noted in their descriptions.

Rituals

A ritual is a version of a spell that takes longer to cast and sometimes requires special materials to complete. The advantage of casting a spell as a ritual is that you do not have to prepare the spell ahead of time. The drawback is that completing a ritual takes several minutes and consumes expensive magical components.

Prerequisite: You cannot use a spell as a ritual unless you have a special ability or a class feature that lets you do so.

Time: Performing a ritual takes more time than simply casting a spell. Each ritual specifies the time needed to complete it. During this time, you can do nothing but work on the ritual. As with casting a spell, you need to be able to speak and move your hands in order to perform a ritual.

Material Components: To complete a ritual, you must expend material components as fuel for the magic you have gathered and shaped. A ritual has a gold piece cost associated with it, which represents a set of generic magical components, such as silver dust or rare alchemical ingredients. A ritual component pouch provides you with the materials you need.

When you complete the ritual and its effects begin, the material components needed for it are consumed.

In some cases, a ritual requires a specific item to complete it. Such items are specified in the spell's description.

Spells

Here are the spells used by some of the pre-generated characters. The spells are presented in alphabetical order.

A number of the spells refer to conditions, such as the charmed condition. See the “Conditions” section for a condition’s definition.

Alarm

1st-level abjuration

Warding an area with an *alarm* spell gives you a mental or audible warning when an intruder draws near.

Requirement: You must cast the spell using a small silver bell, worth no less than 1 gp, as a focus.

Effect: You ward an area no larger than a 20-foot-radius sphere centered on yourself. The spell alerts you with an audible or mental alarm of your choice when a creature enters the area, but only if that creature is at least Tiny and is not ethereal. You can also choose a password that, when spoken aloud, lets a creature enter the area without triggering the spell. The area remains warded for 8 hours.

If you chose a mental alarm, you experience a mental alert that immediately wakens you from normal sleep. If you chose an audible alarm, the spell sounds a loud ringing that lasts for 1 round and automatically wakens any sleeping creatures within 60 feet of the warded area’s center.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing special material components that include chalk, additional bells, and a silver cord, all worth no less than 25 gp.

Arc Lightning

2nd-level evocation

Crimson lightning leaps from your outstretched hand to strike a target, and then arcs toward a second target.

Effect: You make a ranged attack against a creature within 100 feet of you. On a hit, the target takes lightning damage equal to $4d6 +$ your magic ability modifier. On a miss, the target takes half that much damage.

Then, make a ranged attack against a creature within 20 feet of the first target. The point of origin for this attack is the original target. On a hit, the second target takes lightning damage equal to $2d6$

$+ your magic ability modifier$. If there is no creature within 20 feet of the first target or the second attack misses, the lightning simply strikes the ground with no additional effect.

Battle Psalm

2nd-level enchantment

Each ringing note of your *battle psalm* awakens new resolve in those who fight by your side, reminding them of the purpose that drew them to battle and the stakes should they fail. Even those who do not share your devotion feel themselves moved by the song’s magic, as evident in the power behind each strike they make.

Effect: You sing praises to your deity. Each friendly creature that can hear you deals extra holy damage with its melee attacks. The holy damage equals your magic ability modifier. The spell lasts for a minute or until you stop singing, which you must do to cast another spell.

Burning Hands

1st-level evocation

Holding your hands with your thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Effect: You evoke flames in a 15-foot cone originating from you. Each creature caught in the flames takes fire damage equal to $2d4 +$ your magic ability modifier. A creature can duck out of the way to take half the damage with a successful Dexterity saving throw.

The spell ignites unattended flammable objects in the area.

Charm Person

1st-level enchantment

This charm twists a creature’s mind so that it sees you in the best possible light in the present circumstances. A hostile creature, for example, might not see you as a threat, while a bored shopkeeper might suddenly regard you with the trust of an old friend.

Effect: You enchant a living humanoid creature within 50 feet of you. The target is charmed. If the target has more than 10 hit points, however, it can overcome the enchantment with a successful Wisdom saving throw. The target remains charmed for 1 hour or until you or one of your

allies attacks it, at which point the spell immediately ends.

A creature charmed by this spell remembers being charmed.

