Unearthed Arcana 2022
The Cleric and Revised Species

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

Inside you'll find the following content:

Cleric Class. The Cleric Class is available for playtesting, along with one Subclass: the Life Domain. More Subclasses will appear in *Unearthed Arcana* in the months ahead.

Revised Species. Three revised Species appear in this document: the Ardling, the Dragonborn, and the Goliath.

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

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

This Is Playtest Material

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

How to Playtest This Material

We invite you to try out this material in play. When you do so, you're welcome to combine this article with the "Character Origins" (August 2022) and "Expert Classes" (September 2022) articles.

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

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

Power Level

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

Feedback

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

> **What's Ahead in the One D&D Playtest?**
> We have many things in store for you in the months ahead. Here are some highlights:
>
> - Revised versions of every Class from the 2014 *Player's Handbook*
> - 48 Subclasses, including the one in this article
> - New and revised Spells
> - New and revised Feats
> - New Weapon options for certain Classes
> - A new system for creating a home base for your characters
> - Revised encounter-building rules
> - New and revised monsters
>
> As the playtest progresses, you will also see new versions of some things that you provided feedback on earlier in the playtest.

Parts of a Class

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

PRIMARY ABILITY

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

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

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

CLASS GROUP

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

CLASS GROUPS

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

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

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

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

CREATING A MEMBER OF THE CLASS

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

CLASS FEATURES

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

SUBCLASSES

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

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

In some cases, you might find an older Subclass doesn't fully work with the features in the playtest version of a Class. If we publish the new version of the Class, we'll resolve that discrepancy.

THREE CLASS HIGHLIGHTS

Here are highlights in this series' classes:

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

CLERIC

Class Group: Priest
Primary Ability: Wisdom

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

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

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

CREATING A CLERIC

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

CLERIC

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

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

HIT POINTS
Hit Dice: 1d8 per Cleric level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES
Saving Throws: Wisdom, Charisma
Skills: Persuasion, Religion (or choose two from History, Insight, Medicine, Persuasion, and Religion)
Weapons: Simple Weapons
Tools: None

ARMOR TRAINING
Light Armor, Medium Armor, Shields

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

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

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

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

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

Spell Slots. Add all your Cleric levels to the appropriate levels from other Classes to determine your available Spell Slots for casting Spells, as detailed in the multiclassing rules.

You prepare Spells for each of your Classes individually, referring to the Spell Slots of an individual Class to determine the number and levels of the Spells you prepare for it.

CLERIC CLASS FEATURES

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

1ST LEVEL: CHANNEL DIVINITY
You gain the ability to channel divine energy directly from the Outer Planes, using that energy to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use your Channel Divinity, you choose which effect to create, and you gain additional effect options at higher levels in this Class.

You can use your Channel Divinity a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Some Channel Divinity effects require Saving Throws. When you use such an effect from this Class, the DC equals the Spell Save DC from this Class's Spellcasting feature.

Divine Spark. As a Magic Action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at them. Roll a number of d8s equal to your Proficiency Bonus and add the rolls together. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution Saving Throw. On a failed save, the creature takes Radiant Damage equal to the total, and on a successful save, the creature takes half as much damage (rounded down).

Turn Undead. As a Magic Action, you present your Holy Symbol and speak a prayer censuring Undead creatures. Each Undead within 30 feet of you must make a Wisdom Saving Throw. If the creature fails its Saving Throw, it is Dazed for 1 minute or until it takes any damage or you are Incapacitated or die. While Dazed in this way, the only Action the creature can take is the Dash Action, and if it Moves, it must end that Move farther from you than where it started.

1ST LEVEL: SPELLCASTING
You have learned to cast Spells through prayer, meditation, and devotion. See the *Player's Handbook* for the rules on spellcasting. The

information below details how you use those rules as a Cleric.

Prepared Spells. You have the following Spells prepared: *Cure Wounds*, *Sacred Flame*, *Shield of Faith*, *Spare the Dying*, and *Thaumaturgy*. Alternatively, you can prepare three 0-level Spells (also known as cantrips) and two 1st-level Spells of your choice. Any Spell you prepare for this Class must be a <u>Divine Spell</u>.

Whenever you finish a <u>Long Rest</u>, you can pray or meditate and replace any Spell you have prepared for this Class with another <u>Divine Spell</u> of the same level.

At higher levels in this Class, you can prepare more Spells, as shown on the Cleric table. The numbers there determine the number of different Spells you can prepare of each level. For example, as a 4th-level Cleric, you can prepare four different 0-level Spells, four different 1st-level Spells, and three different 2nd-level Spells.

Consult the "Prepared Cleric Spells" section for recommendations on which spells to prepare at higher levels.

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

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

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for the Spells you prepare for this Class.

2ND LEVEL: HOLY ORDER

You have dedicated yourself to one of the following sacred roles, either on your own or as part of a religious order. Choose one of the following options:

Protector. Trained for battle, you gain Martial Weapon Proficiency and Heavy Armor Training.

Scholar. Studying and teaching about lore of the gods and the multiverse, you gain Proficiency in two of the following Skills of your choice: Arcana, History, Nature, Persuasion, and Religion. Whenever you make an Ability Check using either Skill, you gain a bonus to the check equal to your Wisdom Modifier.

Thaumaturge. Delving deeper into your divine magical abilities, you can prepare one extra 0-level Spell from the <u>Divine Spell</u> list. See your Spellcasting feature for more information on preparing Spells. In addition, you regain one expended use of your Channel Divinity whenever you finish a Short Rest.

3RD LEVEL: CLERIC SUBCLASS

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

A Subclass is a specialization that grants you special abilities at certain Cleric levels. For the rest of your career, you gain each of your Subclass's features that are of your Cleric level and lower. This Class's description tells you the levels when your Subclass provides features.

4TH LEVEL: FEAT

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

5TH LEVEL: SMITE UNDEAD

You can cause your Turn Undead feature to smite the undying; whenever you use Turn Undead, you can roll a number of d8s equal to your Proficiency Bonus and add the rolls together. Each Undead that fails its Saving Throw against that use of Turn Undead takes Radiant Damage equal to the roll's total.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Cleric Subclass.

