

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	Weapon Attack	Spellcasting Bonus	Channel Divinity	Class Features	Martial Damage Dice	Martial Damage Bonus
1	+0	+1	1/day	Channel Divinity, Deity, Religious Knowledge, Spellcasting	—	—
2	+0	+1	2/day	—	—	—
3	+0	+1	2/day	—	—	—
4	+0	+2	2/day	—	—	—
5	+0	+2	3/day	—	—	—
6	+1	+2	3/day	Combat Expertise	1d6	—
7	+1	+2	3/day	—	1d6	—
8	+1	+2	4/day	—	1d6	—
9	+1	+3	4/day	—	1d6	—
10	+1	+3	4/day	—	2d6	—
11	+1	+3	4/day	—	2d6	—
12	+2	+3	4/day	—	2d6	—
13	+2	+3	4/day	—	2d6	—
14	+2	+4	5/day	—	3d6	—
15	+2	+4	5/day	—	3d6	—
16	+2	+4	5/day	—	3d6	—
17	+2	+4	5/day	—	3d6	—
18	+2	+4	5/day	—	4d6	+5
19	+2	+5	5/day	—	4d6	+5
20	+2	+5	5/day	—	4d6	+5

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

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.

prepared.

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.

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

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.

Battlefield Concentration: You have trained to maintain your focus even in the chaos of battle. When you are concentrating on a spell, taking damage cannot break your concentration.

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

Magic Attacks: When you make a magic attack using a cleric spell, you add your Wisdom modifier to the attack roll, along with the spellcasting bonus for your level, as noted in the Cleric table.

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.

Channel Deception

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.

Channel 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.

Channel Negative Energy

As an action, you can expend a use of your channel divinity to channel negative energy. When you do so, each living creature within 30 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 2d6 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 4d6.

Alternatively, when you channel negative energy, you can choose an undead creature within 30 feet of you. That creature regains 2d8 hit points. If you are at least 11th level, the healing increases to 4d8.

Channel Positive Energy

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 cleric level is destroyed.

Each remaining undead creature within 30 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 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.

Alternatively, when you channel positive energy, you can choose a living creature within 30 feet of you. That creature regains 2d8 hit points. If you are at least 11th level, the creature regains 4d8 hit points instead.

Channel Radiance

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 2d6 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 4d6.

Channel Regrowth

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 10. If you are at least 11th level, reduce the damage by 20 instead.

Channel Shelter

When another creature within 30 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 10. If you are at least 11th level, reduce the damage by 20 instead.

Channel Spell Energy

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 Channel Spell Energy to cast your 1st- or 2nd-level domain spell.

Channel 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 2d6 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 4d6.

Channel Strength

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 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.

Channel Trickery

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.

Channel 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 2d10 extra damage to the creature. If you are at least 11th level, the damage increases to 4d10.

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. 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.

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 Channel Magical Might and Channel Spell Energy options.

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 Channel Positive Energy and Channel Regrowth 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 light wounds
2	cure moderate wounds
3	cure serious wounds
4	cure critical wounds
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 Channel Positive Energy and Channel Radiance 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 Channel Positive Energy and Channel Shelter options.

Disciple of the Protector: You gain proficiency with 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	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 good or neutral, 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 Channel Negative Energy and Rebuke Undead options.

Disciple of Death: You gain proficiency with 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	cause fear
2	inflict moderate wounds
3	inflict serious wounds
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 Channel Storm's Fury and Channel Wrath options.

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

shapechanger 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 Channel Deception and Channel Trickery options.

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 Channel Strength and Channel Wrath options.

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 knowledge not only of your chosen faith, but also of other widespread faiths, dark cults, the workings of magic, and the celestial and fiendish realms.

Benefit: Choose a Knowledge skill: arcana, forbidden lore, or religion. You are trained in that skill.

Level 6: Combat Expertise

As a cleric, you rely on martial expertise as well as the power of your deity to help you vanquish

your foes. Your training and experience with weapons allow you to fight more dangerous opponents and more quickly dispatch enemies of lesser skill.

Benefit: You gain the following features.

Weapon Attack Bonus: 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.

Martial Damage Dice: You gain a single martial damage die, a d6. As you gain levels, you gain additional martial damage dice, as noted on the Cleric table.

When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

Some feats and features grant maneuvers, which are fueled by martial damage dice. If you know a maneuver, you can spend any of your martial damage dice on it, rather than on extra damage.

