

UNEARTHED ARCANA 2023

PLAYER'S HANDBOOK: DRUID & PALADIN

This document is part of 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.

WHAT'S NEW

Druid. The Druid class and Circle of the Moon subclass are ready for playtesting here.

Paladin. The Paladin class and Oath of Devotion subclass are ready for playtesting here.

Feats. Several revised feats appear here for your feedback, with more revised feats coming in future articles.

Spells. More spells are ready for playtesting, with a focus on smite spells, *Find Familiar*, and *Find Steed*.

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

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 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 other articles in this series, starting with "Character Origins."

If you do combine this article with any previous one, use only the rules glossary found here. In this *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 *Keys from the Golden Vault*, *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. 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.

Providing feedback on this document is one way you can help shape the next generation of D&D!

FEATURES OF THE PLAYER'S HANDBOOK PLAYTEST

The *Player's Handbook* playtest includes these highlights:

- Revised versions of every class from the 2014 *Player's Handbook*
- 48 subclasses
- Revised species
- New and revised backgrounds
- New and revised spells
- New and revised feats
- New weapon options for certain classes

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

After we conclude the public playtest for the *Player's Handbook*, *Unearthed Arcana* will explore material for the *Dungeon Master's Guide* and *Monster Manual*.

PARTS OF A CHARACTER CLASS

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

PRIMARY ABILITY

The primary ability of a character class is foundational for 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 a score of at least 13 in the primary ability of all your classes.

CLASS GROUP

Each character 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 <u>Expertise</u> feature and elements of other classes
Mages	Sorcerer, Warlock, Wizard	Adepts of <u>Arcane</u> magic who focus on utility and destruction
Priests	Cleric, Druid, Paladin	Stewards of <u>Divine</u> or <u>Primal</u> magic who focus 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 character 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 A CLASS

A character 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 character 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.

SUBCLASS

A character class's description is followed by a section dedicated to subclasses for that class. A subclass represents an area of specialization for 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.

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 CHARACTER 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, making it easier to create characters quickly.
- Each class's old 20th-level feature has moved to 18th level, opening up 20th level for Epic Boon.

DRUID

Class Group: Priest

Primary Ability: Wisdom

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, weather, and the four elements, Druids can heal, transform themselves, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from a nature deity, from nature itself, or both, and they typically unite with other Druids in performing rites to mark the passage of the seasons and other natural cycles. The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

Druids master Primal magic, which is oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm. Druids also gain the ability to take on animal forms, and some Druids focus on this practice,

even to the point where they feel more natural in an animal form.

For Druids, nature exists in a precarious balance. The four elements that make up a world—air, earth, fire, and water—must remain in equilibrium. If one element were to gain power over the others, the world could be destroyed, drawn into one of the elemental planes and broken apart into its component elements. Thus, Druids oppose cults of Elemental Evil and others who promote one element to the exclusion of others.

Druids are also concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature, not in opposition to it. Druids are often found guarding sacred sites or watching over regions of unspoiled nature. But when a significant danger arises, threatening nature's balance or the lands they protect, Druids take a more active role as adventurers who combat the threat.

DRUID

Level	Prof. Bonus	Class Features	Channel Nature	Cantrips	—Prepared Spells per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Channel Nature, Druidic, Spellcasting	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	Nature's Aid	2	2	3	—	—	—	—	—	—	—	—
3rd	+2	Druid Subclass	2	2	4	2	—	—	—	—	—	—	—
4th	+2	Feat	2	3	4	3	—	—	—	—	—	—	—
5th	+3	Might of the Land	3	3	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	3	3	4	3	3	—	—	—	—	—	—
7th	+3	Aquatic Form	3	3	4	3	3	1	—	—	—	—	—
8th	+3	Feat	3	3	4	3	3	2	—	—	—	—	—
9th	+4	Aerial Form	4	3	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	4	4	4	3	3	3	2	—	—	—	—
11th	+4	Tiny Critter	4	4	4	3	3	3	2	1	—	—	—
12th	+4	Feat	4	4	4	3	3	3	2	1	—	—	—
13th	+5	Alternating Forms	4	4	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	4	4	4	3	3	3	2	1	1	—	—
15th	+5	Wild Resurgence	4	4	4	3	3	3	2	1	1	1	—
16th	+5	Feat	4	4	4	3	3	3	2	1	1	1	—
17th	+6	Beast Spells	4	4	4	3	3	3	2	1	1	1	1
18th	+6	Archdruid	4	4	4	3	3	3	3	1	1	1	1
19th	+6	Feat	4	4	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	4	4	4	3	3	3	3	2	2	1	1

CREATING A DRUID

To create a Druid, 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 Druid" sidebar.

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

HIT POINTS

Hit Dice: 1d8 per Druid 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: Intelligence, Wisdom

Skills (Choose 2): Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival

Weapons: Simple Weapons

Tools: Herbalism Kit

ARMOR TRAINING

Light Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 50 GP on equipment of your choice.

Druidic Focus (Quarterstaff)	Leather Armor Shield
Explorer's Pack	Sickle
Herbalism Kit	9 GP

MULTICLASSING AND THE DRUID

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Druid as one of your classes.

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

Armor Training. When you gain your first Druid level, you gain [armor training](#) with the following: Light Armor and Shields.

Spell Slots. Add all your Druid 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.

DRUID CLASS FEATURES

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

1ST LEVEL: CHANNEL NATURE

The magic of nature infuses you. Tapping into that power, you can create various magical effects. You start with one such effect: Wild Shape, which is described below. Other Druid features give additional Channel Nature effect options. Each time you use this Channel Nature, you choose which effect to create from among those you have from this class.

You can use Channel Nature twice. You regain one expended use when you finish a [Short Rest](#), and you regain all expended uses when you finish a [Long Rest](#). You gain additional uses when you reach certain Druid levels, as shown in the Channel Nature column of the Druid table.