7TH LEVEL: BLESSED STRIKES

Divine power infuses you in battle. When a creature takes damage from one of your 0-level Spells or your attacks with Weapons, you can also deal 1d8 Radiant Damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

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

9TH LEVEL: HOLY ORDER
Your sacred duties have expanded, allowing you to choose a second option from the Holy Order feature.

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

11TH LEVEL: DIVINE INTERVENTION
You can call on your deity or pantheon to intervene on your behalf when your need is great.

As an Action, describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Cleric level, the divine power intervenes. The DM chooses the nature of the intervention; the effect of any Divine Spell is appropriate.

If the intervention occurs, you can't use this feature again for 2d6 days. Otherwise, you can use it again after you finish a Long Rest.

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

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

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

18TH LEVEL: GREATER DIVINE INTERVENTION
When you use your Divine Intervention feature, it succeeds automatically—no roll required—and you can use it again after 2d4 days.

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

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

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

1ST-LEVEL CLERIC
0-Level Spells: *Sacred Flame, Spare the Dying, Thaumaturgy*
1st-Level Spells: *Cure Wounds, Shield of Faith*

2ND-LEVEL CLERIC
1st-Level Spells: *Bless*

3RD-LEVEL CLERIC
1st-Level Spells: *Guiding Bolt*
2nd-Level Spells: *Hold Person, Spiritual Weapon*

4TH-LEVEL CLERIC
0-Level Spells: *Guidance*
2nd-Level Spells: *Aid*

5TH-LEVEL CLERIC
3rd-Level Spells: *Beacon of Hope, Spirit Guardians*

6TH-LEVEL CLERIC
3rd-Level Spells: *Dispel Magic*

7TH-LEVEL CLERIC
4th-Level Spells: *Guardian of Faith*

8TH-LEVEL CLERIC
4th-Level Spells: *Banishment*

9TH-LEVEL CLERIC
4th-Level Spells: *Death Ward*
5th-Level Spells: *Flame Strike*

10TH-LEVEL CLERIC
0-Level Spells: *Resistance*
5th-Level Spells: *Circle of Power*

11TH- AND 12TH-LEVEL CLERIC
6th-Level Spells: *Heal*

13TH- AND 14TH-LEVEL CLERIC
7th-Level Spells: *Divine Word*

15TH- AND 16TH-LEVEL CLERIC
8th-Level Spells: *Holy Aura*

17TH-LEVEL CLERIC
9th-Level Spells: *Mass Heal*

18TH-LEVEL CLERIC
5th-Level Spells: *Raise Dead*

19TH-LEVEL CLERIC
6th-Level Spells: *Word of Recall*

20TH-LEVEL CLERIC
7th-Level Spells: *Regenerate*

CLERIC SUBCLASSES

A Cleric Subclass is a specialization that grants you special abilities at certain Cleric levels, as specified in the Subclass. This section presents one Subclass: the Life Domain.

Each Cleric Subclass is named after a domain of existence that is favored by a god, a pantheon, or a religious order. When you choose a Subclass, you decide why your Cleric chose that domain.

LIFE DOMAIN

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

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

3RD LEVEL: DOMAIN SPELLS
Your connection to this divine domain ensures you always have certain Spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed Spells prepared. These Spells don't count against the number of Spells you can prepare, and they follow the rules of this Class's Spellcasting feature.

LIFE DOMAIN SPELLS

Cleric Level	Prepared Spells
3rd	*Lesser Restoration, Prayer of Healing*
5th	*Mass Healing Word, Revivify*
7th	*Aura of Life, Death Ward*
9th	*Greater Restoration, Mass Cure Wounds*

3RD LEVEL: DISCIPLE OF LIFE
Your healing Spells are empowered by life itself. When a Spell you cast with a Spell Slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the Spell. The additional Hit Points equal 2 plus the Spell's level.

6TH LEVEL: PRESERVE LIFE
You can use your Channel Divinity to heal a group of the critically injured. As an Action, you expend one use of your Channel Divinity and present your Holy Symbol, restoring a number of Hit Points equal to 5 times your Cleric level. Choose any creatures within 30 feet of yourself (you can choose yourself), and divide those Hit Points among the chosen creatures. This feature can bring a creature's current Hit Points to no more than half its Hit Point Maximum.

10TH LEVEL: BLESSED HEALER
The healing spells you cast on others heal you as well. When you cast a spell with a Spell Slot on another creature that restores Hit Points to it, you regain Hit Points equal to 2 plus the Spell's level on the turn you cast the Spell.

14TH LEVEL: SUPREME HEALING
When you would normally roll one or more dice to restore Hit Points to a creature with a Spell that you cast with a Spell Slot, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a Spell, you restore 12.

CHARACTER SPECIES

When you choose your character's Species, you determine whether your character is a Human or a member of a fantastical Species, such as Dragonborn or Gnome. This document provides new versions of the following Species: Ardling, Dragonborn, and Goliath.

The peoples of the D&D multiverse hail from many worlds and are members of many different sapient life forms. A player character's Species is the set of game traits that an adventurer gains from being one of those life-forms. A character's upbringing and training are represented in the rules by Class and Background.

Some Species can trace their origin to a single world, plane of existence, or god, while other Species first appeared in multiple realms at once. Whatever a Species' origin story, its members have spread across the multiverse and contribute to various cultures. To learn more about cultures on D&D worlds, consult descriptions of the game's settings, such as the Forgotten Realms in *Sword Coast Adventurer's Guide* and Eberron in *Eberron: Rising from the Last War*.

ARDLING

Celestial animals roam the Beastlands, a plane of untamed beauty and wild nature. Many of those otherworldly animals serve the Beast Lords, and in the early days of the multiverse, some of the animals evolved into bipedal forms. Among their number are Ardlings, people with beastlike heads, keen senses, and an innate connection to divine magic. Long ago, the ancestors of Ardlings migrated to the Material Plane, and Ardlings can now be found on many worlds.

An Ardling has a head resembling that of an animal. Depending on the animal, the Ardling might also have fur, feathers, or scales. Some little and others hulking, Ardlings are as varied as the animals they resemble.

ARDLING ADVENTURER TRAITS
Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this Species
Speed: 30 feet
Life Span: 200 years on average

As an Ardling adventurer, you have the following special traits.