You must be able to take actions to spend a martial damage die. When you spend a martial damage die, you cannot use it again on the same turn.

Martial Damage Bonus: Starting at 18th level, once per turn when you hit a creature with a melee or ranged attack using a weapon with which you have proficiency, you can add a +5 bonus to the attack's damage against that creature.

Fighter

With durability and unequalled 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 easily weave your background, specialty, and fighting style together to create a flavorful character. You can find a suggested background and specialty under each fighting style to help you make a fighter quickly.

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

THE FIGHTER

Level	Weapon Attack	Martial Damage Dice	Martial Damage Bonus	Class Features
1	+1	1d6	—	Combat Expertise, Fighting Style, Maneuver, Parry
2	+1	1d6	—	Maneuver
3	+1	2d6	—	—
4	+2	2d6	—	Maneuver
5	+2	3d6	—	—
6	+2	3d6	—	—
7	+2	4d6	+5	—
8	+2	4d6	+5	Maneuver
9	+3	5d6	+5	—
10	+3	5d6	+5	Maneuver
11	+3	6d6	+10	Combat Surge 1/day
12	+3	6d6	+10	—
13	+3	6d6	+10	—
14	+4	6d6	+15	Combat Surge 2/day
15	+4	6d6	+15	—
16	+4	6d6	+15	—
17	+4	6d6	+20	Combat Surge 3/day
18	+4	6d6	+20	—
19	+5	6d6	+20	—
20	+5	6d6	+20	Combat Surge 4/day

Level 1: Combat Expertise

Your extensive training makes you deadly on the battlefield. You demonstrate your martial expertise in the way you move, strike, parry, and

dodge when performing your preferred fighting techniques. You are also more accurate and more deadly than many other combatants.

Benefit: You gain the following features.

Weapon Attack Bonus: 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.

Martial Damage Dice: You gain a single martial damage die, a d6. As you gain levels, you gain additional martial damage dice, as noted on the Fighter table.

When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

The Fighting Style feature and some feats grant maneuvers, which are fueled by martial damage dice. If you know a maneuver, you can spend any of your martial damage dice on it, rather than on extra damage.

You must be able to take actions to spend a martial damage die. When you spend a martial damage die, you cannot use it again on the same turn.

Martial Damage Bonus: At higher levels, you gain a bonus to weapon damage rolls. At 7th level, the bonus is +5. It increases as you gain levels, as noted on the Fighter table.

Once per turn, when you hit a creature with a melee or ranged attack using a weapon with which you have proficiency, you can add your martial damage bonus to the attack's damage against that creature.

Level 1: Fighting Style

Your combat training involved studying a wide range of weaponry. Your natural talent, interests, and skill encourage you to focus your training in a particular fighting style that expresses your mastery on the battlefield.

Benefit: You gain a maneuver of your choice at 1st, 2nd, 4th, 8th, and 10th level. You can choose from the general maneuver list and the fighter's maneuver list.

Alternatively, you can choose a fighting style package, which suggests a maneuver to take at each of those levels. Each style also suggests a background, a specialty, and equipment.

Duelist

Your fighting style is like that of a swashbuckling fencer, focusing on mobility and misdirection.

Maneuvers: Spring Attack (1st level), Disarm (2nd level), Glancing Blow (4th level), Lunge (8th level), and Opportunist (10th level)

Background: Noble

Specialty: Swashbuckler

Equipment: Studded leather armor, rapier, light crossbow, 10 crossbow bolts, adventurer's kit, and 65 gp

Marksman

Your fighting style centers on the use of ranged weapons, such as the bow, the crossbow, or the sling.

Maneuvers: Precise Shot (1st level), Defensive Roll (2nd level), Spring Attack (4th level), Composed Attack (8th level), and Volley (10th level)

Background: Soldier

Specialty: Sharpshooter

Equipment: Leather armor, short sword, longbow, 20 arrows, adventurer's kit, and 70 gp

Protector

Your fighting style is defensive, focusing on protecting yourself and your allies and keeping enemies at bay.

Maneuvers: Protect (1st level), Composed Attack (2nd level), Disarm (4th level), Glancing Blow (8th level), and Opportunist (10th level)

Background: Knight

Specialty: Defender

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

Slayer

Your fighting style is aggressive, focusing on felling your enemies before they have a chance to hurt you.