If a Channel Nature effect requires a saving throw, the DC equals the Spell Save DC from this class's Spellcasting feature.

Wild Shape. As a [Magic](#) action, you transform into a form that you have learned for this feature. You start knowing one form, Animal of the Land, which is detailed in the "Wild Shapes" section later in this class's description. You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the [Incapacitated](#) condition, or die. You can also end Wild Shape early as a Bonus Action.

While in a form, its game statistics replace yours, and your ability to handle objects is determined by the form's limbs, rather than your own. You retain your personality, memories, ability to speak, and Wild Shape. You lose access to all your other features, such as the ability to

cast spells (you can continue to concentrate on one).

When you transform, you choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.

DESIGN NOTE: USES OF CHANNEL DIVINITY/NATURE

In the previous *Unearthed Arcana*, the Cleric's version of Channel Divinity offered a number of uses equal to a character's Proficiency Bonus. That number is too generous for a multiclass character, who could take only one level in the Cleric and then get ever-increasing uses as the character gains levels in another class.

In the Druid and the Paladin, we have therefore given Channel Divinity and Channel Nature a number of uses tied to the class rather than Proficiency Bonus. When we release the next version of the Cleric, you'll see a similar treatment there. We will also address multiclassing issues in other classes when we revisit them.

1ST LEVEL: DRUIDIC

You know Druidic, the secret language of Druids. You can speak the language and use it to leave hidden messages.

You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

1ST LEVEL: SPELLCASTING

You have learned to cast spells through studying the mystical forces of nature. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules as a Druid.

Prepared Spells. You have the following spells prepared: *Cure Wounds*, *Druidcraft*, *Produce Flame*, and *Thunderwave*. Alternatively, you can prepare two 0-level spells (also known as cantrips) and two 1st-level spells of your choice from the Primal spell list.

Whenever you finish a Long Rest, you can meditate and replace any spell you have prepared for this class with another Primal spell of the same level.

At higher levels in this class, you can prepare more spells, as shown on the Druid table. The numbers there determine the number of

different spells you can prepare of each level. For example, as a 4th-level Druid, you can prepare three different 0-level spells, four different 1st-level spells, and three different 2nd-level spells.

Spell Slots. When you cast a prepared Druid spell, you expend a Spell Slot. The number of Spell Slots you have of 1st-level and higher is the same as the number of different spells you can prepare of each level, as shown on the Druid table. For example, as a 5th-level Druid, 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 Druid spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for the spells you prepare for this class.

2ND LEVEL: NATURE'S AID

You learn two more ways to use your Channel Nature—Healing Blossoms and Wild Companion—each of which is described below.

Healing Blossoms. As a Magic action, you channel healing energy that appears as blooming flowers. Choose a point within 30 feet of yourself, and spectral flowers appear for a moment in a 10-foot-radius sphere centered on that point. Then roll a number of d4s equal to your Wisdom modifier (minimum of one die), and add the dice together. The total is the number of Hit Points you can distribute to creatures in that sphere. You decide the number of Hit Points that are restored to each of those creatures, deducting the healing from the total.

Wild Companion. You can summon a nature spirit that assumes an animal form to aid you. As a Magic action, you can expend a use of your Channel Nature and cast the *Find Familiar* spell without material components.

When you cast the spell in this way, the familiar is a Fey, and it disappears when you finish a Long Rest.

3RD LEVEL: DRUID SUBCLASS

You gain the Circle of the Moon subclass or another Druid subclass of your choice. The Circle of the Moon is detailed after the Druid'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 Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid 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: MIGHT OF THE LAND

Your connection to the land deepens, empowering the Animal of the Land form of your Wild Shape; you unlock that form's Climb Speed and Multiattack.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

7TH LEVEL: AQUATIC FORM

You learn a new form for your Wild Shape: Animal of the Sea, which is described in the "Wild Shapes" section later in this class's description.

8TH LEVEL: FEAT

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

9TH LEVEL: AERIAL FORM

You learn a new form for your Wild Shape: Animal of the Sky, which is described in the "Wild Shapes" section later in this class's description.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

11TH LEVEL: TINY CRITTER

You gain the ability to become a Tiny creature. When you transform into a Wild Shape form, you can make it Tiny. If you do so, you can stay in that form no longer than 10 minutes, and the damage you deal in that form is halved.

12TH LEVEL: FEAT

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

13TH LEVEL: ALTERNATING FORMS

You can now rapidly shift between a Wild Shape form and your normal form. If you're in a Wild Shape form, you can switch to your normal form as a Bonus Action, and you can then switch back into that Wild Shape form within the next minute

as a Bonus Action. Neither switch expends a use of Wild Shape.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Druid subclass.

15TH LEVEL: WILD RESURGENCE

When you use your Wild Shape, primal magic radiates from you, allowing you to use Healing Blossoms as part of the same use of Channel Nature.

16TH LEVEL: FEAT

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

17TH LEVEL: BEAST SPELLS

You can cast spells in any Wild Shape form. While in such a form, you can perform Somatic and Verbal Components, and you don't need to provide free Material Components. If a spell consumes its Material Component, you can't cast that spell while in a Wild Shape form.

18TH LEVEL: ARCHDRUID

Whenever you roll Initiative, you regain one use of your Channel Nature.

In addition, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

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 following benefits:

Ability Score Increase. Choose one of your ability scores. That score increases by 2, and this increase can raise the score above 20 but not above 30.

Epic Boon Feat. You gain the Epic Boon of Spell Recall or another Epic Boon feat of your choice.

DESIGN NOTE: EPIC BOON FEATURE

In response to playtest feedback, we've made the Epic Boon feature in the Druid and Paladin more powerful than the version previously offered in the Cleric and the three Experts. When we revisit those classes, we'll add the Ability Score Increase benefit to their versions of the feature.

