

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

Barbarian

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

Creating a Barbarian

When you create a character whose first class is barbarian, you gain these benefits.

Ability Adjustment: +1 to your Strength or Constitution score. You need Strength to overwhelm your enemies in battle and Constitution to help you withstand punishment.

Starting Hit Points: 12 + your Constitution modifier

Armor and Shield Proficiencies: Light and medium armor, shields

Weapon Proficiencies: All simple and martial weapons

You can make a barbarian quickly by following these suggestions.

Suggested Background: Guide

Suggested Specialty: Reaper

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

THE BARBARIAN

	Attack		Rage	
Level	Bonus	Class Features	Rages Per Day	Damage Bonus
1	+1	Rage, Reckless Attack, Thick Hide	2/day	+2
2	+1	Fast Movement	2/day	+2
3	+2	—	2/day	+2
4	+2	Feral Instinct	2/day	+4
5	+2	Deadly Strike (roll twice), Relentless Rage	3/day	+4
6	+2	—	3/day	+4
7	+2	Feral Reflexes	3/day	+6
8	+3	Fearless Rage	3/day	+6
9	+3	—	4/day	+6
10	+3	Deadly Strike (roll three times), Regenerative Rage	4/day	+8
11	+3	Channel Fury	4/day	+8
12	+3	—	4/day	+8
13	+4	—	5/day	+10
14	+4	Feral Senses	5/day	+10
15	+4	Deadly Strike (roll four times), Incite Rage	5/day	+10
16	+4	—	5/day	+12
17	+4	—	6/day	+12
18	+5	Unchecked Fury	6/day	+12
19	+5	Primal Might	6/day	+14
20	+5	Deadly Strike (roll five times), Endless Rage	Unlimited	+14

Class Features

A barbarian gains the following class features.

Hit Dice: 1d12 per barbarian level

Hit Points: 1d12 (or 7) + your Constitution modifier per barbarian level gained

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Barbarian table.

Level 1: Rage

In battle, you can allow your fury to consume you. You fight with an unmatched ferocity, but sacrifice your ability to defend yourself to gain devastating might.

Benefit: On your turn, you can enter a rage as part of your action. While raging, you gain the following benefits:

- advantage on Strength-based attack rolls, checks, and saving throws
- a +2 bonus to the damage roll of one melee attack of choice each turn (the bonus increases as you gain levels, as noted on the Barbarian table)
- resistance to bludgeoning, piercing, and slashing damage

Raging also has a drawback: You can't take reactions during it.

You must attack on each of your turns to maintain the rage; it stops if you end your turn without having attacked a hostile creature. The rage also ends after 10 minutes or if you fall unconscious.

After you rage twice, you must complete a long rest to rage again, and you must take a short rest between rages. You can rage more times between long rests as you gain levels, as noted on the Barbarian table. At 20th level, you can rage an unlimited number of times, but must still take a short rest between rages.

Level 1: Reckless Attack

Even when you aren't raging, you can draw on your inner fury to hurl yourself at an opponent, heedless of the danger to yourself.

Benefit: When you aren't raging, you can use your action to make a melee attack with advantage. Doing so grants advantage to attack rolls against you until your next turn.

Level 1: Thick Hide

Your innate durability makes armor a luxury that you rarely need.

Benefit: While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Level 2: Fast Movement

You move with the speed and agility of a hunting cat.

Benefit: Your speed increases by 10 feet while you are wearing light armor or no armor.

Level 4: Feral Instinct

Your keen senses alert you to danger before it strikes.

Benefit: When you roll for initiative, you can roll an extra d20 and choose which d20 to use.

Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Level 5: Relentless Rage

Your rage grows deeper, allowing you to mete out more punishment while giving you an unmatched tenacity.

Benefit: If an attack or other effect drops you to 0 hit points or fewer while you are raging and it fails to kill you outright, you can make a DC 10 Constitution saving throw to drop to 1 hit point instead.

Each time you succeed on this saving throw before taking a short or long rest, the DC increases by 5.

Level 7: Feral Reflexes

You rely on instinct to aid your defense, allowing you to avoid ambushes.

Benefit: You cannot be surprised while you are conscious.

Level 8: Fearless Rage

You are so blinded by your rage that you barely see threats that would terrify other warriors.

Benefit: While raging, you cannot be frightened.

Level 10: Regenerative Rage

The tenacity and ferocity imparted by your rage transforms into a vicious fury that sustains you in battle.

Benefit: While raging, you regain 5 hit points whenever you start your turn with less than half your hit point maximum.

Level 11: Channel Fury

When pushed to the brink, you can choose to pour your animal fury into one final attack that strikes with devastating power.

Benefit: While raging, you can use your action to make a special melee attack; if the attack hits, it is a critical hit. Whether the attack hits or misses, your rage ends, and you are stunned until the end of your next turn.

Level 14: Feral Senses

Through a combination of mystic insight and a natural enhancement of your sense of smell, you gain a near-supernatural ability to detect hidden creatures.

Benefit: Being unable to see a target does not impose disadvantage on your attack rolls against it.

Additionally, while you are conscious and are not blinded or deafened, you are aware of the location of any invisible creature within 30 feet of you, provided the creature isn't hidden from you.

Level 15: Incite Rage

You have become like the alpha beast that leads a hunting pack. You inspire not through tactical cunning or charismatic oration, but by sharing your rage with your allies.

Benefit: When you enter a rage, you can choose up to ten willing creatures that can see and hear you. Each of those creatures gains a +2 bonus to melee damage rolls, and any damage the creature takes is reduced by its Constitution modifier.

A creature loses these benefits when your rage ends, if the creature ends its turn unable to see and hear you, or if it ends its turn without having made a melee attack during that turn.

A creature can gain this benefit from only one barbarian at a time, and a barbarian cannot benefit from this effect while raging.

Level 18: Unchecked Fury

When an opponent foils your attack, you can tap into your latent fury to lash out with a kick, punch, or head butt, but at the cost of committing your effort wholly to this strike.

Benefit: The first time you miss with a melee attack on your turn, you can make an unarmed attack as part of the same action. Your turn ends immediately after making this attack.

Level 19: Primal Might

Your might is like a force of nature, as you batter down doors, break chains, and destroy other obstacles with ease.

Benefit: When you make a Strength check or Strength saving throw and don't like the result, you can use your Strength score in place of the result.

Level 20: Endless Rage

Your rage fills you with a bestial vigor that defies death itself.

Benefit: While raging, you aren't considered to be dying when you drop to 0 hit points or fewer, and you can't be killed by the damage you take. If your hit points are low enough when your rage ends, you do die as normal.

Cleric

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

Creating a Cleric

When you create a character whose first class is cleric, you gain these benefits.

Ability Adjustment: +1 to your Wisdom, Strength, or Constitution score. You use Wisdom to cast spells and Strength to make melee attacks. A high Constitution provides extra hit points.

Starting Hit Points: 8 + your Constitution modifier

Armor and Shield Proficiencies: None, but the deity you serve might grant you proficiencies

Weapon Proficiencies: Simple weapons

You can make a cleric quickly by following these suggestions.

Suggested Background: Priest

Suggested Specialty: Mystical healer

THE CLERIC

Level	Attack Bonus	Spellcasting Bonus	Channel Divinity	Class Features
1	+1	+1	1/day	Channel Divinity, Deity, Religious Knowledge, Spellcasting
2	+1	+1	2/day	—
3	+1	+2	2/day	—
4	+1	+2	2/day	—
5	+2	+2	3/day	—
6	+2	+2	3/day	—
7	+2	+2	3/day	—
8	+2	+3	4/day	—
9	+2	+3	4/day	Deadly Strike (roll twice)
10	+2	+3	4/day	—
11	+2	+3	4/day	—
12	+2	+3	4/day	—
13	+2	+4	4/day	—
14	+2	+4	5/day	—
15	+3	+4	5/day	—
16	+3	+4	5/day	—
17	+3	+4	5/day	—
18	+3	+5	5/day	—
19	+3	+5	5/day	Deadly Strike (roll three times)
20	+3	+5	5/day	—

CLERIC SPELLS PER DAY

Cleric Level	—Spell Slots per Spell Level—								
	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	3	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	3	2	1	—	—	—	—	—	—
6	3	2	2	—	—	—	—	—	—
7	3	2	2	1	—	—	—	—	—
8	3	2	2	2	—	—	—	—	—
9	3	2	2	2	1	—	—	—	—
10	3	2	2	2	2	—	—	—	—
11	3	2	2	2	2	1	—	—	—
12	3	2	2	2	2	1	—	—	—
13	3	2	2	2	2	1	1	—	—
14	3	2	2	2	2	1	1	—	—
15	3	2	2	2	2	1	1	1	—
16	3	2	2	2	2	1	1	1	—
17	3	2	2	2	2	1	1	1	1
18	3	2	2	2	2	1	1	1	1
19	3	2	2	2	2	1	1	1	1
20	3	2	2	2	2	1	1	1	1

Class Features

A cleric gains the following class features.

Hit Dice: 1d8 per cleric level

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

Level 1: Spellcasting

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

Harnessing and channeling divine magic doesn't rely on study or training. You might learn formulaic prayers and ancient rites, but ultimately your ability to cast cleric spells relies on your intuitive understanding of your deity's wishes, your ability to attune yourself to the god's presence, and your zeal to impose your combined wills on the world.

Benefit: You can cast a number of cleric spells per day based on the number of spell slots you

receive for your cleric level, as noted in the Cleric Spells per Day table. You can also cast cantrips, which you gain from the Deity feature. Wisdom is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of spells by spending time in prayer. You can prepare a number of spells equal to 1 + your cleric level, choosing any spell you wish from the cleric spells you can cast. You will usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *bless* and

cure light wounds prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Rituals: You can cast any spell you have prepared as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a cleric spell that you cast calls for a saving throw, the save DC equals 10 + your Wisdom modifier + the spellcasting bonus for your level, as noted in the Cleric table.

Level 1: Channel Divinity

You have the ability to perform miracles by acting as a conduit for raw divine power. When you do so, you channel energy directly from your deity, using it to fuel exceptional magical effects.

Benefit: You can channel divinity once per day. Your deity choice determines how you can channel divinity. As you gain levels, you gain additional uses of this feature each day, as noted in the Cleric table.

When you channel divinity, you choose an option granted by your deity and gain its benefits. Each channel divinity option explains how to use it. Here are the most common options.

Disappearing Trick

As an action, you can expend a use of your channel divinity to become invisible until the start of your next turn. If you make an attack or cast a spell while invisible, you become visible. If you are at least 11th level, you can also teleport up to 10 feet in any direction when you become invisible.

Divine Magic

You can expend a use of channel divinity to cast your 1st-level domain spell without using one of your spell slots. If you are at least 11th level, you can use Divine Magic to cast your 1st- or 2nd-level domain spell.

Divine Shelter

When another creature within 25 feet of you takes damage, you can expend a use of your channel divinity as a reaction. When you do so, reduce the damage the creature takes by 15. If you are at least 11th level, reduce the damage by 30 instead.

Divine Wrath

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to deal 3d10 extra damage to the creature. If you are at least 11th level, the damage increases to 6d10.

Light of Heaven

When you deal damage with any of your domain spells, you can expend a use of your channel divinity to unleash divine radiance. When you do so, each creature you choose within 10 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 3d8 radiant damage on a failed save, and half as much damage on a successful one. If you are at least 11th level, the damage increases to 6d8.

Magical Might

When you use an action to cast a spell, you can expend a use of your channel divinity to give one of the targets of that spell disadvantage on its saving throws against the spell this turn. If you are at least 11th level, the target you choose gains no benefit from magic resistance against the spell.

Rebuke Undead

As an action, you can expend a use of your channel divinity to rebuke an undead creature. Choose an undead creature within 25 feet of you. That creature must make a Wisdom saving throw (DC equal to your spell save DC). On a failed save, the creature is charmed by you for 1 hour, even if that creature cannot normally be charmed. While charmed by you, the creature must obey your verbal commands. You cannot charm an undead creature whose Hit Dice are greater than your cleric level. If you are at least 11th level and you rebuke an undead creature that is mindless, the charm effect is permanent.

Restore Health

As an action, you can expend one of your uses of channel divinity to send positive energy into a living creature. Choose a living creature within 25 feet of you. That creature regains 2d10 hit points. If you are at least 11th level, the creature regains 6d10 hit points instead.

Restore Undeath

As an action, you can expend one of your uses of channel divinity to send negative energy into an undead creature. Choose an undead creature within 25 feet of you. That creature regains 2d10 hit points. If you are at least 11th level, the healing increases to 6d10.