Maneuvers: Glancing Blow (1st level), Lunge (2nd level), Bull Rush (4th level), Spring Attack (8th level), and Whirlwind Attack (10th level)

Background: Soldier

Specialty: Reaper

Equipment: Chain mail, greatsword, hand crossbow, 10 crossbow bolts, adventurer's kit, and 5 gp

Veteran

You train to prepare yourself for the myriad hazards and dangers ahead. You can defend yourself and apply your physical might to reliably break down doors, lift gates, bend bars, and perform other feats of physical might.

Maneuvers: Bull Rush (1st level), Shove Away (2nd level), Protect (4th level), Trip (8th level), and Whirlwind Attack (10th level)

Background: Soldier

Specialty: Survivor

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

Level 1: Parry

You use your skill in battle to protect yourself from harm, no matter how much your enemies throw at you.

Benefit: When you are hit by a melee attack while you're wielding a melee weapon or a shield, you can use a reaction to spend martial damage dice and your skill die to reduce the attack's damage against you. Roll all the martial damage dice you spend (if any) and your skill die, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

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 martial damage die, the die's result 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.

Creating a Monk

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

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, longsword, 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

THE MONK

Level	Weapon Attack	Martial Damage Dice	Martial Damage Bonus	Ki	Class Features
1	+1	1d6	—	1/day	Combat Expertise, Mindful Defense, Monastic Training, Monastic Tradition, Way of the Fist
2	+1	1d6	—	1/day	Undaunted Strike
3	+1	2d6	—	2/day	—
4	+2	2d6	—	2/day	Maneuver
5	+2	3d6	—	2/day	Ki Ability, Purity of Body
6	+2	3d4	—	3/day	—
7	+2	4d6	+5	3/day	Clear Mind, Maneuver
8	+2	4d6	+5	3/day	Ki Ability
9	+3	5d6	+5	4/day	—
10	+3	5d6	+5	4/day	Maneuver
11	+3	6d6	+10	4/day	Diamond Body
12	+3	6d6	+10	4/day	Abundant Step
13	+3	6d6	+10	4/day	Diamond Soul
14	+4	6d6	+15	5/day	—
15	+4	6d6	+15	5/day	Quivering Palm
16	+4	6d6	+15	5/day	Timeless Body
17	+4	6d6	+20	5/day	Tongue of Sun and Moon
18	+4	6d6	+20	6/day	—
19	+5	6d6	+20	6/day	Empty Body
20	+5	6d6	+20	6/day	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: 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: Way of the Fist

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

Benefit: Your unarmed strike functions as a finesse weapon with which you have proficiency. It deals 1d6 bludgeoning damage.

Level 1: Combat Expertise

Your extensive training makes you deadly on the battlefield. You demonstrate your martial expertise in the way you move, strike, and dodge. This expertise is represented by maneuvers that you have mastered.

Benefit: You gain the following features.

Weapon Attack Bonus: 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.

Martial Damage Dice: You gain a single martial damage die, a d6. As you gain levels, you gain additional martial damage dice, as noted on the Monk table.

When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

You must be able to take actions to spend a martial damage die. When you spend one of your martial damage dice, you cannot use it again on the same turn.

Maneuvers: At 1st level, you know two maneuvers, Flurry of Blows and Step of the Wind. Maneuvers are fueled by martial damage dice. If you know a maneuver, you can spend any of your martial damage dice on it, rather than on extra damage.

You gain an additional maneuver at 4th, 7th, and 10th level, which you choose from the monk's maneuver list or the general maneuver list.

Martial Damage Bonus: At higher levels, you gain a bonus to weapon damage rolls. At 7th level, the bonus is +5. It increases as you gain levels, as noted on the Monk table.

Once per turn, when you hit a creature with a melee or ranged attack using a weapon with which you have proficiency, you can add your martial damage bonus to the attack's damage against that creature.

Saving Throws: Some of your maneuvers call for a saving throw. If a maneuver 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: 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 1: Monastic Training

Your difficult training placed great demands on you and allowed you to achieve an unmatched level of mastery in some skills.

Benefit: You gain training in two skills of your choice: Balance, Climb, Escape Artist, Listen, Sneak, Spot, or Tumble.

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, adamantine, cold iron, and silver for the purposes of overcoming resistance.

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, including any damage from your martial damage dice.

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.