WILD SHAPES

When you use your Wild Shape, you transform into a form you've learned for this feature. This section includes three forms: Animal of the Land, Animal of the Sea, and Animal of the Sky.

As you assume a form, you determine its appearance, selecting an example animal from the form's description, selecting another appropriate animal, or choosing a hybrid form that incorporates visual characteristics from two or more animals. The appearance you choose has no effect on the form's capabilities.

When choosing an animal's appearance for a form, that animal needn't be the same size as the form. For example, you could choose elephant for the appearance and Small for the size—creating a form that resembles a little elephant.

ANIMAL OF THE LAND

An Animal of the Land is a flightless terrestrial animal, such as a bear, deer, horse, cat, dog, velociraptor, or big rodent. While in this form, you use the Animal of the Land stat block.

ANIMAL OF THE LAND

Small, Medium, or Large Terrestrial Animal (Your Creature Type Doesn't Change)

Armor Class 10 + your Wisdom modifier

Hit Points you continue to use your Hit Points and Hit Dice

Speed 40 ft., Climb 40 ft. (requires 5th+ level)

STR, DEX equal your Wisdom score

CON, INT, WIS, CHA use your scores

Senses Darkvision 60 ft.

Languages the languages you know

Proficiency Bonus equals your Proficiency Bonus

Keen Senses. You have Advantage on Wisdom (Perception) checks.

ACTIONS

Bestial Strike. *Melee Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your Wisdom modifier Bludgeoning, Piercing, or Slashing damage.

Multiattack (Requires 5th+ Level). You make two Bestial Strike attacks.

ANIMAL OF THE SEA

An Animal of the Sea is an aquatic or semiaquatic animal, such as a crocodile, dolphin, sea turtle, octopus, or shark. While in this form, you use the Animal of the Sea stat block.

ANIMAL OF THE SEA

Small, Medium, or Large Aquatic or Semiaquatic Animal (Your Creature Type Doesn't Change)

Armor Class 10 + your Wisdom modifier

Hit Points you continue to use your Hit Points and Hit Dice

Speed 20 ft., Swim 40 ft.

DEX equals your Wisdom score

STR, CON, INT, WIS, CHA use your scores

Senses Darkvision 90 ft.

Languages the languages you know

Proficiency Bonus equals your Proficiency Bonus

Amphibious. You can breathe air and water.

ACTIONS

Multiattack. You make two Bestial Strike attacks.

Bestial Strike. *Melee Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your Wisdom modifier Bludgeoning, Piercing, or Slashing damage.

ANIMAL OF THE SKY

An Animal of the Sky is a winged animal, such as a bat, eagle, falcon, pteranodon, or owl. While in this form, you use the Animal of the Sky stat block.

ANIMAL OF THE SKY

Small, Medium, or Large Winged Animal (Your Creature Type Doesn't Change)

Armor Class 8 + your Wisdom modifier

Hit Points you continue to use your Hit Points and Hit Dice

Speed 20 ft., Fly 40 ft.

DEX equals your Wisdom score

STR, CON, INT, WIS, CHA use your scores

Senses Darkvision 120 ft.

Languages the languages you know

Proficiency Bonus equals your Proficiency Bonus

Flyby. You don't provoke Opportunity Attacks when you fly out of an enemy's reach.

Keen Senses. You have Advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. You make two Bestial Strike attacks.

Bestial Strike. *Melee Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + your Wisdom modifier Bludgeoning, Piercing, or Slashing damage.

DRUID SUBCLASSES

A Druid subclass is a specialization that grants you special abilities at certain Druid levels, as specified in the subclass. This section presents one subclass: the Circle of the Moon.

CIRCLE OF THE MOON

Druids of the Circle of the Moon draw on the magic of the moon to transform themselves and to guard the wilds. Their order gathers under the full moon to share news and perform rituals. They wander the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another person, let alone another Druid.

Changeable as the moon, a Druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the Druid's blood.

3RD LEVEL: COMBAT WILD SHAPE

You have learned magical techniques that allow you to transform quickly and to channel magical protection while transformed, giving you these benefits:

Abjuration Spells. While you're in a Wild Shape form, you can cast any spell you currently have prepared from the Abjuration School, provided the spell doesn't require a material component.

Quick Attack. You can use Unarmed Strike as a Bonus Action.

Swift Transformation. You can use your Wild Shape as a Bonus Action or Magic action, but no more than once on a turn.

6TH LEVEL: ELEMENTAL WILD SHAPE

Channeling ancient lunar magic, you imbue your Wild Shape forms with power from the Elemental Planes. Whenever you assume a Wild Shape form, choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder.

While in that form, you have Resistance to the chosen damage type, and the form's Bestial Strike can deal damage of that type rather than its normal type—with you choosing between the types when you hit.

Your form also displays signs of the chosen damage type. For example, if you choose Fire,

your fur in Wild Shape might flicker with harmless flames. You choose the details.

10TH LEVEL: ELEMENTAL STRIKE

Elemental forces imbue your attacks. When you deal damage with your Bestial Strike, the target takes an extra 1d6 damage of the type you chose from Elemental Wild Shape. This extra damage increases to 2d6 when you reach 17th level in this class.

14TH LEVEL: THOUSAND FORMS

You have learned to use lunar magic to alter your physical form in innumerable ways. You always have the *Alter Self* spell prepared, and you can cast it without expending a Spell Slot. It also doesn't count against the number of spells you have prepared.

PALADIN

Class Group: Priest

Primary Abilities: Strength, Charisma

Paladins are united by their oaths to stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

A Paladin swears to stand against corrupting influences and to hunt the forces of ruin wherever they lurk. Different Paladins focus on various aspects of these causes, but all are bound by the oaths that grant them power to do their sacred work.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield—power to heal the

sick and injured, to smite their foes, and to protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic. Sometimes their oaths lead them into the service of the crown as leaders of elite groups of knights, but even then, their loyalty is first to their sacred oaths, not to crown and country.