Righteous Might

When you use your action to make a Strength check or to make a melee attack using Strength, you can expend a use of your channel divinity to gain advantage on that Strength check or attack. If you are at least 11th level and do not have disadvantage when you use this option, roll three dice instead of two for your advantage.

Slay the Living

As an action, you can expend a use of your channel divinity to slay living creatures. When you do so, each living creature within 25 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 3d8 necrotic damage on a failed save, and half as much damage on a successful one. If you are at least 11th level, the damage increases to 6d8.

Spiritual Vestment

When you take damage, you can expend a use of your channel divinity as a reaction. When you do so, reduce the damage you take by 15. If you are at least 11th level, reduce the damage by 30 instead.

Storm's Fury

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to unleash a thunderclap. When you do so, each creature you choose within 10 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 3d8 thunder damage on a failed save, and half as much damage on a successful one. If you are at least 11th level, the damage increases to 6d8.

Trickster's Boon

As an action, you can expend a use of your channel divinity to cast the *mirror image* spell. If you are at

least 11th level, you can also expend a use of your channel divinity to cast the *polymorph* spell.

Turn Undead

As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 25 feet of you that has hit points equal to or less than twice your cleric level is destroyed.

Each remaining undead creature within 25 feet of you that has hit points equal to or less than five times your cleric level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 25 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Level 1: Deity

The deity you serve or the philosophical system you adopt grants you access to divine magic and is the source of the magical energy you need to cast spells. Your dedicated service to your deity or philosophy is what makes you a cleric, and this service influences not just your capabilities but the core of your being.

Benefit: Choose a deity from the options presented in this section. (Your DM might offer different or additional options.) Your choice of deity grants you various special abilities, including spells that are associated with the god's domain of influence. If you have a domain spell that does not appear on the cleric's spell list, the spell is, nonetheless, a cleric spell for you.

The deity choices are iconic appellations rather than specific deity names. Depending on your DM's campaign, these deities might have many different names. In effect, each deity presented here is a template that can be used for a number of gods from myth and various D&D worlds.

Similarly, a given deity from myth or from a D&D setting could encompass multiple options from this section. Your choice might reflect a focus on only one aspect of that deity, which might correspond to a particular sect dedicated to that deity. Thus, two clerics serving the same sun god

might make different choices for the purpose of this class feature. One character might choose the Lightbringer option and another could choose the Protector option, assuming both options relate to the same god.

The Arcanist

In a world rife with magical power and populated by wizards, dragons, and other magical beings, the Arcanist is the god who shepherds, teaches, and sometimes even embodies that power. This god is often also a deity of knowledge and learning, but in some pantheons those domains are separate. The nature and personality of the Arcanist typically reflects a culture's attitude toward the practice of magic—a kindly Arcanist reflects a positive view of the role of magic in the world where wizards are often kindly sages, while an Arcanist who is grim and secretive might emerge in a culture where magic is shunned or outlawed, practiced by witches and dark sorcerers.

Hecate of the Olympian pantheon is a dark expression of the Arcanist. In the Pharaonic pantheon, Isis is an Arcanist revered at a popular level with countless charms and prayers, while Thoth, as god of knowledge, also represents the hidden mysteries of the universe, the understanding of which is expressed as magical power. In the Asgardian pantheon, Odin sacrificed an eye to gain the same kind of knowledge of hidden mysteries, while Freya is the goddess of enchantments and illusions. Mystra is the goddess of magic in the FORGOTTEN REALMS® pantheon, whose essence is the Weave that provides magic to the world, and Azuth is patron of wizards specifically. Among the gods of GREYHAWK®, Boccob is a god of knowledge and magic, while Wee Jas is a darker god of death and necromancy. The DRAGONLANCE® pantheon has three gods of magic, corresponding to the three moons: good Solinari, neutral Lunitari, and evil Nuitari. These three gods are rarely worshiped, however.

The Arcanist is most often neutral, but can have any alignment depending on the deity's attitude toward magic.

Cantrips: You know the *mage armor* cantrip, plus two other cantrips of your choice from the cleric's or wizard's cantrip list.

Channel Divinity: You gain the Divine Magic and Magical Might options. In addition, if you are

not evil, you gain the Turn Undead option. If you are evil, you gain Rebuke Undead option.

Disciple of Magic: You can use magic items that normally require you to be a wizard to use them.

Domain Spells: At 1st level and when you gain the ability to cast 2nd-, 3rd-, 4th-, and 5th-level cleric spells, choose a wizard spell of the same spell level. The chosen spell counts as a domain spell for you. You always have it prepared, and it does not count against the number of spells you can prepare each day.

Suggested Equipment: Quarterstaff, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 14 gp and 8 sp

The Lifegiver

The Lifegiver takes a variety of forms, all of them involving growth, fertility, and healing. This deity is usually female and is sometimes an earth mother, a forest sprite, or a great ocean or river. The Lifegiver might appear as Demeter of the Olympian pantheon, Isis of the Pharaonic pantheon, Frigga of the Asgardian pantheon, Chauntea of the FORGOTTEN REALMS, Beory of GREYHAWK, or Mishakal of DRAGONLANCE.

As a devotee of life, you can foster health and healing in the people you attend. Your prayers can cause wounds to close and sickness to fade. Your divine patron urges you to cleanse the world of suffering and to provide aid to those in need.

Life springs up and blooms around the paragons of your faith. Stories tell of blessed clerics who live for centuries without suffering aches, ills, or the ravages of age. Some are said to be able to heal with a glance, to cause withered crops to spring back to life where they walk, and to dull the physical and emotional pain of anyone who sees them.

The Lifegiver is most often lawful good, neutral good, or chaotic good.

Armor and Shield Proficiencies: You are proficient with all armor and shields.

Cantrips: You know the *cure minor wounds* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Restore Health, Spiritual Vestment, and Turn Undead options.

Disciple of Life: When you cast any of the Lifegiver's domain spells, the spell restores additional hit points equal to 2 + the spell's level.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell Level	Domain Spell
1	cure wounds
2	lesser restoration
3	create food and water
4	death ward
5	mass cure wounds

Suggested Equipment: Chain mail, shield, mace, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 14 gp and 8 sp

The Lightbringer

The Lightbringer is a sun deity, whose followers are infused with radiant light and the power of the sun's searing heat. This deity is sometimes the ruler of a pantheon and is often portrayed as the sun itself or a charioteer who guides the sun across the sky. The sun's daily course means that the Lightbringer can embody principles of rebirth or renewal, but some sun deities are the sun at high noon, looking down upon the mortal world to pronounce judgment and burn away evil. The Lightbringer models Apollo of the Olympian pantheon, Re-Horakhty of the Pharaonic pantheon (also called Ra or Horus-Re), Frey and Odur of the Asgardian pantheon, Pelor and Pholtus of GREYHAWK, and Lathander and Amaunator of the FORGOTTEN REALMS.

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

The most devoted and enlightened followers of the Lightbringer shine with their own inner light. Creatures of darkness and death cower in the

presence of the mightiest of your faith, unable to bear the brightness of their countenance.

The Lightbringer is most often lawful good, neutral good, chaotic good, or lawful neutral.

Cantrips: You know the *lance of faith* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Light of Heaven, Restore Health, and Turn Undead options.

Disciple of the Sun: When a creature makes a melee attack against you, you can cast *lance of faith* against the attacker as a reaction. Resolve your *lance of faith* attack before the other creature's attack.

Additionally, you can use *lance of faith* when you make an opportunity attack, in place of a melee attack.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell Level	Domain Spell
1	command
2	spiritual weapon
3	scorching ray
4	wall of fire
5	flame strike

Suggested Equipment: Quarterstaff, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 14 gp and 8 sp

The Protector

The Protector is a god of defensive strength, an unyielding force that guards against the forces of evil. Sometimes the Protector is a martial deity, usually male, who stands as the ideal for sentinels and paladins. Other times the Protector is primarily a god of community, often female, who embodies the community's cohesiveness and responsibility to protect and care for each other.

Examples of the first aspect include Athena of the Olympian pantheon, Heimdall of the Asgardian pantheon, Heironeous or Mayaheine of GREYHAWK, Helm of the FORGOTTEN REALMS, Paladine of DRAGONLANCE, and Moradin, god of dwarves.

Examples of the community aspect of the Protector include Hestia of the Olympian pantheon, Hathor of the Pharaonic pantheon, Frigga of the Asgardian pantheon, Eldath of the FORGOTTEN REALMS, Berei or Merikka of GREYHAWK, and Yondalla, goddess of halflings.

The Protector entrusts you with the strength and endurance to protect the innocent so that you can become a beacon of hope in a darkened world. You protect the weak from the wicked, and nothing stirs your righteous fury so much as witnessing harm brought to those your god calls you to protect.

The most devoted and enlightened followers of the Protector are bulwarks of defense in a violent world. Many seek to take the fight to the enemy, delving into dungeons to root out threats before they can spread. On the edge of civilization, the Protector's clerics organize defenses, train local militias, and bring justice to a lawless land.

The Protector is most often lawful good, neutral good, or lawful neutral.

Armor and Shield Proficiencies: You are proficient with all armor and shields.

Cantrips: You know the *resistance* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Divine Shelter, Restore Health, and Turn Undead options.

Disciple of the Protector: You gain proficiency with the battleaxe, the flail, the long sword, the morningstar, the rapier, the trident, the war pick, and the warhammer.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell Level	Domain Spell
1	sanctuary
2	aid
3	dispel magic
4	death ward
5	true seeing

Suggested Equipment: Chain mail, shield, long sword, sling, 50 sling bullets, holy symbol, flask of

holy water, adventurer's kit, and belt pouch containing 4 gp and 8 sp

The Reaper

A figure of grim countenance and sinister reputation, the Reaper is a deity of death, the end of the cycle of life, and the decay of all things. This deity is typically a creature of doom and evil and often a patron of necromancers and the undead, but in some pantheons the Reaper merely represents the natural end of life and is an enemy of the undead. The Reaper is analogous to Hel of the Asgardian pantheon, Hades of the Olympian pantheon, Anubis or Osiris of the Pharaonic pantheon, Myrkul or Kelemvor of the FORGOTTEN REALMS, Nerull or Wee Jas of GREYHAWK, or Morgion of DRAGONLANCE.

As a follower of the Reaper, you spread the power of death through the land. If you are not evil, you tend to the dead and dying, ensuring that their souls pass to their rightful rewards. If you are evil, you raise the undead to do your bidding, and you spread fear and death wherever you go.

Clerics of the Reaper can spread death with a touch, claiming the souls of the weak in their deity's name. The undead cower before their might, and they face either a swift destruction or a compulsion to obey the cleric's dictates.

The Reaper is most often neutral, lawful neutral, or neutral evil.

Armor and Shield Proficiencies: You are proficient with all armor and shields.

Cantrips: You know the *chill touch* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Rebuke Undead, Restore Undeath, and Slay the Living options.

Disciple of Death: You gain proficiency with the bastard sword, the double axe, the double sword, the glaive, the greataxe, the greatsword, the halberd, the pike, the maul, and the urgrosh.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell

Level	Domain Spell
1	inflict wounds
2	darkness
3	speak with dead
4	death ward
5	raise dead

Suggested Equipment: Chain mail, shield, flail, sling, 50 sling bullets, holy symbol, flask of unholy water, adventurer's kit, and belt pouch containing 9 gp and 8 sp

The Stormcaller

The ferocious Stormcaller is a deity of thunder, lightning, and storms, and often also of war, physical might, and courage. Most often, the Stormcaller is a barbaric deity, commonly male, with a fury and physical prowess to match the raw power of the storm. In some pantheons, the Stormcaller is a ruler of the gods whose domain is the whole sky, and who is often known for swift, violent justice delivered via thunderbolt. In the pantheons of seafaring people, the Stormcaller is often an ocean deity and patron of sailors.

Zeus of the Olympian pantheon is an example of a Stormcaller who rules the gods and the sky, while Thor of the Asgardian pantheon is the headstrong son of the sky god. Set of the Pharaonic pantheon is a god of destructive storms, while the FORGOTTEN REALMS pantheon includes three "Gods of Fury" who rule storms: Talos the Storm Lord, Auril the Frostmaiden, and Umberlee the Sea Queen. Like Umberlee, Procan of GREYHAWK and Zeboim of DRAGONLANCE are sea deities who are appeased to abate the fury of storms.

As a follower of the Stormcaller, you call down lightning and thunder to smite your foes. The most accomplished followers of the Stormcaller command storms. Good clerics of the Stormcaller are tireless champions who wage war against evil. In comparison, the evil aspect of the Stormcaller is a bully whose followers dominate the weak and defenseless.

The Stormcaller is most often chaotic good, chaotic neutral, or chaotic evil.

Armor and Shield Proficiencies: You are proficient with all armor and shields.