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 sneak up on foes, to avoid danger, and to attack using finesse weapons and many missile weapons. Some rogues favor Strength, since it is important for melee combat and maneuvering around the battlefield. 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, longbow, long sword, rapier, short sword

Tool Proficiencies: Thieves' tools

Suggested Background: Guild thief

Suggested Specialty: Expert

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

Level	Weapon Attack	Martial Damage Dice	Martial Damage Bonus	Class Features
1	+1	1d6	—	Combat Expertise, Rogue Scheme, Skill Mastery, Skill Tricks
2	+1	1d6	—	Skill Trick
3	+1	2d6	—	—
4	+2	2d6	—	Uncanny Dodge
5	+2	3d6	—	Skill Trick
6	+2	3d6	—	—
7	+2	4d6	+5	Skill Trick
8	+2	4d6	+5	Evasion
9	+3	5d6	+5	—
10	+3	5d6	+5	Skill Trick
11	+3	6d6	+10	Ace in the Hole 1/day
12	+3	6d6	+10	—
13	+3	6d6	+10	—
14	+4	6d6	+15	Ace in the Hole 2/day
15	+4	6d6	+15	—
16	+4	6d6	+15	—
17	+4	6d6	+20	Ace in the Hole 3/day
18	+4	6d6	+20	—
19	+5	6d6	+20	—
20	+5	6d6	+20	Ace in the Hole 4/day

Level 1: Combat Expertise

Your extensive training makes you deadly on the battlefield. You demonstrate your martial expertise in the way you strike when performing your preferred fighting techniques. This expertise is represented by dice that you can use in battle.

Benefit: You gain the following features.

Weapon Attack Bonus: 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.

Martial Damage Dice: You gain a single martial damage die, a d6. As you gain levels, you gain additional martial damage dice, as noted on the Rogue table.

When you hit a creature with a melee or ranged attack made with a weapon with which you are proficient, you can spend any number of your martial damage dice. Roll those dice, and add their total to the damage dealt by that attack.

Some feats and class features grant maneuvers, which are fueled by martial damage dice. If you know a maneuver, you can spend any of your martial damage dice on it, rather than on extra damage.

You must be able to take actions to spend a martial damage die. When you spend a martial damage die, you cannot use it again on the same turn.

Martial Damage Bonus: At higher levels, you gain a bonus to weapon damage rolls. At 7th level, the bonus is +5. It increases as you gain levels, as noted on the Rogue table.

Once per turn, when you hit a creature with a melee or ranged attack using a weapon with which you have proficiency, you can add your martial damage bonus to the attack's damage against that creature.

Level 1: Skill Tricks

Success comes to you in ways that others don't expect. You have skill tricks, special options that allow you to achieve exceptional results. Each trick provides a way that you can use your skill die or gain a persistent benefit.

Benefit: You gain a skill trick of your choice at 1st, 2nd, 5th, 7th, and 10th level. (Your rogue scheme suggests a skill trick to take at each of those levels.)

Level 1: Skill Mastery

When something is within the realm of your knowledge and expertise, you always seem to excel beyond what is expected of you.

Benefit: When you roll your skill die, roll two of that die and take the higher result.

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: Choose a rogue scheme. Several scheme options are presented here: acrobat, assassin, rake, scout, thief, treasure hunter, and trickster.

Your scheme gives you training in certain skills, a bonus feat or another benefit, and a list of suggested skill tricks. The scheme also grants you one of the following rogue talents.

Artful Dodger: When a creature makes a melee or ranged attack against you, you can use a reaction to impose disadvantage on the attack roll.

Assassinate: When you make a melee or ranged attack against a creature that is not aware of your presence and that is within 30 feet of you, you can try to assassinate that target, provided you don't have disadvantage on the attack and you give up your advantage against the target.

If the attack hits, maximize the damage rather than rolling it, and the target must make a Constitution saving throw (DC 10 + your Dexterity modifier + your weapon attack bonus from level). On a failed save, the attack's damage is doubled against the target.

Slippery Target: When an attacker misses you with a melee attack, you can use your reaction to choose a creature within the reach of both you and the attacker. The opportunity attack targets

the chosen creature instead and must be rerolled against it.

Sneak Attack: When you make an attack and have advantage, but not disadvantage, you can give up the advantage to double the results of any martial damage dice you roll to add to the attack's damage.

Acrobat

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

Skills: Balance, Climb, Disable Device, and Sneak

Bonus Feat: Skill Focus (Sneak)

Rogue Talent: Slippery Target

Suggested Skill Tricks: Tumble (1st level), Vault (2nd level), Quick Reflexes, (5th level), Climb Sheer Surfaces (7th level), and Superior Footwork (10th level)

Assassin

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

Skills: Disable Device, Disguise, Gather Rumors, and Sneak

Armor and Weapon Proficiencies: You are proficient with shields and all martial weapons.