Adventuring Paladins take their work seriously. A delve into an ancient ruin or a dusty crypt can be a quest driven by a higher purpose than the acquisition of treasure. Malign forces lurk in dungeons, and even the smallest victory against them can tilt the cosmic balance away from oblivion.

PALADIN

Level	Prof. Bonus	Class Features	Channel Divinity	—Prepared Spells per Spell Level—					
				Cantrips	1st	2nd	3rd	4th	5th
1st	+2	Lay on Hands, Spellcasting	—	2	2	—	—	—	—
2nd	+2	Divine Smite, Fighting Style	—	2	2	—	—	—	—
3rd	+2	Channel Divinity, Paladin Subclass	2	2	3	—	—	—	—
4th	+2	Feat	2	2	3	—	—	—	—
5th	+3	Extra Attack, Faithful Steed	3	2	4	2	—	—	—
6th	+3	Subclass Feature	3	2	4	2	—	—	—
7th	+3	Aura of Protection	3	2	4	3	—	—	—
8th	+3	Feat	3	2	4	3	—	—	—
9th	+4	Abjure Foes	4	2	4	3	2	—	—
10th	+4	Subclass Feature	4	3	4	3	2	—	—
11th	+4	Radiant Strikes	4	3	4	3	3	—	—
12th	+4	Feat	4	3	4	3	3	—	—
13th	+5	Aura of Courage	4	3	4	3	3	1	—
14th	+5	Subclass Feature	4	3	4	3	3	1	—
15th	+5	Restoring Touch	4	3	4	3	3	2	—
16th	+5	Feat	4	3	4	3	3	2	—
17th	+6	Aura Expansion	4	3	4	3	3	3	1
18th	+6	Divine Conduit	4	3	4	3	3	3	1
19th	+6	Feat	4	3	4	3	3	3	2
20th	+6	Epic Boon	4	3	4	3	3	3	2

CREATING A PALADIN

To create a Paladin, 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 Paladin" sidebar.

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

HIT POINTS

Hit Dice: 1d10 per Paladin level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 150 GP on equipment of your choice.

Chain Mail	<u>Priest's Pack</u>
Holy Symbol	Shield
Javelin (6)	9 GP
Longsword	

MULTICLASSING AND THE PALADIN

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Paladin as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Paladin's primary abilities—Strength and Charisma—to take a level in this class or to take a level in another class if you are already a Paladin.

Proficiencies Gained. If Paladin isn't your initial class, you gain proficiency with Martial Weapons when you take your first Paladin level.

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

Spell Slots. Add half your Paladin levels (rounded up) to the appropriate levels from other classes to determine your available Spell Slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the Spell Slots of an individual class to determine the number and levels of the spells you prepare for it.

PALADIN CLASS FEATURES

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

1ST LEVEL: LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Magic action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

In addition, you can expend 5 Hit Points from the pool of healing to remove the Poisoned condition from the creature, rather than using those points to restore Hit Points.

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 Paladin.

Prepared Spells. You have the following spells prepared: *Heroism*, *Resistance*, *Spare the Dying*, and *Thunderous Smite*. Alternatively, you can prepare two 0-level spells (also known as cantrips) and two 1st-level spells of your choice from the Divine spell list.

Whenever you finish a Long Rest, you can meditate and replace any spell you have

prepared for this class with another Divine spell of the same level.

At higher levels in this class, you can prepare more spells, as shown on the Paladin table. The numbers there determine the number of different spells you can prepare of each level. For example, as a 4th-level Paladin, you can prepare two different 0-level spells and three different 1st-level spells.

Spell Slots. When you cast a prepared Paladin spell, you expend a Spell Slot. The number of Spell Slots you have of 1st-level and higher is the same as the number of different spells you can prepare of each level, as shown on the Paladin table. For example, as a 5th-level Paladin, you have four 1st-level Spell Slots and two 2nd-level Spell Slots.

Spellcasting Ability. Charisma is your Spellcasting Ability for your Paladin spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for the spells you prepare for this class.

2ND LEVEL: DIVINE SMITE

When you strike a target, you can channel divine energy to smite it. Immediately after you hit a target with an attack roll using a weapon or an Unarmed Strike, you can expend one Spell Slot to deal Radiant damage to the target. The damage is 2d8 for a 1st-level Spell Slot, plus 1d8 for each slot level higher than 1st.

You can use Divine Smite no more than once during a turn, and you can't use it on the same turn that you cast a spell.

2ND LEVEL: FIGHTING STYLE

You have honed your martial prowess and gain the Fighting Style: Defense feat, or you gain another Fighting Style feat of your choice.

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

3RD LEVEL: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes, using that energy to fuel magical effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this Channel Divinity, you choose which effect to create from among those you have from this class.

You can use Channel Divinity twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Paladin levels, as shown in the Channel Divinity column of the Paladin table.

If a Channel Divinity effect requires a saving throw, the DC equals the Spell Save DC from this class's Spellcasting feature.

Divine Sense. As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

3RD LEVEL: PALADIN SUBCLASS

You gain the Oath of Devotion subclass or another Paladin subclass of your choice. The Oath of Devotion is detailed after the Paladin'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 Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin 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: EXTRA ATTACK

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

5TH LEVEL: FAITHFUL STEED

You can easily call on the aid of an otherworldly steed. You always have the Find Steed spell prepared, and it doesn't count against the number of spells you can prepare.

When you cast this spell, its casting time is an action. You can also cast the spell once without expending a Spell Slot, and you regain the ability to do so when you finish a Long Rest.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

7TH LEVEL: AURA OF PROTECTION

You radiate a protective, invisible aura that extends 10 feet from you in every direction, but it doesn't extend through Total Cover.