Cantrips: You know the *shocking grasp* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Storm's Fury and Channel Wrath options. In addition, if you are not evil, you gain the Turn Undead option. If you are evil, you gain the Rebuke Undead option.

Disciple of Storms: You gain proficiency with a weapon of your choice, usually your deity's favored weapon (often a warhammer representing thunder, a spear representing lightning, or a trident, associated with the sea).

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell

Level	Domain Spell
1	thunderwave
2	sound burst
3	lightning bolt
4	divine power
5	cone of cold

Suggested Equipment: Chain mail, shield, warhammer, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 4 gp and 8 sp

The Trickster

The Trickster is a god of trickery and thieves, a mischief-maker and instigator who stands as a constant challenge to the accepted order among both gods and mortals. Unlike most other deities, the Trickster is often portrayed as an animal, such as a raven or a fox, as well as a shapeshifter who can adopt any form at will. The Trickster is often also a god of luck, either good or bad.

Examples of the Trickster include Hermes of the Olympian pantheon, Bes of the Pharaonic pantheon, Loki of the Asgardian pantheon, Beshaba or Tymora of the FORGOTTEN REALMS, Olidammara or Zagyg of GREYHAWK, and Garl Glittergold, god of gnomes.

As a follower of the Trickster, you see the world as a grand game, which you play to get what you want. Subterfuge, pranks, and theft are often the tools you use, rather than direct confrontation.

Of all the deities, the Trickster covers the widest moral ground. A chaotic good expression of the Trickster is a liberator and freedom fighter. The evil form of the Trickster delights in murder and wealth gained by any means. Standing in the middle of these two extremes, the chaotic neutral expression of this god is a capricious free spirit.

The Trickster is most often chaotic good, chaotic neutral, or chaotic evil.

Armor and Shield Proficiencies: You have proficiency with light armor.

Cantrips: You know the *minor illusion* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Disappearing Trick and Trickster's Boon options. If you are not evil, you gain the Turn Undead option. If you are evil, you gain the Rebuke Undead option.

Disciple of Trickery: You gain two of the following skills of your choice: Bluff, Disguise, or Sneak. You also gain proficiency with martial finesse weapons and simple and martial ranged weapons.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell

Level	Domain Spell
1	sanctuary
2	invisibility
3	fly
4	dimension door
5	telekinesis

Suggested Equipment: Leather armor, short sword, dagger, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 14 gp and 8 sp

The Warbringer

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances of excellence and courage. In either case, the Warbringer watches over warriors and rewards

them for great bravery. Many pantheons have two gods that fill the role of the Warbringer, representing opposite ideals of warfare: Athena and Ares of the Olympian pantheon, the brothers Heironeous and Hextor of GREYHAWK, and Tyr and Tempus of the FORGOTTEN REALMS.

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

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

Armor and Shield Proficiencies: You have proficiency with all armor and shields.

Cantrips: You know the *cure minor wounds* cantrip, plus one cantrip of your choice from the cleric's cantrip list.

Channel Divinity: You gain the Divine Wrath and Righteous Might options. In addition, if you are not evil, you gain the Turn Undead option. If you are evil, you gain the Rebuke Undead option.

Disciple of the Warbringer: You gain proficiency with all martial weapons.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

Spell

Level	Domain Spell
1	bless
2	spiritual weapon
3	prayer
4	divine power
5	flame strike

Suggested Equipment: Chain mail, shield, battleaxe, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 9 gp and 8 sp

Level 1: Religious Knowledge

As a cleric, you have extensive knowledge about the world's faiths.

Benefit: You have advantage on all Intelligence checks to recall religious lore.

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Cleric table.

Level 9: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At 19th level, you can roll the damage three times.

Druid

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

Creating a Druid

When you create a character whose first class is druid, you gain these benefits.

Ability Adjustment: +1 to your Wisdom or Constitution score. You use Wisdom to cast spells and Constitution to augment your ability to transform into a variety of creatures.

Starting Hit Points: 8 + your Constitution modifier

Armor and Shield Proficiencies: Padded armor, leather armor, dragon leather, hide armor, wooden shields

Weapon Proficiencies: Club, dagger, dart, greatclub, javelin, mace, scimitar, sickle, sling, spear, quarterstaff

You can make a druid quickly by following these suggestions.

Suggested Background: Priest

Suggested Specialty: Hedge magician

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

THE DRUID

Level	Attack Bonus	Spellcasting Bonus	Wild Shape	Class Features
1	+0	+1	1/day	Circle Initiate, Druid Lore, Spellcasting, Wild Shape (Hound)
2	+0	+1	2/day	Wild Shape (Rodent)
3	+0	+1	2/day	Woodland Stride
4	+0	+2	2/day	Wild Shape (Steed, Fish)
5	+0	+2	3/day	—
6	+1	+2	3/day	Wild Shape (Bird of Prey), Weapon Attack Bonus
7	+1	+2	3/day	Nature's Endurance
8	+1	+2	4/day	—
9	+1	+3	4/day	Nature's Ward
10	+1	+3	4/day	Healing Trance
11	+1	+3	4/day	Thousand Faces
12	+2	+3	4/day	—
13	+2	+3	4/day	Evergreen
14	+2	+4	5/day	—
15	+2	+4	5/day	—
16	+2	+4	5/day	—
17	+2	+4	5/day	—
18	+2	+4	5/day	—
19	+2	+5	5/day	—
20	+2	+5	5/day	—

DRUID SPELLS PER DAY

Druid Level	—Spell Slots per Spell Level—								
	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	2	1	1	1	1
19	4	3	3	3	2	1	1	1	1
20	4	3	3	3	2	1	1	1	1

Class Features

A druid gains the following class features.

Hit Dice: 1d8 per druid level

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

Level 1: Spellcasting

As a druid, you learn divine spells through prayer and ancient rites and draw on the primal strength of nature itself. You use this power to protect the wilderness, driving away those who would despoil it and fortifying those who would protect it.

Benefit: You can cast a number of druid spells per day based on the number of spell slots you receive for your druid level, as noted in the Druid Spells per Day table. You can also cast cantrips. Wisdom is your magic ability.

Cantrips: Your choice of druid circle determines the cantrips available to you.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of druid spells equal to 1 + your druid level. You can choose any spell from the druid's spell list,

provided you can cast druid spells of that level. You will usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *entangle* and *barkskin* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Rituals: You can cast any druid spell you have prepared as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a druid spell that you cast calls for a saving throw, the save DC equals 10

+ your Wisdom modifier + the spellcasting bonus for your level, as noted in the Druid table.

Level 1: Druid Lore

The wilderness is your home. You have acquired the skills needed to survive off the land.

Benefit: You have advantage on Intelligence checks to recall natural lore.

In addition, you know the secret language of druids. You can speak the language and use it to leave hidden signs for other druids. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages. Others spot the messages' presence with a successful DC 15 Wisdom check but cannot decipher it without magic.

Level 1: Wild Shape

A druid learns that life is an elaborate web of energy that binds all creatures together. This knowledge allows you to assume new forms simply by using your magic to express your life energy in a new way.

Benefit: Once per day, you can use your action to magically transform into another creature. Alternatively, you can transform as part of another action, provided that action doesn't involve casting a spell or activating a magic item. As you gain levels, you gain additional uses of this feature per day, as noted in the Druid table.

At 1st-level, you have access to the shape of the hound. As you gain levels, you gain additional shapes that you can change into, as noted in the Druid table.

When you transform, you choose from the creature options available to you and assume that creature's shape for a number of hours equal to your Constitution modifier + your druid level (minimum of 2 hours), after which time you revert to normal (use your Constitution modifier, not the creature's).

You can use your action to revert to your normal shape earlier. You automatically revert to normal if you drop to 0 hit points or fewer or if you die.

While you are in the creature's shape, the following rules apply.

- Your game statistics are replaced by the statistics of the creature. You retain your Intelligence, Wisdom, and Charisma scores.
- Transforming into or out of the creature's shape has no effect on your hit points, even if the shape's Constitution score is different from yours.
- You cannot cast spells or take any other actions that require hands or speech. Transforming does not break your concentration, however, on a spell you cast beforehand.
- Your gear is subsumed by the creature's shape, so you cannot access it. You cannot activate a magic item on your person, but a magic item that confers a passive effect, such as a *ring of protection*, continues to do so.

Shape of the Hound

You can take the form of a Small or Medium dog you are familiar with, typically a coyote, a fox, a jackal, or a wolf.

Tall wolfhounds are popular in Celtic lands, jackals are prevalent in Pharaonic regions and near DARKSUN city-states, mastiffs guard the castle gates of many lords in GREYHAWK, and plains wolves range all across the FORGOTTEN REALMS.

A hound form provides you with natural weaponry and a better chance of finding what would otherwise remain hidden.

Hound

Medium Beast

Armor Class 12

Speed 50 ft.

Str 13 (+1) Dex 15 (+2) Con 10 (+0)

Senses low-light vision

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

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).
Hit: 1d8 + 1 piercing damage.

Shape of the Fish

You can take the form of a Tiny fish you are familiar with, typically a catfish, a pike, a salmon, or a trout.

Other fish include whitefish from Asgardian climes; the knucklehead trout that swims in the lakes of Icewind Dale, a region of the FORGOTTEN REALMS; and even the sandwrigglers of DARKSUN.

A fish form allows you to breathe and move easily underwater.

Fish

Tiny Beast

Armor Class 11

Speed swim 40 ft.

Str 6 (-2) **Dex** 14 (+2) **Con** 10 (+0)

Water Breathing: You can breathe underwater.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

Shape of the Bird

You can take the form of a Tiny or Small bird that you are familiar with, typically a crow, a sparrow, an eagle, a hawk, a raven, or a vulture.

Vultures often live in desert regions, including in DARKSUN; greyhawks give the realm of GREYHAWK its name; and goat-sucker birds (allegedly) trouble some kender communities in DRAGONLANCE.

A bird form gives you wings, allowing you to fly high.

Bird

Tiny or Small Beast

Armor Class 14

Speed 5 ft., fly 50 ft.

Str 6 (-2) **Dex** 17 (+3) **Con** 10 (+0)

Nimble Flier: You don't provoke opportunity attacks when you fly out of a hostile creature's reach.

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

Melee Attack—Talons: +5 to hit (reach 5 ft.; one creature).

Hit: 1d4 + 3 slashing damage.

Shape of the Rodent

You can take the form of a rodent you are familiar with, typically a chipmunk, a mouse, a rat, or squirrel. Alternatively, you take the form of an animal like a ferret or a weasel. Rodents and similar mammals abound in all D&D worlds.

A rodent form allows you to slip away from a dangerous situation, or move stealthy into one.

Rodent

Tiny Beast

Armor Class 11

Speed 30 ft., climb 15 ft., swim 15 ft.

Str 6 (-2) **Dex** 16 (+3) **Con** 10 (+0)

Hide: You gain a +8 bonus to all checks to sneak.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage.

Shape of the Steed

You can take the form of a horse breed you are familiar with. Thousands of horse breeds exist, though only a handful are usually found in a particular region. Examples include the Thessalian horse of Olympian fame, the fjord horse of Asgardian descent, and the Baklunish charger of GREYHAWK.

A steed form allows you and one or two allies to move great distances quickly.

Steed

Large Beast

Armor Class 13

Speed 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 10 (+0)

Steed: You can carry up to two Medium creatures on your back and still move at your speed.

Melee Attack—Hoof: +4 to hit (reach 5 ft.; one creature).

Hit: 2d6 + 2 bludgeoning damage.

Level 1: Circle Initiate

Druids are mystically tied to the land and its spirits. This tie is shaped by a druid's circle, a group of druids who follow similar traditions. Within a circle, a druid learns esoteric rites that guide his or her use of magic.

Benefit: Choose a druid circle. Your choice grants you various special abilities.

The circle choices available to you are broad philosophical designations. Depending on your DM's campaign, these circles might have different names.

Circle of the Oak

The oak is a mighty conduit of worldly magic. When lightning falls from the sky, the sturdy tree channels elemental fury into itself. The strike may burn away a limb or blow off bark, but an oak has hidden reserves and may recover in time. And even if it falters, the oak's sacrifice protects other trees and creatures, ensuring the continuity of life.

As an initiate of the oak, your magic focuses on elements and weather, plants, and foresight. You focus most on improving your ability to cast spells.

The oak initiate is most often neutral, but can have any alignment.

Cantrips: You know the *druidcraft* and *fire seeds* cantrips, plus two other cantrips of your choice from the druid's cantrip list.

Nature's Prescience: Your mastery over your spells is so great that you waste little magical energy. Once per day, you can recover one of your expended 1st-level spell slots during a short rest.