Animal Ancestry. You are descended from a Celestial animal. Choose one of the ancestry types below, then choose one of the example animals listed for that ancestry (or a similar animal); you gain the benefits of that ancestry, and your head resembles the head of the chosen animal:

Climber (Bear, Cat, Lizard, Squirrel). You have hooked claws, sharp nails, or a serpentine tail. As a result, you have a Climb Speed equal to your Speed, and once per turn when you deal damage with your Unarmed Strike to a target, you can increase the damage to that target by an amount equal to your Proficiency Bonus.
Flyer (Bat, Eagle, Owl, Raven). You have vestigial wings. As a result, when you fall at least 10 feet, you can use your Reaction to safely glide downward, taking no damage from the fall. In addition, when you take the Jump Action, you can flap your wings to gain Advantage on that Action's Ability Check.
Racer (Deer, Dog, Horse, Triceratops). When you take the Dash Action, your Speed increases for that Action. The increase equals ten times your Proficiency Bonus.
Swimmer (Crocodile, Dolphin, Frog, Shark). You can hold your breath for up to an hour at a time, and you have a Swim Speed equal to your Speed. In addition, you have Resistance to Cold Damage.

Divine Magic. You can innately channel minor divine magic; you know the *Thaumaturgy* Spell. Whenever you finish a Long Rest, you can replace that Spell with a different 0-level Spell from the Divine Spell list.

Intelligence, Wisdom, or Charisma is your spellcasting ability for any Spell you cast with this trait (choose the ability when you select the Species).

Keen Senses. You have Proficiency in the Perception Skill.

DRAGONBORN

The ancestors of Dragonborn hatched from the eggs of chromatic and metallic dragons. One story holds that these eggs were blessed by the dragon gods Bahamut and Tiamat, who wanted to populate the worlds of the multiverse with people created in their image. Another story

holds that dragons created the Dragonborns' progenitors without the gods' blessings. Whatever their origin, Dragonborn have made homes for themselves on the worlds of the Material Plane.

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned, with horns on their heads. Dragonborn of chromatic ancestry have scales that are black, blue, green, red, or white, whereas Dragonborn of metallic ancestry have scales that are the color of brass, bronze, copper, gold, or silver.

Like their draconic ancestors, Dragonborn can exhale acid, cold, fire, lightning, or poison. One can tell the type of energy a Dragonborn breathes by the color of the Dragonborn's scales.

DRAGONBORN ADVENTURER TRAITS
Creature Type: Humanoid
Size: Medium (about 5–7 feet tall)
Speed: 30 feet
Life Span: 80 years on average

As a Dragonborn adventurer, you have the following special traits.

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestor table. Your choice affects your Breath Weapon and Damage Resistance traits, as well as the look of your Draconic Flight. The chosen dragon also affects your appearance, with you displaying coloration and other features reminiscent of that dragon.

DRACONIC ANCESTOR

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Breath Weapon. When you take the Attack Action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot cone or a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity Saving Throw against a DC equal to 8 + your Constitution modifier + your Proficiency

Bonus. On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach the following character levels: 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Damage Resistance. You have Resistance to the damage type determined by your Draconic Ancestry trait.

Darkvision. You have Darkvision with a range of 60 feet.

Draconic Flight. When you reach 5th level, you learn how to channel the magical energy of your Draconic Ancestry to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you are Incapacitated or you retract the wings as a Bonus Action. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the energy used by your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

GOLIATH

Towering over most folk, Goliaths are distant descendants of giants. Each Goliath bears the blessings of the first giants—blessings that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of the Goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some Goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, Goliaths have forged their own path in the multiverse— unencumbered by the internecine conflicts that have ravaged giant-kind for ages—and seek heights above those reached by their ancestors.

GOLIATH ADVENTURER TRAITS
Creature Type: Humanoid
Size: Medium (about 7–8 feet tall)
Speed: 35 feet
Life Span: 80 years on average

As a Goliath adventurer, you have the following special traits.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

Cloud's Jaunt (Cloud Giant). As a Bonus Action, you magically Teleport up to 30 feet to an unoccupied space you can see.

Fire's Burn (Fire Giant). When you hit a target with an Attack Roll and deal damage to it, you can also deal 1d10 Fire Damage to that target.

Frost's Chill (Frost Giant). When you hit a target with an Attack Roll and deal damage to it, you can also deal 1d6 Cold Damage to that target and reduce its Speed by 10 feet until the start of your next turn.

Hill's Tumble (Hill Giant). When you hit a Large or smaller creature with an Attack Roll and deal damage to it, you can knock that target Prone.

Stone's Endurance (Stone Giant). When you take damage, you can use your Reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

Storm's Thunder (Storm Giant). When you take damage from a creature within 60 feet of you, you can use your Reaction to deal 1d8 Thunder Damage to that creature.

Large Form. Starting at 5th level, you gain the ability to supernaturally grow. As a Bonus Action, you change your Size to Large, provided you're in a big enough space. This transformation lasts for 10 minutes or until you end it as a Bonus Action. During that duration, you have Advantage on Strength Checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

Powerful Build. You have Advantage on any Saving Throw you make to end the Grappled condition on yourself. You also count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift.

FEATS

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

PARTS OF A FEAT

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

Prerequisite. You must meet any prerequisite specified in a Feat to take that Feat, unless a special feature allows you to take the Feat without the prerequisite. If a prerequisite is a level, your character level must meet or exceed that level. If a prerequisite is a Class or a Class Group, you must have at least 1 level in an eligible Class to qualify for the Feat.

Benefit. The benefit of the Feat is then detailed. If you have a Feat, you gain its benefit.

Repeatable. A Feat can be taken only once, unless it contains a section allowing it to be taken more than once.

BONUS FEATS AT 20TH LEVEL

A DM can use bonus Feats as a form of advancement after characters reach 20th level, a way to provide greater power to characters who have no more levels to gain. With this approach, each character gains one Feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon Feats are especially appropriate for these bonus Feats, but a player can choose any Feat for which their 20th-level character qualifies.

FEAT DESCRIPTIONS

Here are descriptions of some Feats that are available to characters using this playtest article. Playtest characters can also select Feats from the previous installments of *Unearthed Arcana*, "Character Origins" and "Expert Classes."

The Feats are presented in alphabetical order.

ABILITY SCORE IMPROVEMENT
Prerequisite: 4th+ Level

You increase one Ability Score of your choice by 2, or you increase two Ability Scores of your choice by 1. You can't increase an Ability Score above 20 using this Feat.