Rogue Talent: Assassinate

Suggested Skill Tricks: Mimic (1st level), Read Lips (2nd level), Vanish, (5th level), Poison Use (7th level), and Master Linguist (10th level)

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.

Skills: Balance, Gather Rumors, Intimidate, and Persuade

Maneuvers: You learn a maneuver of your choice from the general maneuver list.

Rogue Talent: Artful Dodger

Suggested Skill Tricks: Superior Footwork (1st level), Feint (2nd level), Charming Presence, (5th level), Display Deadliness (7th level), and Unflappable (10th level)

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.

Skills: Disable Device, Knowledge (nature), Sneak, and Survival

Bonus Feat: Improved Initiative

Rogue Talent: Sneak Attack

Suggested Skill Tricks: Detect Noise (1st level), Trap Sense (2nd level), Superior Footwork, (5th level), Vanish (7th level), and Use Magic Device (10th level)

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.

Skills: Disable Device, Listen, Sleight of Hand, and Sneak

Bonus Feat: Skill Focus (Sneak)

Rogue Talent: Sneak Attack

Suggested Skill Tricks: Quick Reflexes (1st level), Detect Noise (2nd level), Unassuming Threat, (5th level), Vanish (7th level), and Use Magic Device (10th level)

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.

Skills: Disable Device, Gather Rumors, Knowledge (forbidden lore), and Knowledge (history)

Bonus Feat: Improved Initiative

Rogue Talent: Sneak Attack

Suggested Skill Tricks: Trap Sense (1st level), Climb Sheer Surfaces (2nd level), Quick Reflexes, (5th level), Detect Noise (7th level), and Use Magic Device (10th level)

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.

Skills: Disable Device, Gather Rumors, Persuade, and Sleight of Hand

Extra Skill Tricks: You gain three extra skill tricks of your choice at 1st level.

Rogue Talent: Sneak Attack

Suggested Skill Tricks: Feint, Mimic, Taunt and Unassuming Threat (1st level), Gilded Tongue (2nd level), Vanish, (5th level), Charming Presence (7th level), and Unflappable (10th level)

Level 4: Uncanny Dodge

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

Benefit: When you make a Dexterity saving throw, you can roll your skill die and add its result to the save.

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 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 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.

Skill Tricks

The skill tricks are presented in alphabetical order.

Charming Presence

When you make a Charisma check to influence another creature through charm or diplomacy, you can spend your skill die to gain greater influence over the creature, provided it understands your language. If the check succeeds, the creature is charmed by you.

You can sustain this charm as long as the creature can see or hear you, and you can end the effect at any time. Until you end this effect, you cannot use your skill die. If you or any of your companions harms the charmed creature in any way, the charm ends, and you cannot use this skill trick on the creature again for 24 hours.

Climb Sheer Surfaces

When you climb, you can roll your skill die to increase the speed at which you climb by a number of feet equal to the die roll. If you need to make a check to complete the climb, add your skill die roll to the check result.

Detect Noise

When you listen at a door, wall, or other barrier while attempting to determine if there are creatures on the other side, you can spend your skill die to gain greater information. You automatically know the location of each creature within 30 feet of the barrier on the other side. If a creature within that range is attempting to conceal itself, you must successfully contest your

Wisdom against its Dexterity to detect its location.

Additionally, when you make an attack against an invisible creature that you can hear, the creature's invisibility doesn't impose disadvantage on your attack roll.

Display Deadliness

When you reduce a creature to 0 hit points or fewer with an attack, you can spend your skill die to intimidate nearby enemies. Each hostile creature within 10 feet of you must make a Wisdom check, which you contest with a Charisma check. Each of those creatures whose check result is less than yours is frightened of you until the start of your next turn.

Distract

As an action, you can spend your skill die to distract a creature. Choose a creature within 30 feet of you that can see or hear you, and contest your Charisma against its Wisdom. The creature automatically wins the contest if it is immune to being charmed. If it loses, the creature has disadvantage on attacks against targets other than you on its next turn.

Feint

As an action, you can spend your skill die to cause a creature to stumble into the path of an attack. Choose a creature within 5 feet of you that can see or hear you, and contest your Charisma against its Wisdom. The creature automatically wins the contest if it is immune to being charmed. If it loses, the next attack roll against that creature before the end of your next turn has advantage.