Starting at 3rd level, you can use this feature twice per day, and one of the slots you recover can be 2nd level. Starting at 5th level, you can use this feature three times per day, and one of the slots you recover can be 3rd level.

Circle Spells: You always have the following spells prepared, provided you are able to cast druid spells of the given level. They do not count against the number of spells you can prepare each day. If a circle spell does not appear on the druid spell list, the spell is, nonetheless, a druid spell for you.

Spell Level	Circle Spell
1	entangle
2	augury
3	call lightning
4	divination
5	cone of cold

Circle of the Moon

Whether showing its full face or just a sly sickle, the changeable moon caresses the world with tides and light. It's also the conduit for your magic. The moon's influence over all things watery, furry, and leafy waxes and wanes.

As an initiate of the moon, your magic focuses on animals and shapechanging. You delight in learning new and more dangerous creature shapes to change into.

The moon initiate is most often chaotic, but can have any alignment.

Cantrips: You know the *spare from dying* cantrip, plus two other cantrips of your choice from the druid's cantrip list.

Beast Soul: When you use your action to revert to your normal shape after using your Wild Shape, you regain a number of hit points equal to your level.

Moon Adept: You gain one extra use of your Wild Shape per day.

As you gain levels, you also gain special shapes that you can assume using that feature.

Druid Level	Shape
1	Bear
3	Great Cat
5	Dire Beast
7	Behemoth
10	Enhanced Form

Shape of the Bear

You can take the form of a type of bear you are familiar with, typically a black bear, a brown bear, a polar bear, or even a panda.

Silt bears are rumored in DARKSUN, grizzly bears are not unusual in the forests of GREYHAWK, and polar bears are much feared in the northern reaches of the FORGOTTEN REALMS.

A bear form provides you with natural weaponry and some ability to climb and swim.

Bear

Large Beast

Armor Class 16

Speed 30 ft., swim 15 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 16 (+3)

Relentless: Dropping to 0 hit points or fewer doesn't immediately knock you unconscious or cause you to revert to your normal shape. At the end of your next turn, you do fall unconscious and revert to normal if you are still dying.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature).
Hit: 2d6 + 2 slashing damage.

Shape of the Great Cat

You can take the form of great cat you are familiar with, typically a cougar, jaguar, a leopard, a lion, a panther, or a tiger.

Tigers of every stripe are populous in Persian lands, gray lions are threats on the plains of GREYHAWK, panthers are well known in the FORGOTTEN REALMS, and ghost tigers are prized in EBERRON.

A great cat form provides you with natural weaponry and speed, and the possibility of a

particularly vicious series of attacks following a pounce.

Great Cat

Large Beast

Armor Class 16

Speed 40 ft., climb 15 ft.

Str 17 (+3) **Dex** 14 (+2) **Con** 10 (+0)

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).

Hit: 1d6 + 3 slashing damage.

Pounce: If you move at least 10 feet and end your movement so that at least one creature is in reach, you can make two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone, and you can make the following bite attack against it: +8 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 3 slashing damage.

Shape of the Dire Beast

Dire beasts are larger, tougher, meaner versions of ordinary creatures. They may have a feral, prehistoric, or even demonic appearance, which usually includes horns, spikes, bony plates, exceedingly large fangs, and long claws.

Benefit: When you use your Wild Shape to assume a creature's shape, you can assume the dire version of that shape. Doing so has the following effects:

- The creature's size increases by one category, provided it was Large or smaller to begin with.
- The creature gains a +1 bonus to Armor Class. The bonus increases to +2 at 9th level, +3 at 13th level, and +4 at 17th level.
- The creature gains a +1 bonus to attack rolls. The bonus increase to +2 at 9th level, +3 at 13th level, and +4 at 17th level.
- Once per turn, when you roll damage for an attack, you can roll the creature's damage dice twice and add the rolls together. At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Shape of the Behemoth

You can take the form of a massive animal of the ancient world, such as a mammoth, a dinosaur, or a great stag.

Mammoths stalk arctic climes of the FORGOTTEN REALMS and GREYHAWK, brontosaurus graze the

jungles of EBERRON, and reptilian inixes roam the arid wastelands of DARKSUN.

An ancient behemoth is so large that it can simultaneously crush several foes underfoot.

Ancient Behemoth

Huge Beast

Armor Class 16

Speed 40 ft.

Str 18 (+4) **Dex** 9 (-1) **Con** 15 (+2)

Melee Attack—Gore or Bite: +6 to hit (reach 10 ft.; one creature). *Hit:* 3d6 + 4 piercing damage.

Trample: You can combine your full movement and action to make a separate melee attack against each creature in 40-foot-long, 10-foot-wide line. *Hit:* In addition to taking the damage indicated for the attack, a target must succeed on a DC 14 Strength saving throw, or be knocked prone and be unable to make an opportunity attack against you if you leave its reach during the course of this action.

Once you use trample, you can't use it again until after your next short rest.

Enhanced Form

You have become a master at changing your shape.

Benefit: When you use your Wild Shape to assume a creature's shape, you can give the shape an enhancement of your choice (enhancing a dire version of a creature expends two uses of your Wild Shape). Choose one of the following enhancement options.

- *Leap:* As part of your movement, you can leap through the air up to 30 feet horizontally and up to 15 feet vertically without a running start. If you leap at least 10 feet, you gain a +3 bonus to the damage roll of one melee attack at the end of the leap.
- *Magic Resistance:* You have advantage on saving throws against magical effects.
- *Nimble:* Difficult terrain doesn't cost extra feet of movement for you.
- *Poisonous Attack:* One attack of your choice becomes poisonous. When you deal damage to a target with that attack, the target must succeed on a DC 14 Constitution saving throw against poison, or its speed is reduced to 5 feet for 1 minute. The target can use its action to make a DC 14 Constitution check to end this effect.

- *Spines*: You have spines that you can violently expel. As an action, choose up to three creatures within a 150-foot cone originating from you, and make a separate ranged attack against each target, with a +6 bonus to the attack roll. On a hit, a target takes 1d6 piercing damage and 2d6 poison damage. Once you use this enhancement, you can't use it again until after your next short rest.

Level 3: Woodland Stride

A druid knows how to move through the wilderness, where others with less experience get scratched or tripped.

Benefit: Nonmagical shrubs and other undergrowth cannot impede your movement or damage you.

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

Level 6: Attack Bonus

Your training has improved your proficiency with weapons.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Druid table.

Level 7: Nature's Endurance

You have developed mystic protections against natural threats, namely disease and poison.

Benefit: You are immune to poison and disease.

Level 9: Nature's Ward

Sylvan creatures and beings of the elemental planes recognize the power you command and cannot hope to beguile you.

Benefit: Elemental and fey creatures cannot charm or frighten you.

Level 10: Healing Trance

You have spoken with beasts that hibernate, and perhaps even assumed their form. You have learned to infuse your rest with a healing magic that mimics those beasts' restorative slumber.

Benefit: When you regain hit points by spending a Hit Die during a rest, you regain 1 extra hit point for each Hit Die you roll.

Level 11: Thousand Faces

Your magic allows you to assume the guise of a beast, and what are humanoid if not cultured beasts? You can now alter yourself to appear in the guise of another humanoid.

Benefit: You can use your Wild Shape to assume the appearance of any Medium humanoid, an appearance either of your creation or of an individual you have seen. A creature must succeed on a DC 20 Wisdom check to notice the ruse.

Level 13: Evergreen

You discover the secret of longevity that conifers hold in their heartwood. Pine and spruce can live for great ages, unless cut down before their time. The same is now true for you.

Benefit: For every ten years that pass, your body ages only one.

Fighter

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

Creating a Fighter

When you create a character whose first class is fighter, you gain these benefits.

Ability Adjustment: +1 to your Strength, Dexterity, or Constitution score. You need Strength or Dexterity for weapon use and Constitution to help you withstand punishment.

Starting Hit Points: 10 + your Constitution modifier

Armor and Shield Proficiencies: All armor and shields

Weapon Proficiencies: All simple and martial weapons

You can make a defensive fighter quickly by following these suggestions.

Suggested Background: Soldier

Suggested Specialty: Defender

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

You can make a great-weapon fighter quickly by following these suggestions.

Suggested Background: Soldier

Suggested Specialty: Reaper

Starting Equipment: Chain mail, great sword, adventurer's kit, and 16 gp.

You can make an archer fighter quickly by following these suggestions.

Suggested Background: Soldier

Suggested Specialty: Sharpshooter

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

THE FIGHTER

Level	Attack Bonus	Class Features
1	+1	Martial Feat, Expertise (2d6), Death Dealer, Superior Defense
2	+1	Martial Feat
3	+2	—
4	+2	Unerring Attacker
5	+2	Deadly Strike (roll twice), Expertise (3d6), Multiattack
6	+2	—
7	+2	Unstoppable
8	+3	Martial Feat
9	+3	Expertise (4d6)
10	+3	Deadly Strike (roll three times)
11	+3	Combat Surge 1/day
12	+3	—
13	+4	Expertise (5d6)
14	+4	Combat Surge 2/day
15	+4	Deadly Strike (roll four times)
16	+4	—
17	+4	Combat Surge 3/day, Expertise (6d6)
18	+5	—
19	+5	—
20	+5	Combat Surge 4/day, Deadly Strike (roll five times)

Class Features

A fighter gains the following class features.

Hit Dice: 1d10 per fighter level

Hit Points: 1d10 (or 6) + your Constitution modifier per fighter level gained

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Fighter table.

Level 1: Martial Feat

You are skilled in a variety of attack techniques, which give you the ability to keep your opponents guessing.

Benefit: You gain a martial feat of your choice as a bonus feat. You gain an additional martial feat of your choice at 2nd and 8th level.

Level 1: Expertise

You have developed a degree of expertise that puts you above others. You have the keen mind, the practiced skills, and the physical aptitude to pull off things that few others can.

Benefit: You have two d6s called expertise dice. Certain fighter class features, such as Death Dealer and Superior Defense, allow you to use these dice for special benefits. You gain an additional expertise die at 5th, 9th, 13th, and 17th level.

Once you use an expertise die, it is expended. You have two ways to regain use of your expended expertise dice: You regain all of them when you complete a short rest or a long rest, and you can use your action to regain a single expertise die, provided you have expended all of your expertise dice.

Expertise dice represent your ability to push yourself mentally and physically, calling upon your training and skill to do something exceptional. When you spend these dice, you are taxing your mind or your body in some way.

Level 1: Death Dealer

Every attack you make brings your enemy closer to death.

Benefit: You gain one Death Dealer option of your choice.

Deep Wound: When you hit with an attack, you can spend one expertise die. Roll it, and add the number rolled to the damage.

Ricochet: When you hit a creature with a ranged attack, you can spend one expertise die to ricochet into another creature. Roll the expertise die and choose a creature within 5 feet of the original target. The chosen creature takes damage of the same type as the attack equal to your expertise die roll + your Dexterity modifier.

Slam: If you are wielding a shield, when you hit with a melee attack you can spend one expertise die, roll it, and add the number rolled to the damage. The creature also has disadvantage on its next attack made before the start of your next turn.

Strike Command: When another creature that you can see and that can hear you hits a creature with an attack, you can use your reaction to spend one of your expertise dice, roll it, and add the number rolled as a bonus to that attack's damage.

Wide Arc: If you are wielding a two-handed weapon, when you hit a creature with a melee attack you can spend one expertise die to sweep into another creature. Roll the expertise die and choose a creature within your reach. The chosen creature takes damage of the same type as the attack equal to your expertise die roll + your Strength modifier.

Level 1: Superior Defense

You are a skilled master of weaponry and armor, and know how to keep your enemies' weapons from making contact.

Benefit: You gain one Superior Defense option of your choice.

Block Missiles: When you are wielding a shield and you or a creature within 5 feet of you would be hit by a ranged attack, you can use your reaction to block that attack. Spend one expertise die, roll it, and add the number rolled to the target's AC against that attack.

Nimble Dodge: When you are wearing light or medium armor, if you would be hit by a melee attack you can use your reaction to avoid the attack. Spend one expertise die, roll it, and add the number rolled to your AC against the attack. If the attack misses, you can move up to 10 feet away from your attacker as a part of the same reaction. This movement does not provoke opportunity attacks.

Parry: When you are wielding a melee weapon and would be hit by a melee attack, you can use your reaction to parry that attack. Spend one expertise die, roll it, and add the number rolled to your AC against that attack.

Warning Shout: When another creature that you can see and that can hear you is attacked, as a reaction you can spend one expertise die, roll it, and add the number rolled as a bonus to that creature's AC against that attack.

Level 4: Unerring Attacker

You never let a little thing like armor get in the way of striking your foes.