Command

1st-level enchantment

Divine power grants you supernatural authority so that you can compel a creature into obedience. The creature acts without thinking, doing what you command to the best of its ability.

Effect: You issue a one-word command to one living creature within 50 feet of you that can hear you. If the creature has more than 10 hit points, it can resist the command with a successful Wisdom saving throw. Otherwise, the creature must spend its next turn doing as it was commanded.

Some typical commands and their effects follow. You might issue a command other than one of the ones described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command, the spell immediately ends.

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves next to you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and grovels for its entire turn.

Halt: The target remains in place and cannot move or take any action. A flying creature stays aloft, provided it is able to do so.

Comprehend Languages

1st-level divination

The world is home to countless languages and dialects, tongues that are beyond counting and whose meaning is lost on even the most erudite scholars. *Comprehend languages* makes the incomprehensible comprehensible.

Effect: For the next hour, you understand the literal meaning of spoken or written languages as long as you are touching a speaker of the words or a surface on which the words are written. It takes about a minute to read one page of text (about 250 words).

This spell does not decipher codes or reveal messages concealed in otherwise normal text.

Certain magical wards might foil this spell by concealing text, trapping it, or making the text nonsensical.

Continual Light

2nd-level evocation

Although more expensive to cast than purchasing a torch or a lantern, *continual light* offers a lasting light source that shines in any environment, including underwater. Many casters place *continual light* on coins and other small objects so that, when they need to, they can drop the item into a pouch and contain its illumination.

Requirement: You must sprinkle ruby dust worth no less than 50 gp on an object that will carry the light. The ruby dust is expended during the spell's casting.

Effect: You touch an object and cause it to shed bright light in a 20-foot-radius and shadowy light in a 40-foot-radius beyond that. The light may be colored as you choose. It lasts until the object bearing the light is destroyed or until the spell is dispelled.

Crusader's Strike

1st-level evocation

Your prayer evokes the fury of your patron and binds it to the weapon you wield. Each time you strike with this weapon, the ground quakes and the air shudders around your foe, as the fullness of your god's wrath finds release.

Effect: You evoke divine energy upon a weapon you are wielding. For the next hour, your attacks made using this weapon deal an extra 1d6 holy damage or unholy damage (your choice).

Cure Light Wounds

1st-level conjuration

You channel divine energy into an injured creature to mend wounds and ease suffering.

Effect: You touch a living creature. The target regains hit points equal to 1d8 + your magic ability modifier.

Death Ward

Minor abjuration

The rune that *death ward* creates repels death and deathly effects. Although the spell lasts for but a short time, it prevents a creature from slipping

closer to the grave and protects a creature from the destructive energy found in many undead creatures.

Effect: You touch a creature and leave a mystical rune upon it. The rune grants the target necrotic resistance until your next turn ends. If the target is dying, it automatically becomes stabilized.

Detect Magic

Minor divination

Upon casting *detect magic*, you immediately perceive any objects, fields, or creatures affected or created by magic as having a flickering aura. Studying the auras can give you clues into the nature of the magic such as its school and power.

Effect: You divine the presence of any magic in a 30-foot cone originating from you. This spell does not reveal magic that is designed to be hidden.

Divine Favor

1st-level evocation

Your divine patron answers your prayer and places a spiritual hand upon your soul as a mark of favor. For as long as this blessing remains, you strike with greater might and find yourself better able to complete tasks and escape danger.

Effect: You pray for your god's favor and receive a +1 bonus to attack rolls and a +2 bonus to damage rolls, checks, and saving throws. The spell lasts for 1 minute.

Grease

1st-level conjuration

You conjure an oily slick that you can use to slow approaching foes, evade pursuit, or help escape from restraints.

Effect: You conjure a quantity of grease to cover an area, an object, or a creature within 100 feet of you. The grease lasts for 1 minute before it dries up and flakes away.

If you cast the spell on an area, the grease covers every surface in a 10-foot-radius sphere. Any creature in the area must succeed on a Dexterity saving throw or fall prone. Until the spell ends, creatures moving through the area must make the same saving throw or fall prone.