Repeatable. You can take this Feat more than once.

EPIC BOON OF FATE
Prerequisite: 20th Level, Mage or Priest Group

When another creature that you can see within 60 feet of you makes a d20 Test, you can roll a d10 and apply the number rolled as a bonus or a penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF SPELL RECALL
Prerequisite: 20th Level, Mage or Priest Group

You can cast any spell you have prepared without expending a spell slot, provided the spell is 5th level or lower. Once you do so, you can't use this benefit again until you finish a Long Rest.

EPIC BOON OF TRUESIGHT
Prerequisite: 20th Level, Priest Group

You have Truesight out to a range of 60 feet.

RULES GLOSSARY

This glossary includes game terms that have new or revised meaning in this playtest document, as well as terms, such as Creature Type, that aren't defined in the 2014 *Player's Handbook*. The terms are organized alphabetically.

If a term doesn't appear here, use its definition in the 2014 *Player's Handbook*, and when playtesting this document, do not use the rules glossary of any other *Unearthed Arcana* article.

CHANGE LOG
Here's a list of the glossary entries that are new or updated in this article:

- Aid [Spell]
- Attack [Action] ("Equipping Weapons" section)
- Banishment [Spell]
- Grappled [Condition]
- Guidance [Spell]
- Influence [Action]
- Light [Weapon Property]
- Long Rest
- Magic [Action]
- Prayer of Healing [Spell]
- Priest's Pack [Equipment]
- Resistance [Spell]
- Spiritual Weapon [Spell]
- Truesight

ABILITY CHECK

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

The Ability Check has the following special rules.

SKILLS

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

ACTION REQUIRED

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

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

DIFFICULTY CLASS

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

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

TYPICAL DIFFICULTY CLASS

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

AID [SPELL]

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

AID
2nd-Level Abjuration Spell (Divine)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a tiny strip of white cloth)
Duration: Instantaneous

Your spell bolsters creatures, filling them with resolve. Choose up to six creatures within range. Each target gains 5 Temporary Hit Points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of Temporary Hit Points increases by 5 for each slot level above 2nd.

ARCANE SPELL

An Arcane Spell draws on the ambient magic of the multiverse. Bards, Sorcerers, Warlocks, and Wizards harness this magic, as do Artificers.

The Arcane Spells table is a partial list of Arcane Spells. The table provides a Spell's level, name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

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

ARCANE SPELLS

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

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

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

Lvl	Spell	School	Ritual
3	*Major Image*	Illusion	No
3	*Nondetection*	Abjuration	No
3	*Phantom Steed*	Illusion	Yes
3	*Protection from Energy*	Abjuration	No
3	*Remove Curse*	Abjuration	No
3	*Sending*	Divination*	No
3	*Sleet Storm*	Conjuration	No
3	*Slow*	Transmut.	No
3	*Stinking Cloud*	Conjuration	No
3	*Tongues*	Divination	No
3	*Vampiric Touch*	Necromancy	No
3	*Water Breathing*	Transmut.	Yes
4	*Arcane Eye*	Divination	No
4	*Banishment*	Abjuration	No
4	*Blight*	Necromancy	No
4	*Compulsion*	Enchantment	No
4	*Confusion*	Enchantment	No
4	*Conjure Minor Elementals*	Conjuration	No
4	*Control Water*	Transmut.	No
4	*Dimension Door*	Conjuration	No
4	*Evard's Black Tentacles*	Conjuration	No
4	*Fabricate*	Transmut.	No
4	*Fire Shield*	Evocation	No
4	*Greater Invisibility*	Illusion	No
4	*Hallucinatory Terrain*	Illusion	No
4	*Ice Storm*	Evocation	No
4	*Leomund's Secret Chest*	Conjuration	No
4	*Locate Creature*	Divination	No
4	*Mordenkainen's Faithful Hound*	Conjuration	No
4	*Mordenkainen's Private Sanctum*	Abjuration	No
4	*Otiluke's Resilient Sphere*	Evocation	No
4	*Phantasmal Killer*	Illusion	No
4	*Polymorph*	Transmut.	No
4	*Stone Shape*	Transmut.	No
4	*Stoneskin*	Transmut.*	No
4	*Wall of Fire*	Evocation	No
5	*Animate Objects*	Transmut.	No
5	*Bigby's Hand*	Evocation	No
5	*Cloudkill*	Conjuration	No
5	*Cone of Cold*	Evocation	No
5	*Conjure Elemental*	Conjuration	No
5	*Contact Other Plane*	Divination	Yes
5	*Creation*	Illusion	No
5	*Dominate Person*	Enchantment	No
5	*Dream*	Illusion	No
5	*Geas*	Enchantment	No
5	*Hold Monster*	Enchantment	No
5	*Legend Lore*	Divination	No
5	*Mislead*	Illusion	No
5	*Modify Memory*	Enchantment	No
5	*Passwall*	Transmut.	No
5	*Planar Binding*	Abjuration	No
5	*Rary's Telepathic Bond*	Divination	Yes
5	*Scrying*	Divination	No
5	*Seeming*	Illusion	No
5	*Telekinesis*	Transmut.	No
5	*Teleportation Circle*	Conjuration	No
5	*Wall of Force*	Evocation	No
5	*Wall of Stone*	Evocation	No
6	*Arcane Gate*	Conjuration	No
6	*Chain Lightning*	Evocation	No
6	*Circle of Death*	Necromancy	No
6	*Contingency*	Abjuration*	No
6	*Create Undead*	Necromancy	No
6	*Disintegrate*	Transmut.	No
6	*Eyebite*	Necromancy	No
6	*Flesh to Stone*	Transmut.	No
6	*Globe of Invulnerability*	Abjuration	No
6	*Guards and Wards*	Abjuration	No
6	*Instant Summons*	Conjuration	Yes
6	*Magic Jar*	Necromancy	No
6	*Mass Suggestion*	Enchantment	No
6	*Move Earth*	Transmut.	No
6	*Otiluke's Freezing Sphere*	Evocation	No
6	*Otto's Irresistible Dance*	Enchantment	No
6	*Programmed Illusion*	Illusion	No
6	*Sunbeam*	Evocation	No
6	*True Seeing*	Divination	No
6	*Wall of Ice*	Evocation	No
7	*Delayed Blast Fireball*	Evocation	No

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

ARMOR TRAINING

Armor Training is the new name for Armor Proficiency. Any existing rule that involves Armor Proficiency now applies to Armor Training.