Benefit: You gain one Unerring Attacker option of your choice.

Attack Orders: When another creature that you can see and that can hear you makes an attack roll, before that creature roll its attack you can spend one expertise die, roll it, and add the number rolled to the attack roll.

Careful Attack: When you make an attack roll, before you roll your attack you can spend one expertise die, roll it, and add the number rolled to the attack roll.

Glancing Blow: When you would miss with a melee attack, you can spend one expertise die; roll that die, and add the number rolled to the attack roll. If the new total would be a hit, the result is a glancing blow, not a true hit. The target takes half damage from the attack. The damage is of the weapon's damage type, but it delivers no additional effect associated with the weapon or the attack.

Nick: When you would miss with a ranged attack, you can spend one expertise die; roll that die, and add the number rolled to the attack roll. If the new total would be a hit, the result is a nick, not a true hit. The target takes half damage from the attack. The damage is of the weapon's damage type, but it

delivers no additional effect associated with the weapon or the attack.

Shield Swipe: When you are wielding a shield and would miss with an opportunity attack, you can spend one expertise die, roll it, and add the number rolled as a bonus to that opportunity attack roll.

Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Level 5: Multiattack

You can strike at multiple enemies simultaneously.

Benefit: Choose either the Volley or Whirlwind Attack option. You gain that feature.

Volley

As an action, you can use a longbow or a shortbow to fire a volley of arrows. When you do so, choose two targets within your bow's range, and make a separate ranged attack against each target. The two targets must be within a 20-foot radius. Neither attack can benefit from your Deadly Strike.

After you reach certain levels, you can fire your volley at more targets: at 10th level, three targets within a 30-foot radius; at 15th level, four targets within a 40-foot radius; and at 20th level, five targets within a 50-foot radius.

Whirlwind Attack

As an action, you can strike multiple targets with a single sweep of your weapon. When you do so, choose two targets within your reach, and make a separate melee attack against each one. Neither attack can benefit from your Deadly Strike.

After you reach certain levels, you can attack more targets with this feature: three targets at 10th level, four targets at 15th level, and five targets at 20th level.

Level 7: Unstoppable

You find a way to push through or avoid the most dangerous spells and hazards.

Benefit: You gain one Unstoppable option of your choice.

Bolster Allies: When another creature that you can see and that can hear you makes a saving throw, as a reaction you can spend one expertise die, roll it, and add the number rolled as a bonus to that creature's saving throw.

Great Fortitude: When you make a Constitution saving throw, you can spend one expertise die, roll it, and add the number rolled as a bonus to your saving throw.

Hold Fast: When you make a Strength saving throw, you can spend one expertise die, roll it, and add the number rolled as a bonus to your saving throw.

Iron Will: When you make a Wisdom saving throw, you can spend one expertise die, roll it, and

add the number rolled as a bonus to your saving throw.

Lightning Reflexes: When you make a Dexterity saving throw, you can spend one expertise die, roll it, and add the number rolled as a bonus to your saving throw.

Level 11: Combat Surge

Your prowess allows you to execute a series of quick strikes that less trained warriors would have a hard time replicating.

Benefit: Once per day, you can use a combat surge on your turn. During that turn, you can take a second action, and when you roll any expertise die, the number rolled is doubled.

You cannot use another combat surge until you have completed a long rest. At 14th, 17th, and 20th level, the number of times per day that you can use a combat surge increases by one, but you can use only one per turn.

Monk

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

While most monks are lawful—the focus and discipline needed to master their arts demands rigid dedication—they vary among good, neutral, and evil alignments. Lawful evil monks are schemers and conquerors. The insidious Scarlet Brotherhood of GREYHAWK is the most notable example of an evil monk tradition in D&D. Lawful neutral monks focus on inner mastery and care little for the world at large. Lawful good monks are tireless champions of the common folk.

Ability Adjustment: +1 to your Wisdom or Dexterity score. You need Wisdom to improve your special monk abilities and Dexterity for unarmed combat.

Starting Hit Points: 8 + your Constitution modifier

Armor and Shield Proficiencies: None

Weapon Proficiencies: Club, dagger, handaxe, light crossbow, pike, quarterstaff, sling, spear

You can make a monk quickly by following these suggestions.

Suggested Background: Commoner

Suggested Specialty: Skirmisher

Suggested Equipment: Quarterstaff, dagger, light crossbow, 20 bolts, adventurer's kit, caltrops, climber's kit, silk rope (50 feet), and belt pouch containing 74 gp and 8 sp

Creating a Monk

When you create a character whose first class is monk, you gain these benefits.

THE MONK

Attack

Level	Bonus	Ki	Class Features
1	+1	1/day	Martial Arts, Mindful Defense, Monastic Tradition
2	+1	1/day	Undaunted Strike
3	+1	2/day	–
4	+2	2/day	Martial Feat
5	+2	2/day	Deadly Strike (roll twice), Ki Ability, Purity of Body
6	+2	3/day	–
7	+2	3/day	Clear Mind, Martial Feat
8	+2	3/day	Ki Ability
9	+3	4/day	–
10	+3	4/day	Deadly Strike (roll three times), Martial Feat
11	+3	4/day	Diamond Body
12	+3	4/day	Abundant Step
13	+3	4/day	Diamond Soul
14	+4	5/day	–
15	+4	5/day	Deadly Strike (roll four times), Quivering Palm
16	+4	5/day	Timeless Body
17	+4	5/day	Tongue of Sun and Moon
18	+4	6/day	–
19	+5	6/day	Empty Body
20	+5	6/day	Deadly Strike (roll five times), Perfect Self

Class Features

A monk gains the following class features.

Hit Dice: 1d8 per monk level

Hit Points: 1d8 (or 5) + your Constitution modifier per monk level gained

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Monk table.

Level 1: Mindful Defense

You use intuition and your sense of your surroundings to protect yourself from harm. You move a moment before an enemy attacks or steel yourself before a spell affects you.

Benefit: While you are wearing no armor and are not using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Level 1: Martial Arts

You have trained in the art of unarmed combat and excel at fighting without weapons.

Benefit: You gain the Martial Arts feat as a bonus feat.

Level 1: Ki

Ki is an energy that flows through all living things. Your intense training and unmatched mental focus allow you to draw forth this energy and channel it into extraordinary effects.

Benefit: Once per day, you can use your ki to activate a ki ability granted by the Monastic Tradition feature. You gain an additional daily use of ki at 3rd, 6th, and 9th level.

If a ki ability calls for a saving throw, the DC equals 10 + your Wisdom modifier + the weapon attack bonus for your level, as noted on the Monk table.

Level 1: Monastic Tradition

Your training placed great demands on you and allowed you to achieve an unmatched level of mastery over your ki.

Benefit: Choose a monastic tradition. Your choice grants you ki abilities at certain levels.

The Path of Mercy

At first blush, this path's focus on deadly attacks might seem like a non sequitur. The initiates of this tradition express mercy in combat by using ki to quickly disrupt or slay their enemies. They believe first in attempting to end a fight through peaceful means, disrupting a creature's ki so that it cannot act. If their enemies persist in violence, the initiates of mercy believe that a swift, painless death is the best recourse for those who cannot see the wisdom of peace.

Monk Level	Ki Ability
1	Stunning Strike
5	Wholeness of Body
8	Heart-Stopping Strike

The Path of the Phoenix

The path of the phoenix focuses on aggression, teaching its initiates to use their inner fury to transform ki energy into a roaring flame. In battle, these monks are implacable and borderline reckless, often throwing themselves into crowds of foes, confident that the flame that burns within them can carry the day. If all else fails, their inner fire will roar forth to devour those who seek to defeat them.

Monk Level	Ki Ability
1	Flames of the Phoenix
5	Fiery Soul
8	Vengeful Flame

The Path of Four Storms

The path of the four storms focuses on mastering the power of the wind and the storms it carries. The monks of this order gain unmatched maneuverability. They swirl through their enemies like a howling gale, dealing terrible blows and slipping away before their enemies can respond.

Monk Level	Ki Ability
1	Warrior's Gale
5	Hurricane Defense
8	Vortex Punch

The Path of Stone's Endurance

The path of stone's endurance teaches its initiates to infuse their ki with the magic of earth and stone. These monks are indomitable in battle, as they can turn themselves into statues impervious to attack and catch their foes in a vise-like, stony grip.

Monk Level	Ki Ability
1	Grasp of Stone
5	Stone's Defense
8	Touch of Stony Doom

Level 2: Undaunted Strike

Your command of your ki has allowed you to attune your strikes so that they overcome your enemies' resistances.

Benefit: Your unarmed strike counts as being magical, adamantite, cold iron, and silver for the purposes of overcoming resistance.

Level 4: Martial Feat

You are skilled in a variety of attack techniques, which give you the ability to keep your opponents guessing.

Benefit: You gain a martial feat of your choice as a bonus feat. You gain an additional martial feat of your choice at 7th and 10th level.

Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Level 5: Purity of Body

The ki that flows through you provides an indomitable defense against disease.

Benefit: You are immune to disease.

Level 7: Clear Mind

Your mastery of the ki energy within you grants you a nearly impervious mental defense.

Benefit: You cannot be charmed or frightened.

Level 11: Diamond Body

Your knowledge of your mind and body allow you to take absolute control of your metabolism. Any poison introduced to your system is quickly processed and rendered inert.

Benefit: You are immune to poison.

Level 12: Abundant Step

You can now magically slip between spaces, allowing you to move through the gaps and tiny holes that permeate the planes. In the blink of an eye, you move from one spot to another.

Benefit: On your turn, you can give up your normal movement to teleport up to 30 feet to a location you can see.

Level 13: Diamond Soul

Spells are carefully designed methods for tapping into magic, and you have developed an intuitive understanding of how such formulas interact with your mind and body and can therefore defend yourself against them.

Benefit: You have advantage on all saving throws against spells.

Level 15: Quivering Palm

The fearsome quivering palm is the ultimate application of ki in battle. Few monks ever master this powerful ability, and few still use it without great cause. With the quivering palm, you set up vibrations within the body of another creature that can become fatal if you so desire.

Benefit: When you hit a creature with an unarmed attack, you can expend three uses of your ki to strike the creature with the quivering palm. The creature must make a Constitution saving throw. On each of your subsequent turns, when you take an action you can also force the creature to make another Constitution saving throw. If the creature fails a total of three saving throws against this effect, the creature dies. If you do not force the creature to make a saving throw on your turn, this effect ends.

Level 16: Timeless Body

You have attained such great mastery of ki that your body sustains itself on it. You no longer age, and you have no need for mundane food and drink.

Benefit: You suffer none of the drawbacks of old age, cannot be magically aged, no longer age, and no longer need food or water.

Level 17: Tongue of Sun and Moon

Ki is an energy that binds all things together, and your very words are now infused with its power. Knowledge and enlightenment flow from you regardless of language barriers.

Benefit: You understand all spoken languages, and any creature capable of understanding speech can understand what you say regardless of what language you use.

Level 19: Empty Body

Your physical body becomes a relic of your prior, unenlightened existence. When you will it, your body fades from existence, leaving only your spirit behind.

Benefit: As an action, you can expend one use of your ki to become ethereal for 1 minute. You can end this effect at any time.

Level 20: Perfect Self

You are the living embodiment of ki, a perfect expression of the potential that always struggled to emerge from your mind and body.

Benefit: All of your ability scores that are lower than 20 become 20.

Ki Abilities

These ki abilities are presented in alphabetical order.

Fiery Soul

When you are hit by a melee attack, you can use your reaction to expend a use of your ki to channel magical fire into the attacker. The attacker takes fire damage equal to 5 + your monk level, or half damage on a successful Constitution saving throw.

Flames of the Phoenix

As an action, you can expend a use of your ki to create a 15-foot cone of magical fire from your hands. Each creature in the cone takes fire damage equal to 2d6 + your monk level, or half damage on a successful Dexterity saving throw.

Grasp of Stone

When you hit a creature with an unarmed attack, you can expend a use of your ki to catch the creature in your crushing grip. The creature must succeed on a Strength saving throw or be grappled by you.

Until this grapple ends, your unarmed attacks automatically hit the creature, but it has advantage on all melee attacks against you.

Heart-Stopping Strike

When you hit a creature with an unarmed attack, you can expend a use of your ki to magically disrupt its life force. The creature takes maximum damage from the attack.

Hurricane Defense

As a reaction when you are missed by a melee attack, you can expend a use of your ki to magically hurl the attacking creature away from you. The creature must succeed on a Strength saving throw or be thrown up to 30 feet through the air in a straight line away from you, landing prone and taking 3d6 bludgeoning damage.

Stone's Defense

As a reaction when you take damage, you can expend a use of your ki to magically reduce the damage to 0.