Gilded Tongue

When you make a Charisma check and dislike the die result, you can spend your skill die to reroll that check and keep either result.

Great Fortitude

When you make a Strength or Constitution saving throw, you can use your reaction to roll your skill die and add its result to the saving throw.

Iron Will

When you make a Wisdom or Charisma saving throw, you can use your reaction to roll your skill die and add its result to the saving throw.

Master Linguist

You can spend your skill die to understand the basics of what another creature is saying, even if you do not know its language. Make an Intelligence check (DC 15 minus the Intelligence modifier of the creature you are attempting to understand). If you succeed, you can sustain this understanding of the creature for as long as you wish, but while you are doing so you cannot use your skill die for any other purpose.

Mimic

You can spend your skill die to expertly mimic a creature's voice, mannerisms, and quirks when making Charisma checks to disguise yourself as that creature. You can sustain this mimicry for as long as you wish, but while you are doing so, you cannot use your skill die for any other purpose.

Poison Use

When you apply poison to one of your weapons, you can roll your skill die and add the result to the saving throw DC of the poison. When you do so, you suffer no risk of exposing yourself to the poison's effects.

Quick Reflexes

When you roll for initiative, you can roll your skill die and add its result to your initiative.

Alternatively, if you are surprised, you can spend your skill die to not be surprised.

Read Lips

You can spend your skill die to understand what another creature is saying from a distance. Make an Intelligence check (DC 10). If you succeed, you can read the subject's lips, provided you can see the creature's face and you understand the language it's speaking. You can continue reading the creature's lips as long as you wish, but while you are doing so, you cannot use your skill die for any other purpose.

Superior Footwork

When you move without climbing, jumping, swimming, or using another form of movement, you can roll your skill die and add the result as feet to the distance you move. Alternatively, you can spend your skill die to ignore difficult terrain until the end of this turn.

When you are knocked prone, you can spend your skill die as a reaction to remain standing.

Taunt

As an action, you can spend your skill die to taunt a creature. Choose a creature within 30 feet of you that can see or hear you, and contest your Charisma against its Wisdom. The creature automatically wins the contest if it is immune to being charmed.

If the creature loses, it must use its move on its next turn to approach you before using its action. The creature uses as much of its speed as it can to reach you and avoids dangerous terrain.

Trap Sense

You have advantage on saving throws against traps, and traps have disadvantage on their attack rolls against you. If you take damage from a trap, you can roll your skill die and reduce the damage by the amount rolled. Reducing the damage to 0 causes the trap to miss you, if it made an attack.

Tumble

When you move, you can roll your skill die to bolster your defenses. Until the end of this turn, your AC gains a bonus against opportunity attacks equal to the die roll. Your AC gains this

bonus only against the attacks of creatures you can see.

Unassuming Threat

When a creature makes a melee attack against you while there is another creature hostile to it within its reach, you can use your reaction to roll your skill die and add the roll to your AC against that attack.

Unflappable

When you have disadvantage on a Charisma check, you can spend your skill die to cancel that disadvantage.

Use Magic Device

When you attempt to use a magic item that you normally cannot use because it requires you to be a member of a different class or race or to have spellcasting ability that you lack, you can spend your skill die to make an Intelligence check (DC 10). If you succeed, you ignore the magic item's requirements.

Vanish

When you use your action to hide, you can spend your skill die to move up to your speed before you hide.

Vault

When you start a jump, you can roll your skill die to increase the jump's distance by an amount equal to the roll. Increase the distance of a long jump by that many feet, and increase the distance of a high jump by inches.

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

Level	Spellcasting	
	Bonus	Class Features
1	+1	Spellcasting, Tradition of Wizardry, Wizardly Knowledge
2	+1	—
3	+1	—
4	+2	—
5	+2	—
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.

Magic Attacks: When you make a magic attack using a wizard spell, you add your Intelligence modifier to the attack roll, along with the spellcasting bonus for your level, as noted in the Wizard table.

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 a check or a saving throw against any illusion spell you cast is increased by 2.

Detect Illusions: You have advantage on saving throws and 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: Wizardly Knowledge

You have collected a wide variety of knowledge pertaining to magic, the occult, and other lore.

Benefit: Choose one Knowledge skill: arcana, forbidden lore, nature, or sciences. You are trained in that skill.

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.