When you cast the spell on an object, such as a rope, a ladder, or a weapon, you cause it to become slippery. A creature cannot use the object unless the creature first succeeds on a Dexterity saving

throw. On a failed saving throw, the creature loses its grip on the object. It falls from a ladder, slips down a rope, drops a small object, and so on.

Finally, if you cast the spell on a creature, the creature gains advantage on any check made to escape restraints or a grab or to squeeze through a tight space.

Healing Word

1st-level conjuration

You whisper a brief word of healing for a creature in need. As a shimmering light dapples the creature's wounds, you launch into action.

Effect: You bestow a blessing onto a creature within 50 feet of you that can hear you. The target regains 1d6 hit points.

You can then make a melee attack, a ranged attack, or cast a minor spell you know.

Hold Person

2nd-level enchantment

Focusing on a small, straight piece of iron, you draw forth its properties and impose them on a creature you can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Effect: You reach into the mind of a creature within 100 feet of you that you can see. The creature must succeed on a Wisdom saving throw or suffer the effect of the spell. If the creature has 40 hit points or fewer, it is paralyzed for 1 minute. If the creature has more than 40 hit points, it cannot move for 1 minute.

The creature can struggle against the enchantment on each turn by making another Wisdom saving throw as an action. If the creature succeeds on the saving throw, the spell immediately ends.

If you hold a winged flying creature, it cannot flap its wings and falls. If you hold a swimming creature, it ceases to swim, sinks, and might drown.

Light

Minor evocation

You cause an object you touch to shine with light for a time.

Effect: You touch an object. It then emits bright light in a 20-foot radius. The light lasts for 1 hour or until you cast this spell again.

Mage Hand

Minor conjuration

The spectral hand you create with *mage hand* can manipulate objects, open doors, and retrieve small items for you. Many wizards use *mage hand* to retrieve items from their pouches to keep their hands free.

Effect: You conjure a spectral, floating hand at a point with 50 feet of you. The hand remains for 1 minute or until you cast this spell again. While the hand is present, you can control it as an action. You can use the hand to manipulate an object, stow an item, open a door, or pour the contents from a vial. You can also move the hand up to 30 feet, but no farther than 50 feet away from you.

The hand cannot carry more than 10 pounds. The hand cannot move higher than 5 feet from the ground and cannot attack or use magic items.

Magic Missile

Minor evocation

A spell made famous by wizards for its reliability, *magic missile* unerringly strikes its target.

Effect: You evoke a missile made of magical force and send it streaking toward a creature you can see within 100 feet of you. Provided the missile has an unobstructed path to the target, the target takes force damage equal to $1d4 + 1$.

Special: You evoke two missiles at 3rd level, three missiles at 6th level, and four missiles at 9th level. You can direct each missile against the same target or different targets within range.

Mirror Image

2nd-level illusion

Two illusory duplicates step out of your body and take positions around you. When you move, the duplicates move with you, merging with and splitting from you to confuse your enemies about which one of you is the real one.

Effect: You create two illusory duplicates of yourself right next to you. The duplicates last for 1 minute or until they disappear.

Each time a hostile creature targets you with an attack or a spell while the duplicates remain, that creature must first randomly determine what it targets—you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate has your Armor Class and uses your saving throws. If an attack hits the duplicate or if the duplicate fails a saving throw against a damaging effect, the duplicate disappears.

Mirror image does not fool creatures that rely on senses other than sight, such as blindsight or tremorsense.

Radiant Lance

Minor evocation

Your devotion reveals itself as a beam of light shines from your holy symbol or weapon to burn a path through your foes.

Effect: You make a ranged attack against one creature within 50 feet of you. On a hit, the target takes radiant damage equal to $1d8 +$ your magic ability modifier.

Ray of Frost

Minor evocation

You fire a pale beam of blue-white energy to trap a creature in ice.

Effect: You make a ranged attack against one creature within 100 feet of you. On a hit, the target's speed drops to 0 until your next turn.

Searing Light

1st-level evocation

Focusing holy power like a ray of the sun, you project a blast of light from your open palm.

Effect: Make a ranged attack against one creature within 100 feet of you. On a hit, the target takes radiant damage equal to $4d6 +$ your magic ability modifier. An undead creature instead takes radiant damage equal to $4d12 +$ your magic ability modifier. A construct or an inanimate object instead takes radiant damage equal to $2d6 +$ your magic ability modifier.