If you wear Light, Medium, or Heavy Armor and lack Armor Training with that type of Armor, you have Disadvantage on any d20 Test you make that involves Strength or Dexterity, and you can't cast Spells.

If you equip a Shield and lack Armor Training with Shields, you don't gain the Armor Class bonus of the Shield.

ARTISAN'S TOOLS [TOOL]

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

ATTACK [ACTION]

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

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

MOVING BETWEEN ATTACKS
If you Move on your turn, you can use some or all of that movement to move between the attacks of this Action if you have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack Action.

ATTACK ROLL

The Attack Roll is one of three types of d20 Tests. This *Unearthed Arcana* article uses the rules for attack rolls and critical hits found in the 2014 *Player's Handbook*.

BANISHMENT [SPELL]

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

BANISHMENT
4th-Level Abjuration Spell (Arcane, Divine)

Casting Time: Action
Range: 30 feet

Components: V, S, M (an item distasteful to the target)
Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma Saving Throw or be transported to a harmless demiplane for the duration. The target can willingly fail the save.

   While in the demiplane, the target is Incapacitated. At the end of each of its turns, the target can repeat the save, ending the Spell on itself on a success. When the Spell ends on the target, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

   If the Spell lasts on the target for 1 minute and the target is an Aberration, a Celestial, an Elemental, a Fey, or a Fiend, the target doesn't return. It is instead transported to a random location on a plane associated with its Creature Type.

   At Higher Levels. When you cast this Spell using a Spell Slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

BARKSKIN [SPELL]

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

BARKSKIN
2nd-Level Transmutation Spell (Primal)

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

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

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

BLINDSIGHT

If you have Blindsight, you can effectively see within a specific range without relying on physical sight. Within that range, you can effectively see anything that isn't behind Total Cover, even if you're Blinded or in Darkness. Moreover, you can effectively see a Hidden or an Invisible creature in that range.

CLIMB SPEED

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

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

CREATURE TYPE

All creatures in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type.

   Here's a list of the game's Creature Types in alphabetical order:

Aberration	Fiend
Beast	Giant
Celestial	Humanoid
Construct	Monstrosity
Dragon	Ooze
Elemental	Plant
Fey	Undead

   These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the description of the *Cure Wounds* Spell specifies the healing doesn't work on a Construct.

D20 TESTS

The term d20 Test encompasses the three main d20 rolls of the game: Ability Checks, Attack Rolls, and Saving Throws. If something in the game affects d20 Tests, it affects all three of these rolls.

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

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

DASH [ACTION]

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

DAZED [CONDITION]

While Dazed, you experience the following effect:

Limited Activity. You can Move or take one Action on your turn, not both. You also can't take a Bonus Action or a Reaction.

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain for a creature if the space contains any of the following:

Creature that isn't Tiny
Furniture that is Small or larger
Heavy snow
Heavy undergrowth
Ice
Liquid that's between shin- and waist-deep (any deeper and you need to Swim)
Narrow opening that is sized for a creature one Size smaller
Pit or another gap of 2–5 feet
Rubble
Slope of 20 degrees or more

The DM may determine that other things count as Difficult Terrain based on the examples here.

DIVINE SPELL

A Divine Spell draws on the power of gods and the Outer Planes. Clerics and Paladins harness this magic.

The Divine Spells table is a partial list of Divine Spells. The table provides a Spell's level, name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

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

DIVINE SPELLS

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

Lvl	Spell	School	Ritual
0	*Sacred Flame*	Evocation	No
0	*Spare the Dying*	Necromancy	No
0	*Thaumaturgy*	Transmut.	No
1	*Bane*	Enchantment	No
1	*Bless*	Enchantment	No
1	*Command*	Enchantment	No
1	*Compelled Duel*	Enchantment	No
1	*Cure Wounds*	Abjuration*	No
1	*Detect Evil and Good*	Divination	No
1	*Detect Magic*	Divination	Yes
1	*Detect Poison and Disease*	Divination	Yes
1	*Divine Favor*	Evocation	No
1	*Guiding Bolt*	Evocation	No
1	*Healing Word*	Abjuration*	No
1	*Heroism*	Enchantment	No
1	*Inflict Wounds*	Necromancy	No
1	*Protection from Evil and Good*	Abjuration	No
1	*Purify Food and Drink*	Transmut.	Yes
1	*Sanctuary*	Abjuration	No
1	*Searing Smite*	Evocation	No
1	*Shield of Faith*	Abjuration	No
1	*Thunderous Smite*	Evocation	No
1	*Wrathful Smite*	Evocation	No
2	*Aid*	Abjuration	No
2	*Augury*	Divination	Yes
2	*Blindness/ Deafness*	Transmut.*	No
2	*Branding Smite*	Evocation	No
2	*Calm Emotions*	Enchantment	No
2	*Find Steed*	Conjuration	No
2	*Find Traps*	Divination	No
2	*Gentle Repose*	Necromancy	Yes
2	*Hold Person*	Enchantment	No
2	*Lesser Restoration*	Abjuration	No
2	*Locate Object*	Divination	No
2	*Magic Weapon*	Transmut.	No
2	*Prayer of Healing*	Abjuration*	No
2	*Protection from Poison*	Abjuration	No
2	*Silence*	Illusion	Yes
2	*Spiritual Weapon*	Evocation	No
2	*Warding Bond*	Abjuration	No
2	*Zone of Truth*	Enchantment	No
3	*Aura of Vitality*	Abjuration*	No