Stunning Strike

When you hit a creature with an unarmed attack, you can expend a use of your ki to try to stun that creature. The creature must succeed on a Wisdom saving throw or be stunned until the end of your next turn. A creature that is a nonhumanoid or of a size larger than yours makes this saving throw with advantage.

Touch of Stony Doom

When you hit a creature with an unarmed attack, you can expend a use of your ki to magically cause its flesh to become like brittle stone. The target must succeed on a Constitution saving throw or else become vulnerable to bludgeoning damage for 1 minute.

Vengeful Flame

If you are reduced to 0 hit points or fewer or are even killed, you can expend one use of your ki to

cause magical flames to lash out. Choose up to three creatures within 50 feet of you. Each of those creatures takes 20 fire damage, plus an additional 20 fire damage for each unexpended use of ki you have remaining.

Vortex Punch

When you hit a creature with an unarmed attack, you can expend a use of your ki to spawn a swirling mote of magical wind. Each creature in a 50-foot line that must include the target of your attack must succeed on a Strength saving throw or take 2d6 force damage and be pushed up to 30 feet in a direction of your choice. This movement must be in a straight line.

Warrior's Gale

In place of your movement and before taking your action on your turn, you can expend a use of your ki to magically fly up to 40 feet. If your flight ends in midair, you do not fall until the end of your turn.

Wholeness of Body

As an action, you can expend a use of your ki to magically regain hit points equal to your monk level + your Wisdom modifier.

Paladin

Blessed by the gods, paladins are champions of order who devote themselves to their knightly oaths.

Alignment: A paladin must be of a lawful alignment: lawful good, lawful neutral, or lawful evil.

Creating a Paladin

When you create a character whose first class is paladin, you gain these benefits.

Ability Adjustment: +1 to your Strength, Constitution, or Charisma score. You need Strength for weapon use and Charisma to augment your divine abilities.

Starting Hit Points: 10 + your Constitution modifier

Armor and Shield Proficiencies: All armor and shields

Weapon Proficiencies: All simple and martial weapons

You can make a paladin quickly by following these suggestions.

Background: Knight

Specialty: Defender

Equipment: Chain mail, shield, long sword, hand crossbow, 20 crossbow bolts, adventurer's kit, and 29 gp

Class Features

A paladin gains the following class features.

Hit Dice: 1d10 per paladin level

Hit Points: 1d10 (or 6) + your Constitution modifier per paladin level gained

THE PALADIN

Level	Attack Bonus	Spellcasting Bonus	Channel Divinity	Class Features
1	+1	+1	1/day	Channel Divinity, Divine Grace, Divine Sense, Oath, Spellcasting
2	+1	+1	1/day	Aura of Protection
3	+2	+1	2/day	—
4	+2	+1	2/day	Aura of Courage
5	+2	+2	2/day	Deadly Strike (roll twice)
6	+2	+2	2/day	—
7	+2	+2	2/day	Divine Health
8	+3	+2	2/day	Mount
9	+3	+2	3/day	—
10	+3	+2	3/day	Deadly Strike (roll three times)
11	+3	+2	3/day	—
12	+3	+2	3/day	—
13	+4	+2	3/day	—
14	+4	+2	3/day	—
15	+4	+3	4/day	Deadly Strike (roll four times)
16	+4	+3	4/day	—
17	+4	+3	4/day	—
18	+5	+3	4/day	—
19	+5	+3	4/day	—
20	+5	+3	4/day	Deadly Strike (roll five times)

PALADIN SPELLS PER DAY

Paladin Level	—Spell Slots per Spell Level—				
	1	2	3	4	5
1	2	—	—	—	—
2	2	—	—	—	—
3	3	—	—	—	—
4	3	—	—	—	—
5	3	1	—	—	—
6	3	1	—	—	—
7	3	2	—	—	—
8	3	2	—	—	—
9	3	2	1	—	—
10	3	2	1	—	—
11	3	2	2	—	—
12	3	2	2	—	—
13	3	2	2	1	—
14	3	2	2	1	—
15	3	2	2	2	—
16	3	2	2	2	—
17	3	2	2	2	1
18	3	2	2	2	1
19	3	2	2	2	2
20	3	2	2	2	2

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Paladin table.

Level 1: Spellcasting

As a paladin, you learn to draw on divine magic through prayer and ancient rites. You use this power to cast potent spells that smite your enemies and uplift your friends.

Benefit: You can cast a number of paladin spells per day based on the number of spell slots you receive for your paladin level, as noted in the Paladin Spells per Day table. Charisma is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of spells equal to 2 + half your paladin level (two spells at 1st level), choosing any spell you wish from the paladin spells you can cast. You will

usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in prayer: at least one minute per spell level for each spell you prepare.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Saving Throw DCs: When a paladin spell that you cast calls for a saving throw, the save DC equals 10 + your Charisma modifier + the spellcasting bonus for your level, as noted in the Paladin table.

Level 1: Divine Sense

Your connection to the divine awakens a supernatural awareness in you. When you focus your senses, you can sense the presence of creatures, places, and items with strong divine connection in the world around you.

Benefit: You can activate your divine sense as an action. Until the end of your next turn, you know the exact location of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Level 1: Divine Grace

Your faith is as strong an armor as any suit of mail. The gods protect you from spells, poisons, and any other hazards that can undo you.

Benefit: You can make a Charisma saving throw in place of any saving throw you make.

Level 1: Channel Divinity

You have the ability to perform miracles by acting as a conduit for raw divine power. When you do so, you channel energy directly from your deity, using it to fuel exceptional magical effects.

Benefit: You can channel divinity once per day. As you gain levels, you gain additional uses of this feature each day, as noted in the Paladin table.

When you channel divinity, you choose an option granted by your oaths and gain its benefits. Each channel divinity option explains how to use it.

Divine Smite

When you hit an enemy with a melee attack, you can expend a use of channel divinity to deliver a divine smite. Your attack deals 3d10 extra damage. If you are not evil, the extra damage is radiant. If you are evil, the extra damage is necrotic.

Dreadful Aspect

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to reveal

your dreadful aspect. When you do so, each creature you choose within 10 feet of you must make a Wisdom saving throw (DC equal to your spell save DC). Creatures that fail the save are frightened for 1 minute. On its turn, a frightened creature can use its action to make a Wisdom check (DC equal to your spell save DC) to end the effect.

Lay on Hands

As an action, you can expend one of your uses of channel divinity to lay on hands. When you do so, you can restore 15 hit points, divided among any creatures you choose within 5 feet of you.

You can expend an extra use of channel divinity when you use this to also remove one disease or poison from one of the creatures you heal.

Nature's Wrath

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to unleash nature's wrath. Plants and vines erupt from the ground to strangle your enemies. Each creature you choose within 10 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 2d8 piercing damage from thorny vines on a failed save, and half as much damage on a successful one. The ground in a 10-foot radius around you becomes difficult terrain for 1 minute.

Rebuke Undead

As an action, you can expend a use of your channel divinity to rebuke an undead creature. Choose an undead creature within 30 feet of you. That creature must make a Wisdom saving throw (DC equal to your spell save DC). On a failed save, the creature is charmed by you for 1 hour, even if that creature cannot normally be charmed. While charmed by you, the creature must obey your verbal commands. You cannot charm an undead creature whose Hit Dice are greater than your paladin level.

Turn Undead

As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 30 feet of

you that has hit points equal to or less than twice your paladin level is destroyed.

Each remaining undead creature within 30 feet of you that has hit points equal to or less than five times your paladin level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Level 1: Oath

A paladin is defined by oaths—to a knighthood, to a code, and to the gods.

Benefit: Choose an oath associated with your alignment. Three options are presented here: the Oath of the Cavalier (lawful good), the Oath of the Warden (lawful good or lawful neutral), and the Oath of the Blackguard (lawful neutral or lawful evil).

Your choice of oath grants you various special abilities, including spells and channel divinity options.

Oath of the Cavalier

A cavalier has sworn to protect the weak, to fight evil, and to act as a shining example of goodness in an otherwise dark world.

Alignment: You must be lawful good.

Channel Divinity: You gain the Divine Smite, Lay on Hands, and Turn Undead options.

Cavalier Spells: Add the following spells to your spell list.

Spell

Level	Domain Spell
1	protection from evil
2	lesser restoration
3	dispel magic
4	freedom of movement
5	commune

Oath of the Warden

Sometimes referred to as a green knight, the warden has sworn oaths to the gods and spirits of the natural world.

Alignment: You must be lawful good or lawful neutral.

Channel Divinity: You gain the Lay on Hands, Nature's Wrath, and Turn Undead options.

Warden Spells: Add the following spells to your spell list.

Spell

Level	Domain Spell
1	entangle
2	barkskin
3	protection from energy
4	stoneskin
5	wall of stone

Oath of the Blackguard

Sometimes referred to as an anti-paladin or a black knight, the blackguard has sworn oaths to dark powers to bring order at any cost.

Alignment: You must be lawful neutral or lawful evil.

Channel Divinity: You gain the Divine Smite, Dreadful Aspect, and Rebuke Undead options.

Blackguard Spells: Add the following spells to your spell list.

Spell

Level	Domain Spell
1	inflict wounds
2	darkness
3	dispel magic
4	blight
5	dominate person

Level 2: Aura of Protection

The resolve of your faith, and the protection afforded to you by the gods, extends to your allies.

Benefit: Whenever a creature within 10 feet of you must make a saving throw, you can use your reaction to grant it a bonus to the save equal to your Charisma modifier (minimum of +1).

Level 4: Aura of Courage

Your faith lends you courage, and your fearlessness serves as an example to your allies.

Benefit: You cannot be frightened, and creatures you designate within 10 feet of you have advantage on saving throws against being frightened.

Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Level 7: Divine Health

The divine magic flowing through you protects you from sickness.

Benefit: You are immune to disease.

Level 8: Mount

The paladin's mount is superior to a normal mount and has special powers. The mount speeds travels and aids the paladin in battle. Although the mount can accompany the paladin into dungeon environments, the steed's size makes such ventures impractical. Most paladins send their mounts to safety before undertaking such delves.

Benefit: You can call a special mount, the form of which depends on your oaths. A cavalier calls a celestial charger, a warden calls a summer stag, and a blackguard calls a bound nightmare.

You have an empathic link with your mount and can sense the direction and distance to it, provided that both of you are on the same plane. You can telepathically communicate simple

concepts and ideas to your mount, which can return thoughts through the same link.

While you are riding your mount, attack rolls against it have disadvantage. If your mount is killed, you must call another one.

Calling Your Mount

To call your mount, you partake in a religious ceremony from dawn to sunset or sunset to dawn. At the ceremony's conclusion, a magical summons reaches across the world—even across the planes—in search of a creature of great splendor to join you on your quests. Such a creature appears voluntarily 24 hours later.

Celestial Charger

Large Beast

Armor Class 18 (plate barding)

Hit Points 60 (8d10 + 16); resistant to damage from non-magical weapons

Speed 60 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)

Alignment lawful good

Languages —

TRAITS

Celestial Stride: The celestial charger can move across liquid as if it were solid ground. While moving across such terrain, if the celestial charger uses its action to do anything but hustle, the charger sinks.

Magic Resistance: The celestial charger has advantage on saving throws against magical effects.

Spirited Charger: The celestial charger gains a +5 bonus to AC against opportunity attacks.

ACTIONS

Multiattack: The celestial charger makes two hoof attacks.

Melee Attack—Hoof: +5 to hit (reach 5 ft.; one creature).
Hit: 10 (2d6 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 1,160

Summer Stag

Large Beast

Armor Class 16 (scale barding)

Hit Points 52 (8d10 + 8); resistant to damage from non-magical weapons

Speed 60 ft.
Str 15 (+2) **Dex** 14 (+2) **Con** 12 (+1)
Int 10 (+0) **Wis** 14 (+4) **Cha** 10 (+0)
Alignment neutral
Languages —

TRAITS

Leap: The summer stag's jump distance is doubled.

Magic Resistance: The summer stag has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The summer stag makes two gore attacks.

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature).
Hit: 11 (2d8 + 2) piercing damage.

Charge: The summer stag moves up to its speed (minimum of 20 feet) and makes a gore attack. If the attack hits, it is a critical hit.

ENCOUNTER BUILDING

Level 6 XP 910

Bound Nightmare

Large Beast

Armor Class 18 (plate barding)

Hit Points 52 (8d10 + 8); resistant to fire and damage from non-magical weapons

Speed 60 ft.
Str 17 (+3) **Dex** 12 (+1) **Con** 12 (+1)
Int 10 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

Alignment unaligned

Languages —

TRAITS

Ride the Flames: A bound nightmare ignores difficult terrain when it hustles.