You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which one when entering the auras.

8TH LEVEL: FEAT

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

9TH LEVEL: ABJURE FOES

As a Magic action, you can expend one use of your Channel Divinity to overwhelm foes with divine awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself.

Each target must make a Wisdom saving throw. On a failed save, the target has the Dazed and Frightened conditions for 1 minute or until it takes any damage. On a successful save, the target has the Dazed condition for 1 minute or until it takes any damage.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

11TH LEVEL: RADIANT STRIKES

You are so suffused with divine might that your weapon strikes carry supernatural power with them. When you hit a target with an attack roll using a Simple or Martial weapon, the target takes an extra 1d8 Radiant damage.

12TH LEVEL: FEAT

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

13TH LEVEL: AURA OF COURAGE

You and your allies are immune to the Frightened condition while in your Aura of Protection. If a Frightened ally enters the aura, that condition is suppressed while the ally is there.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Paladin subclass.

15TH LEVEL: RESTORING TOUCH

When you use Lay on Hands on a creature, you can also remove one or more of the following conditions from the creature: Blinded, Charmed, Dazed, Deafened, Frightened, Paralyzed, or Stunned. You must expend 5 Hit Points from the healing pool of Lay on Hands for each of these conditions you remove; those points don't also restore Hit Points to the creature.

16TH LEVEL: FEAT

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

17TH LEVEL: AURA EXPANSION

Your Aura of Protection now extends 30 feet from you rather than 10 feet.

18TH LEVEL: DIVINE CONDUIT

Whenever you roll Initiative, you regain one use of this class's Channel Divinity.

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 following benefits:

Ability Score Increase. Choose one of your ability scores. That score increases by 2, and this increase can raise the score above 20 but not above 30.

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

PALADIN SUBCLASSES

A Paladin subclass is a specialization that grants you special abilities at certain Paladin levels, as specified in the subclass. This section presents one subclass: the Oath of Devotion.

Each of this class's subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at 3rd level, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they have reached 3rd level and made this oath. For others, the

actual swearing of the oath is a formality, an official stamp on what was already true in the Paladin's heart.

BREAKING YOUR OATH

A Paladin tries to hold to the highest standards of conduct, but even the most dedicated Paladin is fallible. Sometimes the right path proves too demanding, and sometimes the heat of emotion causes a Paladin to transgress their oath.

A Paladin who has broken a vow typically seeks absolution from a priest of the same faith or from another Paladin of the same order. The Paladin might spend an all-night vigil in prayer as a sign of penitence or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the Paladin starts fresh.

If a Paladin willfully violates their oath and shows no sign of repentance, the consequences might be more serious. At the DM's discretion, an impenitent Paladin might be forced to take a more appropriate subclass or even to abandon the class and adopt another one.

OATH OF DEVOTION

The Oath of Devotion binds a Paladin to the loftiest ideals of justice and order. These Paladins meet the ideal of the knight in shining armor. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels as their ideals and incorporate images of angelic wings into their helmets or coats of arms.

TENETS OF DEVOTION

Though the exact words and strictures of the Oath of Devotion vary, Paladins of this oath share these tenets.

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

3RD LEVEL: OATH SPELLS

The magic of your oath gives you the following benefits:

Prepared Spells. You always have certain spells ready; when you reach a Paladin level specified in the Oath of Devotion 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.

Free Casting. You can cast one of your prepared spells from this feature without expending a Spell Slot, and you must finish a Long Rest before you use this benefit again.

OATH OF DEVOTION SPELLS

Paladin Level	Spells
3rd	<i>Protection from Evil And Good, Shield of Faith</i>
5th	<i>Aid, Zone of Truth</i>
9th	<i>Aura of Vitality, <u>Blinding Smite</u></i>
13th	<i>Guardian of Faith, <u>Staggering Smite</u></i>
17th	<i>Commune, Flame Strike</i>

3RD LEVEL: SACRED WEAPON

As a Bonus Action, you can expend one use of your Channel Divinity to imbue one Simple or Martial weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that.

You can end this effect as a Bonus Action. This effect also ends if you aren't holding or carrying the weapon or if you have the Incapacitated condition.

6TH LEVEL: SMITE OF PROTECTION

Your Divine Smite now radiates protective energy that allows you and your allies to stay in the fight. Whenever you use your Divine Smite, choose yourself or an ally within 30 feet of

yourself. The chosen creature gains Temporary Hit Points equal to 1d8 plus the level of the Spell Slot used for the Divine Smite.

10TH LEVEL: AURA OF DEVOTION

You and your allies are immune to the Charmed condition while in your Aura of Protection. If a Charmed ally enters the aura, that condition is suppressed while the ally is there.

14TH LEVEL: HOLY NIMBUS

As a Bonus Action, you can imbue your Aura of Protection with holy power. The aura gains the following benefits for 1 minute or until you end them as a Bonus Action:

Radiant Damage. Whenever an enemy starts its turn in the aura, that creature takes Radiant damage equal to your Proficiency Bonus plus your Charisma modifier.

Sunlight. The aura is filled with bright light that is sunlight.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Spell Slot of at least 4th level when you use it again.

CHARACTER FEATS

This section offers a collection of character feats, which are special features not tied to a single character 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 one 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 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 previous installments of the 2022 *Unearthed Arcana* series.

If a feat appears in this article and also in one of those earlier articles, please use the version of the feat in this article.

The following feats are presented in alphabetical order.

EPIC BOON OF FATE

Prerequisite: 20th Level, Mage or Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Improve Fate. When another creature within 60 feet of you fails a d20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. You can use this benefit no more than once per turn. You have 8 uses of this benefit, and whenever you finish a Long Rest, you regain 2d4 expended uses.