Lvl	Spell	School	Ritual
3	*Beacon of Hope*	Abjuration	No
3	*Blinding Smite*	Evocation	No
3	*Clairvoyance*	Divination	No
3	*Create Food and Water*	Conjuration	No
3	*Crusader's Mantle*	Evocation	No
3	*Daylight*	Evocation	No
3	*Dispel Magic*	Abjuration	No
3	*Feign Death*	Necromancy	Yes
3	*Glyph of Warding*	Abjuration	No
3	*Magic Circle*	Abjuration	No
3	*Mass Healing Word*	Abjuration*	No
3	*Remove Curse*	Abjuration	No
3	*Revivify*	Necromancy	No
3	*Speak with Dead*	Necromancy	No
3	*Spirit Guardians*	Conjuration	No
3	*Tongues*	Divination	No
4	*Aura of Life*	Abjuration	No
4	*Aura of Purity*	Abjuration	No
4	*Banishment*	Abjuration	No
4	*Death Ward*	Abjuration	No
4	*Divination*	Divination	Yes
4	*Freedom of Movement*	Abjuration	No
4	*Guardian of Faith*	Abjuration	No
4	*Locate Creature*	Divination	No
4	*Staggering Smite*	Evocation	No
5	*Banishing Smite*	Abjuration	No
5	*Circle of Power*	Abjuration	No
5	*Commune*	Divination	Yes
5	*Contagion*	Necromancy	No
5	*Destructive Wave*	Evocation	No
5	*Dispel Evil and Good*	Abjuration	No
5	*Flame Strike*	Evocation	No
5	*Geas*	Enchantment	No
5	*Greater Restoration*	Abjuration	No
5	*Hallow*	Abjuration*	No
5	*Legend Lore*	Divination	No
5	*Mass Cure Wounds*	Abjuration*	No
5	*Planar Binding*	Abjuration	No
5	*Raise Dead*	Necromancy	No
5	*Scrying*	Divination	No
6	*Blade Barrier*	Evocation	No
6	*Find the Path*	Divination	No

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

EXHAUSTED [CONDITION]

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

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

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

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

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

EXPERTISE

Expertise is a special feature that enhances your use of a particular Skill Proficiency. If you gain Expertise, you gain it in one Skill in which you have Proficiency. You can never have Expertise in the same Skill Proficiency more than once.

When you make an Ability Check with a Skill Proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

FLY SPEED

A Fly Speed can be used to move through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die.

While flying, you fall if you are Incapacitated or Restrained. If you have the Hover trait, you can stay aloft even while Incapacitated or Restrained.

GAMING SET [TOOL]

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

GRAPPLED [CONDITION]

While Grappled, you experience the following effects:

Speed 0. Your Speed is 0 and can't change.
Attacks Affected. You have Disadvantage on Attack Rolls against any target other than the grappler.
Movable. The grappler can drag or carry you when it Moves, but the grappler suffers the Slowed Condition while moving, unless you are Tiny or two or more Sizes smaller than the grappler.
Escape. While Grappled, you can make a Dexterity or Strength Saving Throw against the grapple's escape DC at the end of each of your turns, ending the Condition on yourself on a success. The Condition also ends if the grappler is Incapacitated or if something removes you from the grapple's range.

GUIDANCE [SPELL]

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

GUIDANCE
0-Level Divination Spell (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 10 feet of you failing an Ability Check
Range: 10 feet
Component: V, S
Duration: Instantaneous

You channel magical insight to the creature who failed the Ability Check. That creature can roll a d4 and add the number rolled to the check, potentially turning it into a success.

HELP [ACTION]

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

Assist Ability Check. Choose one of your Skill Proficiencies and one ally who can see or hear you. You give Advantage to the next Ability Check that ally makes with the chosen Skill. This benefit expires if the ally doesn't use it before the start of your next turn. To give this assistance, you must be near enough to the ally to assist verbally or physically when the ally makes the check. The DM has final say on whether your assistance is possible.
Assist Attack Roll. You momentarily distract an enemy within 5 feet of you, granting Advantage to the next Attack Roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

HEROIC INSPIRATION

When you have Heroic Inspiration (also called Inspiration), you can expend it to give yourself Advantage on a d20 Test. You decide to do so immediately after rolling the d20.

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

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

ONLY ONE AT A TIME

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

HIDDEN [CONDITION]

While Hidden, you experience the following effects:

Concealed. You aren't affected by any effect that requires its target to be seen.
Surprise. If you are Hidden when you roll Initiative, you have Advantage on the roll.
Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.
Ending the Condition. The Condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an Attack Roll, you cast a Spell with a verbal component, or you aren't Heavily Obscured or behind any Cover.

HIDE [ACTION]

With the Hide Action, you try to conceal yourself. To do so, you must make a DC 15 Dexterity Check (Stealth) while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any visible enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you are Hidden. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom Check (Perception).

INCAPACITATED [CONDITION]

While Incapacitated, you experience the following effects:

Inactive. You can't take Actions or Reactions.
No Concentration. Your Concentration is broken.
Speechless. You can't speak.

Surprised. If you are Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INFLUENCE [ACTION]

With the Influence Action, you can try to influence another creature to do one thing or course of action that you request or demand.

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

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

ATTITUDE

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

Indifferent. This is the default Attitude for DM-controlled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma Check is usually necessary when the adventurers try to influence an Indifferent creature to do something.
Friendly. A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily, with the Charisma Check succeeding automatically. If an element of personal risk is involved, a successful Charisma Check is usually required to convince a Friendly creature to take that risk.

Hostile. A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more Charisma Checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that no Charisma Check can sway it, in which case the first check fails automatically and no further Influence attempts can be made on the creature unless its Attitude shifts.

INTERACTION

When you take the Influence Action, either roleplay how your character interacts with the creature or describe your character's behavior—focusing on your character's request or demand. If the interaction is especially suited to the creature's desires and outlook, the DM might temporarily shift a Hostile creature to Indifferent or an Indifferent creature to Friendly.

Similarly, if the interaction is particularly irksome to the creature, the DM might temporarily shift a Friendly creature to Indifferent or an Indifferent creature to Hostile.

ABILITY CHECK

To determine whether your request or demand is successful, you make a Charisma Check. You have Advantage on the check if the creature is Friendly, and you have Disadvantage if the creature is Hostile.

Choosing a Skill. The Influence Skills table suggests which Skills are applicable when you make the Charisma Check, depending on the interaction that precedes the roll.

INFLUENCE SKILLS

Skill	Interaction
Animal Handling	Gently coaxing a Beast or a Monstrosity
Deception	Deceiving a creature that can understand you
Intimidation	Intimidating a creature
Persuasion	Persuading a creature that can understand you

Setting the DC. The minimum DC for the check is 15 or the creature's Intelligence score, whichever is higher.