Shield

1st-level conjuration

You create an invisible, mobile disk of force that hovers in beside you to intercept attacks.

Effect: You create an invisible floating shield that moves to protect you against attacks. The shield grants you half cover and automatically stops *magic missiles* from damaging you. The shield lasts for 10 minutes.

Shield of Faith

1st-level abjuration

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

Effect: You protect a creature within 50 feet of you that you can see. Attacks against the target have disadvantage. The spell lasts for 1 minute.

Special: You can cast this spell as a reaction when a creature within 50 feet of you becomes the target of an attack, but before the attack roll is made. Casting the spell in this way might cause that attack to miss the target.

Shocking Grasp

Minor evocation

Lightning wreathes your hand and delivers a brutal shock to the creature you touch.

Effect: You make a melee attack against a creature within your reach. If the target is made of metal or is wearing medium or heavy armor made of metal, you make this attack with advantage.

On a hit, the target takes lightning damage equal to 1d8 + your magic ability modifier.

Silence

2nd-level illusion

Upon completion of this spell, all sound is stopped in an area. No noise whatsoever issues from, passes through, or enters.

Effect: You create an illusion centered on a creature, an object, or a point in space that you can see within 100 feet of you. The illusion extends out in a 20-foot-radius sphere and lasts for 10 minutes, or 1 minute if you center the effect on a creature. While the spell persists, creatures in the sphere are effectively deafened.

A creature attempting to cast a spell in the silenced area must first make a DC 15 Intelligence check. If the check succeeds, the spell is cast as normal. If the check fails, the spell is not completed. The spell's action is wasted, but the spell is not.

Sleep

1st-level enchantment

The fine sand you fling into the air sparkles when this spell's magic takes hold. Creatures touched by

the scintillating granules grow drowsy and might fall asleep.

Effect: You cause creatures in a 20-foot-radius sphere within 100 feet of you to grow drowsy. All creatures in the area move at half speed until they take any damage. Any creature with 10 hit points or fewer must also make a Wisdom saving throw. On a failed save, the creature falls unconscious. The creature remains unconscious until it takes any damage or until someone else uses an action to shake or slap the creature awake.

Spiritual Hammer

1st-level evocation

Calling out for aid from your divine patron, you evoke magical force in the shape of a glowing hammer. The hammer rises and falls, smashing your foes.

Effect: You evoke a floating, spectral hammer that appears and attacks a creature you choose within 50 feet of you. Make a melee attack with the hammer. On a hit, the target takes 1d8 force damage.

Once during each of your turns for the next minute, you can move the hammer up to 20 feet and make another melee attack with it. You do so as part of your action.

Sunburst

2nd-level evocation

This spell causes a globe of searing heat and radiance to explode silently.

Effect: You evoke an explosion of light in a 10-foot-radius sphere within 50 feet of you. The sphere lasts until your next turn.

Each creature within the sphere when it appears takes radiant damage equal to 2d8 + your magic ability modifier and is blinded until your next turn ends. On a successful Constitution saving throw, a creature instead takes half damage and is not blinded.

Any creature that starts its turn in the sphere takes radiant damage equal to 2d8 + your magic ability modifier.

In addition, bright light radiates for the next minute from the spell's point of origin.

Turn Undead

1st-level necromancy

Forcefully presenting your holy symbol and a firm denunciation causes undead who hear you to fall back, recoiling in horror from your presence. This gesture might destroy weaker undead, instantly turning them to ash.

Requirement: You must have a holy symbol to cast this spell.

Effect: You force each undead creature within 20 feet of you that can see and hear you to make a Wisdom saving throw. On a failed saving throw, the creature becomes turned until your next turn ends. While you have one or more undead creatures turned, you can use the action on your turn to extend the spell's effects for another round.

A creature you have turned cannot willingly move closer to you and cannot take any hostile action, such as make an attack or cast a harmful spell. If you move next to the turned creature, it must move at least 5 feet away from you during its next turn. If there's no safe place for the creature to move when you approach, it cannot move at all.

The creature remains turned until the spell ends or until the creature is attacked.