EPIC BOON OF SPELL RECALL

Prerequisite: 20th Level, Mage or Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Free Casting. Whenever you cast a spell with a Spell Slot of 1st, 2nd, 3rd, or 4th level, roll a d4. If the number you roll equals the slot's level, the slot isn't expended.

EPIC BOON OF TRUESIGHT

Prerequisite: 20th Level, Priest Group

You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Truesight. You have Truesight within a range of 60 feet.

DESIGN NOTE: EPIC BOON FEATS

We've received requests for Epic Boon feats to be more epic. We agree that they could use more pizzazz. With that in mind, we offer three revised ones here, and we'll offer more in the future.

SPELLS

This section presents new or revised spells for you to playtest. It also includes two spell lists mentioned elsewhere in this document: the Divine and Primal lists.

DIVINE SPELL LIST

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	<u>Guidance</u>	Divination	No
0	<u>Light</u>	Evocation	No
0	<u>Resistance</u>	Abjuration	No
0	<u>Sacred Flame</u>	Evocation	No
0	<u>Spare the Dying</u>	Necromancy	No
0	<u>Thaumaturgy</u>	Transmut.	No
1	<u>Bane</u>	Enchantment	No
1	<u>Bless</u>	Enchantment	No
1	<u>Command</u>	Enchantment	No
1	<u>Compelled Duel</u>	Enchantment	No
1	<u>Cure Wounds</u>	Abjuration*	No
1	<u>Detect Evil and Good</u>	Divination	No
1	<u>Detect Magic</u>	Divination	Yes

Lvl	Spell	School	Ritual
1	<u>Detect Poison and Disease</u>	Divination	Yes
1	<u>Divine Favor</u>	Transmut.*	No
1	<u>Guiding Bolt</u>	Evocation	No
1	<u>Healing Word</u>	Abjuration*	No
1	<u>Heroism</u>	Enchantment	No
1	<u>Inflict Wounds</u>	Necromancy	No
1	<u>Protection from Evil and Good</u>	Abjuration	No
1	<u>Purify Food and Drink</u>	Transmut.	Yes
1	<u>Sanctuary</u>	Abjuration	No
1	<u>Searing Smite</u>	Evocation	No
1	<u>Shield of Faith</u>	Abjuration	No
1	<u>Thunderous Smite</u>	Transmut.*	No
1	<u>Wrathful Smite</u>	Enchantment*	No
2	<u>Aid</u>	Abjuration	No
2	<u>Augury</u>	Divination	Yes
2	<u>Blindness/Deafness</u>	Transmut.*	No
2	<u>Calm Emotions</u>	Enchantment	No
2	<u>Find Steed</u>	Conjuration	No
2	<u>Find Traps</u>	Divination	No
2	<u>Gentle Repose</u>	Necromancy	Yes
2	<u>Glimmering Smite</u> (formerly <u>Branding Smite</u>)	Transmut.*	No
2	<u>Hold Person</u>	Enchantment	No
2	<u>Lesser Restoration</u>	Abjuration	No
2	<u>Locate Object</u>	Divination	No
2	<u>Magic Weapon</u>	Transmut.	No
2	<u>Prayer of Healing</u>	Abjuration*	No
2	<u>Protection from Poison</u>	Abjuration	No
2	<u>Silence</u>	Illusion	Yes
2	<u>Spiritual Weapon</u>	Evocation	No
2	<u>Warding Bond</u>	Abjuration	No
2	<u>Zone of Truth</u>	Enchantment	No
3	<u>Aura of Vitality</u>	Abjuration*	No
3	<u>Beacon of Hope</u>	Abjuration	No
3	<u>Blinding Smite</u>	Transmut.*	No
3	<u>Clairvoyance</u>	Divination	No
3	<u>Create Food and Water</u>	Conjuration	No
3	<u>Crusader's Mantle</u>	Transmut.*	No
3	<u>Daylight</u>	Evocation	No
3	<u>Dispel Magic</u>	Abjuration	No
3	<u>Feign Death</u>	Necromancy	Yes

Lvl	Spell	School	Ritual
3	<i>Glyph of Warding</i>	Abjuration	No
3	<i>Magic Circle</i>	Abjuration	No
3	<i>Mass Healing Word</i>	Abjuration*	No
3	<i>Remove Curse</i>	Abjuration	No
3	<i>Revivify</i>	Necromancy	No
3	<i>Speak with Dead</i>	Necromancy	No
3	<i>Spirit Guardians</i>	Conjuration	No
3	<i>Tongues</i>	Divination	No
4	<i>Aura of Life</i>	Abjuration	No
4	<i>Aura of Purity</i>	Abjuration	No
4	<i>Banishment</i>	Conjuration*	No
4	<i>Death Ward</i>	Abjuration	No
4	<i>Divination</i>	Divination	Yes
4	<i>Freedom of Movement</i>	Abjuration	No
4	<i>Guardian of Faith</i>	Conjuration	No
4	<i>Locate Creature</i>	Divination	No
4	<i>Staggering Smite</i>	Enchantment*	No
5	<i>Banishing Smite</i>	Conjuration*	No
5	<i>Circle of Power</i>	Abjuration	No
5	<i>Commune</i>	Divination	Yes
5	<i>Contagion</i>	Necromancy	No
5	<i>Destructive Wave</i>	Evocation	No
5	<i>Dispel Evil and Good</i>	Abjuration	No
5	<i>Flame Strike</i>	Evocation	No
5	<i>Geas</i>	Enchantment	No
5	<i>Greater Restoration</i>	Abjuration	No
5	<i>Hallow</i>	Abjuration*	No
5	<i>Legend Lore</i>	Divination	No
5	<i>Mass Cure Wounds</i>	Abjuration*	No
5	<i>Planar Binding</i>	Abjuration	No
5	<i>Raise Dead</i>	Necromancy	No
5	<i>Scrying</i>	Divination	No
6	<i>Blade Barrier</i>	Evocation	No
6	<i>Find the Path</i>	Divination	No
6	<i>Forbiddance</i>	Abjuration	Yes
6	<i>Harm</i>	Necromancy	No
6	<i>Heal</i>	Abjuration*	No
6	<i>Heroes' Feast</i>	Conjuration	No
6	<i>Planar Ally</i>	Conjuration	No
6	<i>Sunbeam</i>	Evocation	No
6	<i>True Seeing</i>	Divination	No
6	<i>Word of Recall</i>	Conjuration	No
7	<i>Conjure Celestial</i>	Conjuration	No