Outcome. If your check succeeds, the creature does as asked. If your check fails, you must wait to make the same request again. The default wait time is 24 hours, which the DM may shorten or extend depending on the circumstances.

INVISIBLE [CONDITION]

While Invisible, you experience the following effects:

Unseeable. You can't be seen, so you aren't affected by any effect that requires its target to be seen. Any equipment you are wearing or carrying also can't be seen.
Surprise. If you are Invisible when you roll initiative, you have Advantage on the roll.
Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage. If a creature can somehow see you, as with Blindsight, you don't gain this benefit against that creature.

JUMP [ACTION]

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

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

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

LIGHT [WEAPON PROPERTY]

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

For example, if you take the Attack Action on your turn and have a Shortsword in one hand and a Dagger in the other—each of which has the Light property—you can make one attack with

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

LONG REST

A Long Rest is a period of extended downtime— at least 8 hours long—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

BENEFITS OF THE REST
To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points.
Regain All HD. You regain all spent Hit Dice.
HP Max Restored. If your Hit Point Maximum was reduced, it returns to normal.
Ability Scores Restored. If any of your Ability Scores were reduced, they return to normal.
Exhaustion Reduced. If you are Exhausted, your level of exhaustion decreases by 1.

After you finish a Long Rest, you must wait at least 16 hours before starting another one.

INTERRUPTING THE REST
A Long Rest is stopped by the following interruptions:

• Combat
• Casting a spell other than a 0-level spell
• 1 hour of walking or other physical exertion

If the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.
   You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour to finish per interruption.

MAGIC [ACTION]

When you take the Magic Action, you cast a Spell that has a casting time of an Action, or you use a feature or a Magic Item that requires a Magic Action to be activated.
   If you cast a Spell that has a casting time of 1 minute or longer, you must take the Magic Action on each turn of that casting, and you must maintain Concentration while you do so. If your

Concentration is broken, the Spell fails, but you don't expend a Spell Slot.

MOVE

When you Move, you can go a distance equal to your Speed or less. For example, if you have a Speed of 30 feet, you can go up to 30 feet when you Move. Difficult Terrain can slow you down.

BREAKING UP YOUR MOVE
You can break up your Move, using some of its movement before and after any Action you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an Action, and then go 20 feet.

MOVING AROUND OTHER CREATURES
During your Move, you can pass through the space of an ally, an Incapacitated creature, a Tiny creature, or a creature who is two Sizes larger or smaller than you.
   Another creature's space is Difficult Terrain for you, unless that creature is Tiny.
   You can't willingly end your Move in a space occupied by another creature.

CLIMBING AND SWIMMING
You can use your Speed to climb or swim. Some creatures also have a Climb Speed or a Swim Speed.
   If you use your Speed to climb or swim, each foot of movement costs 1 extra foot. For example, if you swim or climb 5 feet, you must spend 10 feet of movement to do so with your Speed. If you're swimming or climbing through Difficult Terrain, that 5 feet of movement costs 15 feet!

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

your Speed for the Move and your Fly Speed for the Dash or vice versa.

SPEED OF 0

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

MUSICAL INSTRUMENT [TOOL]

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

PRAYER OF HEALING [SPELL]

Here's a new version of the *Prayer of Healing* Spell.

PRAYER OF HEALING
2nd-Level Abjuration Spell (Divine)

Casting Time: 10 minutes
Range: 30 feet
Component: V
Duration: Instantaneous

You utter an extended prayer of restoration. Choose a number of willing creatures equal to your Spellcasting Ability Modifier (minimum of 1). Each of those creatures who remains within range for the Spell's entire casting gains the benefits of a Short Rest and also regains 2d8 Hit Points, and a creature can't be affected by this Spell again until that creature finishes a Long Rest.

At Higher Levels. When you cast this Spell using a Spell Slot of 3rd level or higher, the healing increases by 1d8 for each slot above 2nd.

PRIEST'S PACK [EQUIPMENT]

A Priest's Pack costs 33 GP, and it contains the following items: Backpack, Blanket, Lamp, Holy Water, Rations (7 days), Robe, and Tinderbox.

PRIMAL SPELL

A Primal Spell draws on the forces of nature and the Inner Planes. Druids and Rangers harness this magic.

The Primal Spells table is a partial list of Primal Spells. The table provides a Spell's level, name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

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

PRIMAL SPELLS

Lvl	Spell	School	Ritual
0	*Druidcraft*	Transmut.	No
0	*Guidance*	Divination	No
0	*Mending*	Transmut.	No
0	*Message*	Transmut.	No
0	*Poison Spray*	Conjuration	No
0	*Produce Flame*	Evocation*	No
0	*Resistance*	Abjuration	No
0	*Shillelagh*	Transmut.	No
0	*Spare the Dying*	Necromancy	No
0	*Thorn Whip*	Transmut.	No
1	*Animal Friendship*	Enchantment	No
1	*Create or Destroy Water*	Transmut.	No
1	*Cure Wounds*	Abjuration*	No
1	*Detect Magic*	Divination	Yes
1	*Detect Poison and Disease*	Divination	Yes
1	*Ensnaring Strike*	Conjuration	No
1	*Entangle*	Conjuration	No
1	*Faerie Fire*	Evocation	No
1	*Fog Cloud*	Conjuration	No
1	*Goodberry*	Transmut.	No
1	*Hail of Thorns*	Conjuration	No
1	*Healing Word*	Abjuration*	No
1	*Hunter's Mark*	Divination	No
1	*Jump*	Transmut.	No
1	*Longstrider*	Transmut.	No
1	*Purify Food and Drink*	Transmut.	Yes
1	*Speak with Animals*	Divination	Yes
1	*Thunderwave*	Transmut.	No
2	*Animal Messenger*	Enchantment	Yes
2	*Augury*	Divination	Yes
2	*Barskin*	Transmut.	No
2	*Beast Sense*	Divination	Yes
2	*Cordon of Arrows*	Transmut.	No
2	*Darkvision*	Transmut.	No
2	*Enhance Ability*	Transmut.	No