Magic Resistance: The bound nightmare has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The bound nightmare makes two hoof attacks.

Melee Attack—Hoof: +5 to hit (reach 5 ft.; one creature).
Hit: 9 (2d6 + 3) bludgeoning damage.

Breathe Flames: One creature within 5 feet of the bound nightmare must make a Dexterity saving throw (DC 10). On a failed save, the creature takes 2d8 fire damage, or half as much on a successful one.

ENCOUNTER BUILDING

Level 6 XP 850

Ranger

Rangers are skilled hunters, guides, and trackers. They are members of a secretive order that protects the wilderness from incursions by dragons, giants, evil humanoids, and other threats.

Creating a Ranger

When you create a character whose first class is ranger, you gain these benefits.

Ability Adjustment: +1 to your Strength, Dexterity, or Constitution score. You need Strength or Dexterity for weapon use and Constitution to help you withstand punishment.

Starting Hit Points: 10 + your Constitution modifier

Armor and Shield Proficiencies: Light and medium armor, and shields

Weapon Proficiencies: All simple and martial weapons

You can make a ranger quickly by following these suggestions.

Suggested Background: Guide

Suggested Specialty: Sharpshooter

Equipment: Studded leather armor, long sword, shield, light crossbow, 10 crossbow bolts, adventurer's kit, and 45 gp.

Class Features

A ranger gains the following class features.

Hit Dice: 1d10 per ranger level

Hit Points: 1d10 (or 6) + your Constitution modifier per ranger level gained

THE RANGER

Level	Attack Bonus	Spellcasting Bonus	Class Features
1	+1	+1	Favored Enemy, Spellcasting, Track
2	+1	+1	Favored Enemy Benefit
3	+2	+1	—
4	+2	+1	Wary
5	+2	+2	Camouflage, Deadly Strike (roll twice)
6	+2	+2	—
7	+2	+2	Woodland Stride
8	+3	+2	Favored Enemy Benefit
9	+3	+2	—
10	+3	+2	Feral Senses, Deadly Strike (roll three times)
11	+3	+2	—
12	+3	+2	—
13	+4	+2	—
14	+4	+2	—
15	+4	+3	Deadly Strike (roll four times)
16	+4	+3	—
17	+4	+3	—
18	+5	+3	—
19	+5	+3	—
20	+5	+3	Deadly Strike (roll five times)

RANGER SPELLS PER DAY

Ranger	—Spell Slots per Spell Level—				
Level	1	2	3	4	5
1	2	—	—	—	—
2	2	—	—	—	—
3	3	—	—	—	—
4	3	—	—	—	—
5	4	2	—	—	—
6	4	2	—	—	—
7	4	3	—	—	—
8	4	3	—	—	—
9	4	3	2	—	—
10	4	3	2	—	—
11	4	3	3	—	—
12	4	3	3	—	—
13	4	3	3	1	—
14	4	3	3	1	—
15	4	3	3	2	—
16	4	3	3	2	—
17	4	3	3	3	1
18	4	3	3	3	1
19	4	3	3	3	2
20	4	3	3	3	2

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Ranger table.

Level 1: Track

Rangers are expert trackers, and learn to recognize trail signs and other indicators of other creatures in most natural environments.

Benefit: You gain the Track feat as a bonus feat.

Level 1: Favored Enemy

Rangers are hunters, and as a hunter you must know your quarry. The wild areas that you patrol are often infested with monsters. One particular type of monster has earned your enmity.

Benefit: You gain a Favored Enemy option of your choice (three options are presented here). Your choice grants you a number of benefits.

Brute Hunter

You have hunted orcs, goblins, and other evil humanoids that despoil the land. Such brutes rely on numbers to overrun their victims. Thus, you have learned how to fight well while outnumbered.

Benefit: You gain the following features at the indicated levels.

Humanoid Lore (1st Level): You have advantage on Intelligence checks to recall lore about gnolls, goblinoids, and orcs.

Pack Awareness (1st Level): If you are not surprised at the start of combat, creatures of your choice within 25 feet of you are also not surprised, provided that those creatures are conscious.

Weave through the Fray (2nd Level): Opportunity attacks against you have disadvantage.

Whirlwind of Death (8th Level): You can use your action to make a special attack. If that attack reduces your target to 0 hit points or

fewer, you can make another attack as part of the same action.

If the attack was a ranged attack, your next target must be within 20 feet of the previous target; otherwise, the next target must be within your reach. If the subsequent attack also reduces the target to 0 hit points or fewer, you can make a third attack as a part of the same action, with the same restrictions as the previous attack.

Dragon Slayer

Only fools, lunatics, or the extraordinarily brave hunt dragons, but you have been given no choice. The lands you watch over are in constant peril from dragon kind. If you must give your life to defend the land, so be it. You are a deadly threat to flying enemies, while you excel at dodging away from attacks and frustrating powerful foes.

Benefit: You gain the following features at the indicated levels.

Dragon Lore (1st Level): You have advantage on Intelligence checks to recall lore about dragons.

Fearless (1st Level): You cannot be frightened.

Slayer of the Colossus (2nd Level): If you damage a creature with an attack but do not reduce it to 0 hit points or fewer, you deal 1d6 extra damage to that creature the next time you deal damage to it before the end of your next turn.

Evasion (8th Level): When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Giant Killer

Giants rarely march forth from their mountainous domains to ravage the lowlands, but when they do, you are ready to meet them. You are skilled in battling larger foes and turning aside even the deadliest attacks.

Benefit: You gain the following features at the indicated levels.

Giant Lore (1st Level): You have advantage on Intelligence checks to recall lore about giants.

Small Target (1st Level): When you are hit by a melee attack from a creature that is Large or

larger, you can use your reaction to halve the damage against you.

Slayer of the Colossus (2nd Level): If you damage a creature with an attack but do not reduce it to 0 hit points or fewer, you deal 1d6 extra damage to that creature the next time you deal damage to it before the end of your next turn.

Avoid Reach (8th Level): Creatures that are not within 5 feet of you have disadvantage on melee attacks against you.

Level 1: Spellcasting

You have learned to draw on the magical energy that is inherent in nature. Your order's modest magic is akin to the magic wielded by druids. You use this power to aid your work in the wild places of the world.

Benefit: You can cast a number of ranger spells per day based on the number of spell slots you receive for your ranger level, as noted in the Ranger Spells per Day table. Wisdom is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of spells equal to 2 + half your ranger level (two spells at 1st level). You can choose any spell from the ranger's spell list, provided you can cast ranger spells of that level. You will usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in meditation: at least one minute per spell level for each spell you prepare.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *animal friendship* and *goodberry* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Saving Throw DCs: When a ranger spell that you cast calls for a saving throw, the save DC equals 10 + your Wisdom modifier + the spellcasting bonus for your level, as noted in the Ranger table.

Level 4: Wary

Your instinct and training allow you to recognize danger before it reveals itself.

Benefit: You gain advantage on Wisdom checks to avoid being surprised.

Level 5: Camouflage

You can use dirt, mud, and plant matter to craft camouflage for yourself, allowing you to blend into your surroundings like many beasts do.

Benefit: You can spend 1 minute camouflaging yourself, allowing you to hide even without concealment. You must be in a natural environment, and you must have access to mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

After spending 1 minute camouflaging yourself, you can hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You are automatically hidden from all creatures as long as you remain motionless there, not moving and taking no actions.

Level 5: Deadly Strike

When you put all of your effort into your strikes, you can deal a devastating amount of damage.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

Level 7: Woodland Stride

Your experience moving stealthily across uneven, natural terrain has given you the ability to step lightly in any kind of inhibiting terrain.

Benefit: Difficult terrain doesn't cost extra feet of movement for you

Level 10: Feral Senses

Through a combination of mystic instinct and a natural enhancement of your sense of smell, you gain a near-supernatural ability to detect hidden creatures.

Benefit: Being unable to see a target does not impose disadvantage on your attack rolls against it.

Additionally, while you are conscious and are not blinded or deafened, you are aware of the location of any invisible creature within 25 feet of you, provided the creature isn't hidden from you.

Rogue

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

Rogues are also adept at handling traps. Their proficiency with thieves' tools grants them a bonus to finding and disarming such hazards. Many traps are impossible to disarm without the use of thieves' tools.

Creating a Rogue

When you create a character whose first class is rogue, you gain these benefits. This section also includes suggestions to help make a rogue character quickly.

Ability Adjustment: +1 to your Strength, Dexterity, or Intelligence score. You use Dexterity to hide, to dodge attacks, and to attack using finesse weapons and many missile weapons. Some rogues favor Strength, since it is important for melee combat. A rogue who focuses on finding traps needs a high Intelligence.

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: Light armor, medium armor

Weapon Proficiencies: Simple weapons, hand crossbow, light crossbow, long sword, rapier, short sword

Tool Proficiencies: Thieves' tools

Suggested Background: Guild thief

Suggested Specialty: Specialist

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

Class Features

A rogue gains the following class features.

Hit Die: 1d6 per rogue level

Hit Points: 1d6 (or 4) + your Constitution modifier per rogue level gained

THE ROGUE

	Attack	
Level	Bonus	Class Features
1	+1	Rogue Scheme, Sneak Attack (1d6)
2	+1	Distract
3	+1	Sneak Attack (2d6)
4	+1	Uncanny Dodge,
5	+2	Sneak Attack (3d6)
6	+2	—
7	+2	Sneak Attack (4d6)
8	+2	Evasion
9	+2	Deadly Strike (roll twice), Multiattack Sneak Attack (5d6)
10	+2	Blindsense, Defensive Roll
11	+2	Ace in the Hole 1/day, Sneak Attack (6d8)
12	+2	—
13	+2	Sneak Attack (7d8)
14	+2	Ace in the Hole 2/day
15	+3	Sneak Attack (8d8)
16	+3	—
17	+3	Ace in the Hole 3/day, Sneak Attack (9d8)
18	+3	—
19	+3	Deadly Strike (roll three times), Sneak Attack (10d8)
20	+3	Ace in the Hole 4/day

Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

Benefit: You gain a +1 bonus to your attack roll when you're using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Rogue table.

Level 1: Rogue Scheme

You have an angle, a plan to help you succeed no matter how high the odds are stacked against you. Your rogue scheme describes how you do what you do, the advantages you have, and the ways you get the better of those who stand in your way.

Benefit: You gain one Rogue Scheme option of your choice. Several options are presented here, from acrobat to treasure hunter.

Your scheme gives you training in certain skills, bonus expert feats, and some special benefits

when making certain kinds of checks. The scheme also grants you a way to gain advantage on attacks in combat.

Acrobat

You have focused your training on perfecting your balance, agility, and quickness. You move with grace as you tumble and dodge. You might be a cat burglar, creeping across rooftops and scaling walls to steal valuables in hard-to-reach places. Or you might have been a performer in a circus, performing amazing stunts.

Tumbling Strike: Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if you started your turn at least 20 feet away from your target.

Skills: You gain the balance and tumble skills.

Bonus Feats: You gain the Climb Sheer Surfaces, Tumbling Movement, and Vault feats as bonus feats.

Acrobatic Mastery: When you make a Dexterity check to balance or to tumble, roll an extra d6 and add the number rolled to the check.

Assassin

You have studied the art of murder, for simple profit or perhaps to more rid the world of the wicked. You prefer not to fight your enemies in the open. Instead, you use planning, stealth, and disguises to draw close enough to them that you can eliminate them with deadly efficiency.

Backstab: Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

Skills: You gain the bluff and sneak skills.

Bonus Feats: You gain the Hide in Shadows, Skill Focus (Bluff), and Skill Focus (Sneak) feats as bonus feats.

Assassination Mastery: When you make a Charisma check to bluff or a Dexterity check to sneak, roll an extra d6 and add the number rolled to the check.

Rake

You are a duelist and swashbuckler, though you might be more concerned with looking impressive than actually practicing your combat maneuvers. Your battlefield is typically outside a tavern, preferably with an audience that can appreciate your style and elegance. After all, one must not simply win a fight; one must look good doing it.

Isolated Strike: Once on your turn when you make an attack, you can give yourself advantage on that attack roll if there are no creatures hostile to your target within 5 feet of it.

Skills: You gain the bluff and persuade skills.

Bonus Feats: You gain the Taunt, Tumbling Movement, and Unflappable feats as bonus feats.

Charm Mastery: When you make a Charisma check to bluff or persuade, roll an extra d6 and add the number rolled to the check.

Scout

As a scout, it is your job to enter dangerous areas, gather information, and escape without being detected. You might work as a spy for a noble house or guild, or perhaps you are an outrider for a mercenary company.

Isolated Strike: Once on your turn when you make an attack, you can give yourself advantage

on that attack roll if there are no creatures hostile to your target within 5 feet of it.