Lvl	Spell	School	Ritual
7	<i>Divine Word</i>	Evocation	No
7	<i>Etherealness</i>	Transmut.	No
7	<i>Plane Shift</i>	Conjuration	No
7	<i>Regenerate</i>	Transmut.	No
7	<i>Resurrection</i>	Necromancy	No
7	<i>Symbol</i>	Abjuration	No
8	<i>Antimagic Field</i>	Abjuration	No
8	<i>Antipathy/Sympathy</i>	Enchantment	
8	<i>Holy Aura</i>	Abjuration	No
8	<i>Sunburst</i>	Evocation	No
9	<i>Astral Projection</i>	Necromancy	No
9	<i>Foresight</i>	Divination	No
9	<i>Gate</i>	Conjuration	No
9	<i>Mass Heal</i>	Abjuration*	No
9	<i>Power Word Heal</i>	Abjuration*	No
9	<i>True Resurrection</i>	Necromancy	No

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	<i>Druidcraft</i>	Transmut.	No
0	<i>Guidance</i>	Divination	No
0	<i>Mending</i>	Transmut.	No
0	<i>Message</i>	Transmut.	No
0	<i>Poison Spray</i>	Conjuration	No
0	<i>Produce Flame</i>	Evocation*	No
0	<i>Resistance</i>	Abjuration	No
0	<i>Shillelagh</i>	Transmut.	No
0	<i>Spare the Dying</i>	Necromancy	No
0	<i>Thorn Whip</i>	Transmut.	No
1	<i>Animal Friendship</i>	Enchantment	No
1	<i>Create or Destroy Water</i>	Transmut.	No
1	<i>Cure Wounds</i>	Abjuration*	No
1	<i>Detect Magic</i>	Divination	Yes

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

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

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

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

BANISHING SMITE

5th-Level Conjuration Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

The target hit by the strike takes an extra 5d10 Force damage, and the target must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration.

While in the demiplane, the target has the Incapacitated condition. At the end of each of its turns, the target repeats 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 6th level or higher, the extra damage increases by 1d10 for each slot level above 5th.

BLINDING SMITE

3rd-Level Transmutation Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

The target hit by the strike takes an extra 3d8 Radiant damage, and the target must succeed on a Constitution saving throw or have the Blinded condition until the spell ends. At the end of each of its turns, the Blinded target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a Spell Slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

FIND FAMILIAR

1st-Level Conjuration Spell (Arcane; Ritual)

Casting Time: 1 hour

Range: 10 feet

Component: V, S, M (10 GP worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of an otherworldly spirit, which manifests as a little animal in an unoccupied space of your choice within range. This creature uses the Otherworldly Familiar stat block. If you already have a familiar from this spell, that familiar transforms into the new one but retains its memories; you don't get a second familiar.

Whenever you cast the spell, choose the familiar's creature type: Celestial, Fey, or Fiend. Also choose an environment: Air, Land, or Water. The familiar resembles a Tiny animal of your choice—such as an owl, a cat, or a frog—that is native to the chosen environment. Both

choices—creature type and environment—determine certain traits in the stat block.

Combat. The familiar is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your commands (no action required by you), but the familiar can't attack unless you use your Reaction on its turn to command it do so.

If you don't issue any commands, the familiar takes the Dodge action and uses its Move to avoid danger.

Disappearance of the Familiar. The familiar disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the familiar that disappeared or a different one.

Remote Viewing. As a Magic action, you can see what your familiar sees and hear what it hears until the end of your next turn.

At Higher Levels. When you cast this spell using a Spell Slot of 2nd level or higher, use the higher level wherever the spell's level appears in the stat block.

OTHERWORLDLY FAMILIAR

Tiny Celestial, Fey, or Fiend (Choose When Casting the Spell), Neutral

Armor Class 10 + 2 (Land only) + 1 per spell level (natural armor)

Hit Points 2 + 2 per spell level (the familiar has a number of Hit Dice [d4s] equal to the spell's level)

Speed 30 ft., Climb 30 ft. (Land only), Fly 30 ft. (Air only), Swim 30 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

Senses Darkvision 60 ft., passive Perception 12

Languages Telepathy 120 ft. (only between you and the familiar)

Challenge — **Proficiency Bonus** equals your bonus

Amphibious (Water Only). The familiar can breathe air and water.

Extradimensional Escape (Recharges after a Long Rest). When the familiar would drop to 0 Hit Points, it instead drops to 1 Hit Point and vanishes into an extradimensional space, leaving behind anything it was wearing or carrying. It remains there for 1 hour or until you summon it as a Magic action, and then it reappears in your space.

ACTIONS

Otherworldly Scratch. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1 + the spell's level of Radiant damage (Celestial), Psychic damage (Fey), or Necrotic damage (Fiend).

REACTIONS

Deliver Spell. When you cast a spell with a range of touch, the familiar can deliver the spell with its touch. To do so, the familiar must be within 120 feet of you.