Lvl	Spell	School	Ritual	Lvl	Spell	School	Ritual
2	Enlarge/Reduce	Transmut.	No	4	Grasping Vine	Conjuration	No
2	Find Traps	Divination	No	4	Ice Storm	Evocation	No
2	Flame Blade	Evocation	No	4	Locate Creature	Divination	No
2	Flaming Sphere	Evocation*	No	4	Polymorph	Transmut.	No
2	Gentle Repose	Necromancy	Yes	4	Stone Shape	Transmut.	No
2	Gust of Wind	Evocation	No	4	Stoneskin	Transmut.*	No
2	Heat Metal	Transmut.	No	4	Wall of Fire	Evocation	No
2	Lesser Restoration	Abjuration	No	5	Antilife Shell	Abjuration	No
2	Locate Animals or Plants	Divination	Yes	5	Awaken	Transmut.	No
				5	Commune with Nature	Divination	Yes
2	Locate Object	Divination	No	5	Conjure Elemental	Conjuration	No
2	Moonbeam	Evocation	No	5	Conjure Volley	Conjuration	No
2	Pass without Trace	Abjuration	No	5	Greater Restoration	Abjuration	No
2	Protection from Poison	Abjuration	No	5	Insect Plague	Conjuration	No
2	Silence	Illusion	Yes	5	Mass Cure Wounds	Abjuration*	No
2	Spike Growth	Transmut.	No				
3	Call Lightning	Conjuration	No	5	Reincarnate	Necromancy*	No
3	Conjure Animals	Conjuration	No	5	Scrying	Divination	No
3	Conjure Barrage	Conjuration	No	5	Swift Quiver	Transmut.	No
3	Daylight	Evocation	No	5	Tree Stride	Conjuration	No
3	Dispel Magic	Abjuration	No	5	Wall of Stone	Evocation	No
3	Elemental Weapon	Transmut.	No	6	Conjure Fey	Conjuration	No
				6	Find the Path	Divination	No
3	Feign Death	Necromancy	Yes	6	Heal	Abjuration	No
3	Lightning Arrow	Transmut.	No	6	Move Earth	Transmut.	No
3	Mass Healing Word	Abjuration*	No	6	Sunbeam	Evocation	No
				6	Transport via Plants	Conjuration	No
3	Meld into Stone	Transmut.	Yes				
3	Nondetection	Abjuration	No	6	Wall of Ice	Evocation	No
3	Plant Growth	Transmut.	No	6	Wall of Thorns	Conjuration	No
3	Protection from Energy	Abjuration	No	6	Wind Walk	Transmut.	No
				7	Fire Storm	Evocation	No
3	Revivify	Necromancy	No	7	Regenerate	Transmut.	No
3	Sleet Storm	Conjuration	No	7	Reverse Gravity	Transmut.	No
3	Speak with Plants	Transmut.	No	8	Animal Shapes	Transmut.	No
3	Water Breathing	Transmut.	Yes	8	Control Weather	Transmut.	No
3	Water Walk	Transmut.	Yes	8	Earthquake	Transmut.*	No
3	Wind Wall	Evocation	No	8	Sunburst	Evocation	No
4	Conjure Minor Elementals	Conjuration	No	8	Tsunami	Conjuration	No
				9	Power Word Heal	Abjuration*	No
4	Conjure Woodland Beings	Conjuration	No	9	Shapechange	Transmut.	No
				9	Storm of Vengeance	Conjuration	No
4	Control Water	Transmut.	No				
4	Dominate Beast	Enchantment	No	9	True Resurrection	Necromancy	No
4	Freedom of Movement	Abjuration	No				
4	Giant Insect	Transmut.	No				

RESISTANCE [SPELL]

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

RESISTANCE
0-Level Abjuration Spell (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 10 feet of you failing a Saving Throw
Range: 10 feet
Component: V, S
Duration: Instantaneous

You channel magical protection to the creature who failed the Saving Throw. That creature can roll a d4 and add the number rolled to the save, potentially turning it into a success.

RITUAL CASTING

If you have a Spell prepared that has the Ritual tag, you can cast that Spell as a Ritual. A special feature is no longer required for Ritual casting. All the other rules on Rituals in the 2014 *Player's Handbook* still apply.

SEARCH [ACTION]

When you take the Search Action, you make a Wisdom Check to discern something that isn't obvious. The Search table suggests which Skills are applicable when you take this Action, depending on what you're trying to detect.

SEARCH
Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment
Perception	Concealed creature or object
Survival	Tracks or food

SHORTSWORD [WEAPON]

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

SLOWED [CONDITION]

While Slowed, you experience the following effects:

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

Attacks Affected. Attack Rolls against you have Advantage.
Dexterity Saves Affected. You have Disadvantage on Dexterity Saving Throws.

SPIRITUAL WEAPON [SPELL]

Here's a new version of the *Spiritual Weapon* Spell.

SPIRITUAL WEAPON
2nd-Level Evocation Spell (Divine)

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and that lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against a creature within 5 feet of the force. On a hit, the target takes Force Damage equal to 1d8 + your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this Spell using a Spell Slot of 3rd level or higher, the damage increases by 1d8 for every slot level above 2nd.

STUDY [ACTION]

When you take the Study Action, you make an Intelligence Check to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which Skills are applicable when you take this Action, depending on the area of knowledge the Intelligence Check is about.

AREAS OF KNOWLEDGE
Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)

History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

SWIM SPEED

A Swim Speed can be used to move through a liquid without expending the extra movement normally associated with swimming.

TOOL PROFICIENCY

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

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement, unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you are wearing and carrying teleports with you. If you are touching another creature when you teleport, that creature doesn't teleport with you, unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it's detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and Tremorsense doesn't count as a form of sight.

TRUESIGHT

A creature with Truesight has enhanced vision within a specified range. Within that range, the creature's vision pierces through the following:

Darkness. The creature can see in normal and magical darkness.
Invisibility. The creature can see Invisible creatures and objects.
Visual Illusions. The creature notices visual illusions and automatically succeeds on Saving Throws against them.
Transformations. The creature discerns the true form of any creature or object it sees that has been transformed by magic.
Ethereal Plane. The creature can see into the Ethereal Plane

UNARMED STRIKE

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

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

Damage. The target takes Bludgeoning Damage equal to 1 + your Strength modifier.
Grapple. The target is Grappled, and the grapple's escape DC equals 8 + your Strength modifier + your Proficiency Bonus. This grapple is possible only if the target is no more than one Size larger than you and if you have a hand free to grab the target.
Shove. You either push the target 5 feet away or knock the target Prone. This shove is possible only if the target is no more than one Size larger than you.