Skills: You gain the listen and spot skills.

Bonus Feats: You gain the Climb Sheer Surfaces, Superior Skill Training (Gather Rumors, Search), and Track feats as bonus feats.

Scouting Mastery: When you make a Wisdom check to listen or spot, roll an extra d6 and add the number rolled to the check.

Thief

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

Backstab: Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

Skills: You have the conceal an object and sneak skills.

Bonus Feats: You gain the Open Locks, Pick Pockets, and Skill Focus (Sneak) feats as bonus feats.

Thieving Mastery: When you make a Dexterity check to conceal an object or sneak, roll an extra d6 and add the number rolled to the check.

Treasure Hunter

You are a professional treasure hunter, combining a knowledge of ancient lore and the practical talents needed to overcome monsters and traps. Your knowledge, rather than your stealth or agility, help preserve you on adventures.

Isolated Strike: Once on your turn when you make an attack, you can give yourself advantage on that attack roll if there are no creatures hostile to your target within 5 feet of it.

Skills: You have the recall lore (forbidden lore and magical lore) skills.

Bonus Feats: You gain the Disarm Traps, Trap Sense, and Use Magic Device feats as bonus feats.

Lore Mastery: When you make an Intelligence check to recall historical lore or magical lore, roll

an extra d6 and add the number rolled to the check.

Trickster

A cheat, opportunist, or ne'er-do-well, you use your skills to get the better of people you meet, whether you're lifting a purse from a merchant in a marketplace or conning a rube out of hard-earned pay.

Backstab: Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

Skills: You have the bluff and conceal an object skills.

Bonus Feats: You gain the Pick Pockets, Superior Skill Training (Perform, Sneak), and Unflappable feats as bonus feats.

Trick Mastery: When you make a Charisma check to bluff or a Dexterity check to conceal an object, roll an extra d6 and add the number rolled to the check.

Level 1: Sneak Attack

You have a knack for attacking where it hurts most.

Benefit: Once per turn, if you do not have disadvantage when making an attack, you can attempt a Sneak Attack. When you do so, you make the attack with disadvantage. If the attack hits, it deals 1d6 extra damage.

At 3rd level and every odd-numbered level after that, the extra damage increases by one die, as noted in the Rogue table. Also, starting at 11th level, you roll d8s for the extra damage, instead of d6s.

Level 2: Distract

You can create a distraction in the blink of an eye, drawing the attention of your enemies away from their targets at a crucial moment.

Benefit: When a creature within 5 feet of you that can see or hear you hits with an attack, you can use your reaction to cause the damage of the attack to be halved.

You can then take no action on your next turn.

Level 4: Uncanny Dodge

You are exceptionally nimble, which makes you especially good at avoiding traps and spells.

Benefit: You have advantage on Dexterity saving throws.

Level 8: Evasion

You have a knack for avoiding harm. You can twist away from explosions, narrowly escape being crushed by falling rocks, and sidestep sprays of acid. And those are just the things at the top of your bag of tricks.

Benefit: When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Level 9: Multiattack

You can strike at multiple enemies simultaneously.

Benefit: Choose either the Barrage or Skirmish Attack option. You gain that feature.

Barrage

As an action, you can choose two targets within a 15-foot cone originating from you and make a separate ranged attack against each of them. These attacks cannot benefit from your Deadly Strike.

At 19th level, you can attack three targets in the cone.

Skirmish

As an action, you can move up to your speed. You can make a separate melee attack with a weapon you are holding in one hand against up to two targets during this movement. This movement does not provoke opportunity attacks. These attacks cannot benefit from your Deadly Strike.

At 19th level, you can attack three targets during this movement.

Level 9: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

When you put all of your effort into your strikes, you can deal a devastating amount of damage.

Benefit: Once per turn, when you roll damage for an attack, you can roll the weapon's damage dice twice and add the rolls together.

You can roll the damage dice three times starting at 19th level.

Level 10: Blindsense

Your awareness of your immediate surroundings is one of your greatest survival mechanisms.

Benefit: If you are conscious and not deafened, creatures cannot hide from you while they are within 25 feet of you, and you are aware of the location of invisible creatures within that radius.

Level 10: Defensive Roll

When you dodge out of the way of a harmful spell or leap aside to avoid a trap, you can roll to a safer position.

Benefit: When you succeed on a Dexterity saving throw and take no damage as a result, you can use your reaction to move up to your speed. This movement does not provoke opportunity attacks.

Level 11: Ace in the Hole

You find ways to succeed at even the most difficult tasks.

Benefit: Once per day, you can turn an attack of yours that misses into a hit, or you can change your roll for a failed ability check or saving throw into a 20, provided you can take actions.

At 14th, 17th, and 20th level, you gain an additional use per day of this benefit, but you can use it no more than once per turn.

Wizard

Wizards are the masters of arcane magic. They cast spells of rolling fire, arcing lightning, or creeping shadow, and more. Their mightiest spells can change one substance into another or alter a creature's form, open pathways to other planes of existence, or even kill with a single word.

Creating a Wizard

When you create a character whose first class is wizard, you gain these benefits.

Ability Adjustment: +1 to your Intelligence or Constitution score. You use Intelligence to cast

spells, and a high Constitution provides extra hit points.

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: None

Weapon Proficiencies: Daggers, darts, slings, quarterstaves, and light crossbows

You can make a wizard quickly by following these suggestions.

Suggested Background: Sage

Suggested Specialty: Hedge magician

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

THE WIZARD

	Spellcasting	
Level	Bonus	Class Features
1	+1	Arcane Recovery (1st level), Spellcasting, Tradition of Wizardry, Wizardly Knowledge
2	+1	—
3	+2	Arcane Recovery (2nd level)
4	+2	—
5	+2	Arcane Recovery (3rd level)
6	+2	—
7	+2	—
8	+2	—
9	+3	—
10	+3	—
11	+3	—
12	+3	—
13	+3	—
14	+4	—
15	+4	—
16	+4	—
17	+4	—
18	+4	—
19	+5	—
20	+5	—

WIZARD SPELLS PER DAY

Wizard Level	—Spell Slots per Spell Level—								
	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	2	1	1	1	1
19	4	3	3	3	2	1	1	1	1
20	4	3	3	3	2	1	1	1	1

Class Features

A wizard gains the following class features.

Hit Dice: 1d6 per wizard level

Hit Points: 1d6 (or 4) + your Constitution modifier per wizard level gained

Level 1: Spellcasting

Arcane magic permeates the cosmos. Wild and enigmatic, varied in form and function, it draws many students who seek to master its mysteries, and some who aspire to become like the gods, shaping reality itself. You have chosen the wizard's path to magical mastery, an approach requiring keen intellect and mental discipline to master the complex formulas used to apprehend arcane power and focus it into spells.

As a wizard's apprentice, you compile a spellbook, which contains the spells taught by your master, your notes on how to wield magic safely, and the mystical formulas you have discovered in libraries. Your spellbook contains all the arcane knowledge you need to prepare your spells.

Benefit: You can cast a number of wizard spells per day based on the number of spell slots

you receive for your wizard level, as noted in the Wizard Spells per Day table. You can also cast cantrips, which you gain from the Tradition of Wizardry feature. Intelligence is your magic ability score.

Spellbook: You have a spellbook containing the wizard spells that you know, other than your cantrips. The book starts with three 1st-level spells of your choice from the wizard's spell list.

Each time you gain a wizard level, you can add one spell to your spellbook. You choose the spell from the wizard's spell list, and it must be of a level that you can cast, as noted in the Wizard Spells per Day table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare spells from your spellbook. You can prepare a number of spells equal to 1 + your wizard level. You will usually want to prepare at least one spell of each level that you can cast.

Preparing a spell requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell

you prepare. If your spellbook is unavailable when you prepare spells, you can prepare only the spells that you prepared the day before.

Casting a Spell: When you cast a spell, choose one of your prepared spells and expend a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of the slot you expended until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *burning hands* and *thunderwave* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Rituals: You can cast any spell you have prepared as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a wizard spell that you cast or a wizard feature that you use calls for a saving throw, the save DC equals 10 + your Intelligence modifier + the spellcasting bonus for your level, as noted in the Wizard table.

Level 1: Tradition of Wizardry

Each wizard practices magic as part of a tradition of wizardry. The tradition you were taught as an aspiring wizard helps shape your entire magical career.

Benefit: Choose a tradition of wizardry. Several options are provided here. Your choice of tradition grants you various special abilities, typically including cantrips.

Scholarly Wizardry

You learned your magic in an environment of intense study, relentless practice, and peer-reviewed scholarship. Though other wizards have mastered certain specializations, wizards of the scholarly tradition can master nearly any spell.

The first magical academies were founded by elves while the human race was in its infancy, and many of these institutions still exist. Some of

them admit humans and members of other races, and some do not. Humans have founded their own academies, and some rival the ancient elven ones—not least because they are more open to innovation and experimentation.

When you cast spells, your utterances and gesticulations are smooth, proficient, and economical. Your meticulous spellcasting reveals the proud tradition of your scholastic craft.

When people in the worlds of D&D speak of wizards, they usually mean practitioners of scholarly wizardry. Wizards themselves sometimes refer to members of this tradition as scholastics.

Cantrips: You learn four cantrips of your choice, chosen from the wizard's cantrip list.

Spell Preparation: You can prepare one extra wizard spell at each level you can cast when you prepare spells.

Spell Research: You start with an additional 1st-level wizard spell in your spellbook, and you learn two wizard spells every time you gain a level, instead of one.

Ritual Caster: You can cast any spell in your spellbook as a ritual, provided that the spell has a ritual version.

School of Evocation

You focus your study on magic that creates powerful elemental effects. Spells like *burning hands*, *lightning bolt*, and *cone of cold* live within your domain. You evoke the elemental powers of the Inner Planes of existence, creating magical effects that can deal serious damage to your enemies. Spells that deal with bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid all fall under your expertise.

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

Cantrips: You learn one evocation cantrip, plus two other cantrips of your choice, chosen from the wizard's cantrip list.

Spell Tactician: When you cast an evocation spell that deals damage to all creatures within an area of effect, you can pick a number of creatures in the area up to the spell's level + 1. The chosen creatures take no damage from the spell during this turn, but they are not protected from any of

the spell's other effects, including damage dealt by the spell in a later turn.

Scion of the Inner Planes: When you gain this feature, choose a damage type: acid, cold, fire, lightning, or thunder. You gain resistance to that damage type. In addition, when you roll damage of that type for any of your spells, treat any 1 that you roll as a 2.

School of Illusion

You study magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but when combined with a keen mind, illusions can bring an entire kingdom to its knees. You might have studied under a private tutor, perhaps a disgraced scholastic or a roguish scoundrel, or in a small group of likeminded wizards. Among the gnomes, however, study of illusion is every bit as formal as the scholarly tradition is among humans and elves.

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

Cantrips: You learn one illusion cantrip, plus two other cantrips of your choice, chosen from the wizard's cantrip list.

Arcane Deception: The DC for an ability check or a saving throw against any illusion spell you cast is increased by 2.

Detect Illusions: You have advantage on saving throws and ability checks against illusion spells and other magical illusions. Additionally, when you are conscious and able to take actions, you automatically detect the presence of invisible creatures within 30 feet of you. You become aware of the creature's presence, though it remains invisible to you.

Level 1: Arcane Recovery

Your mastery over your spells is so great that you can recover some of your magical energy while you briefly meditate.

Benefit: Once per day, you can recover one of your expended 1st-level spell slots during a short rest.

Starting at 3rd level, you can use this feature twice per day, and one of the slots you recover can be 2nd level.

Starting at 5th level, you can use this feature three times per day, and one of the slots you recover can be 3rd level.

Level 1: Wizardly Knowledge

You have collected a wide variety of knowledge pertaining to magic.

Benefit: You have advantage on all Intelligence checks to recall magical lore.

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the cosmos. You might find other spells during your adventures. A spell you find is normally recorded on a scroll or in a tome.

Copying a Spell into the Book. When you find a spell, you can add it to your spellbook if it is of a level you can normally cast, if it appears on the wizard's spell list, and if you can read it (some spellcasters use secret alphabets and ciphers to record spells).

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

Replacing the Book. You can use the procedure for copying a new spell into your spellbook to reconstruct a lost spellbook or to make a backup copy. But if you try to re-create a lost spellbook, you can only add the spells that you have prepared. Filling out the remainder of your spellbook requires you find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

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

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

your previous tome in a mishap. With your DM's permission, the book might be something stranger, such as spiraling Braille-like patterns decorating the inside of a shield, markings etched across the surface of a crystal sphere, or tattoos marking your flesh.