FIND STEED

2nd-Level Conjunction Spell (Divine)

Casting Time: 10 minutes

Range: 30 feet

Component: V, S

Duration: Instantaneous

You gain the service of an otherworldly being, which manifests as a loyal steed in an unoccupied space of your choice within range. This creature uses the Otherworldly Steed stat block. If you already have a steed from this spell, your steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

Combat. The steed is an ally to you and your companions. In combat, it shares your initiative count, and it functions as a controlled mount (as defined in the rules on mounted combat). If you have the Incapacitated condition, it takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

At Higher Levels. When you cast this spell using a Spell Slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat block.

OTHERWORLDLY STEED

Large Celestial, Fey, or Fiend (Choose When Casting the Spell), Neutral

Armor Class 10 + 1 per spell level (natural armor)

Hit Points 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires 4th-level spell or higher)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Senses Passive Perception 11

Languages Telepathy 1 mile (only between you and the steed)

Challenge — **Proficiency Bonus** equals your bonus

Life Bond. When you regain Hit Points from a spell of 1st level or higher, the steed regains the same number of Hit Points if you're within 5 feet of it.

ACTIONS

Otherworldly Maul. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + the spell's level of Radiant damage (Celestial), Psychic damage (Fey), or Necrotic damage (Fiend).

BONUS ACTIONS

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away.

Fell Glare (Fiend Only; Recharges after a Long Rest). The steed's eyes gleam with fiendish light as it targets one creature it can perceive up to 60 feet away. The target must succeed on a Wisdom saving throw against your Spell Save DC or have the Frightened condition until the end of your next turn.

Healing Touch (Celestial Only; Recharges after a Long Rest). The steed touches another creature and restores a number of Hit Points to it equal to 2d8 + the spell's level.

GLIMMERING SMITE

2nd-Level Transmutation Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

The target hit by the strike takes an extra 2d6 Radiant damage, and if has the Invisible condition, that condition ends on it. In addition, until the spell ends, the target sheds bright light in a 5-foot radius, and attack rolls against it have Advantage.

At Higher Levels. When you cast this spell using a Spell Slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

SEARING SMITE

1st-Level Evocation Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a target with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the target, your strike flares with white-hot intensity, and the target takes an extra 1d6 Fire damage and ignites with magical fire. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 Fire damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a Spell Slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SPARE THE DYING

0-Level Necromancy Spell (Divine, Primal)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature that has the Dying condition. The creature regains 1 Hit Point.

STAGGERING SMITE

4th-Level Enchantment Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

As you hit the creature, your strike pierces both body and mind. The target takes an extra 4d6 Psychic damage, and the target must succeed on a Wisdom saving throw or have the Stunned condition until the end of your next turn.

At Higher Levels. When you cast this spell using a Spell Slot of 5th level or higher, the extra damage increases by 1d6 for each slot level above 4th.

THUNDEROUS SMITE

1st-Level Transmutation Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a target with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

As you hit the target, your strike rings with thunder that is audible within 300 feet of you, and the target takes an extra 2d6 Thunder damage. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

At Higher Levels. When you cast this spell using a Spell Slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

WRATHFUL SMITE

1st-Level Enchantment Spell (Divine)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

As you hit the creature, it takes an extra 1d6 Psychic damage, and it must succeed on a Wisdom saving throw or have the Frightened condition until the spell ends. At the end of each of its turns, the Frightened target repeats the saving throw, ending the spell on itself on a success.

At Higher Levels. When you cast this spell using a Spell Slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

RULES GLOSSARY

This glossary includes game terms that have new 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, don't use the rules glossary of any other *Unearthed Arcana* article.

CHANGE LOG FOR THE RULES GLOSSARY

Here are lists of glossary entries that have been added, revised, or removed since the previous *Unearthed Arcana* article.

If an entry is removed from the glossary, that entry isn't moving forward in the playtest; please use the relevant rule from the 2014 *Player's Handbook* instead of the removed entry.

NEW ENTRIES

- Dying [Condition]
- Knocking a Creature Out
- Short Rest
- Telepathy
- Unconscious [Condition]

REVISED ENTRIES

- D20 Test (rolling a 1 on a d20 no longer awards Inspiration, which is now called Heroic Advantage)
- Difficult Terrain (your allies are no longer Difficult Terrain for you, and furniture is Difficult Terrain if it's one size smaller than you or larger)
- Equipping Weapons [subsection of Attack] (clarified how equipping and unequipping work)
- Fly Speed (changed what causes you to fall)
- Grappled [Condition] ("Movable" and "Escape" sections changed)
- Help [Action] (now works with tool proficiencies)
- Heroic Advantage (name changed from Heroic Inspiration, which is no longer gained from rolling a 1 on a d20)
- Incapacitated [Condition] (clarified that it still blocks Bonus Actions)
- Long Rest (changes have been made to every section of the rule)
- Move ("Moving Around Other Creatures" and "Changes to Your Speeds" sections changed; the latter was formerly called "Speed of 0")
- Unarmed Strike (grappling and shoving are no longer delivered by an attack roll)

REMOVED ENTRIES

- Ability Check
- Attack Roll
- Climbing and Swimming [subsection of Move]
- Dash [Action]
- Hidden [Condition]
- Jump [Action]
- Slowed [Condition]
- Special Speeds [subsection of Move]

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 it, 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 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. If you equip a weapon before an attack, you don't need to use it for that attack.

Equipping a weapon includes drawing it from a sheathe, picking it up, or retrieving it from a container. Unequipping a weapon includes sheathing, stowing, or dropping it.

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.

BLINDSIGHT

If you have Blindsight, you can 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 have the Blinded condition or are in Darkness. Moreover, in that range, you can effectively see a creature that has Invisible condition.

CLIMB SPEED

A Climb Speed can be used to traverse a vertical surface without expending the extra movement normally associated with climbing.

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

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature it is. 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 *Charm Person* spell specifies that its target must be a Humanoid.

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.

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

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 or your ally
Furniture that is one size smaller than you 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 make a space count as Difficult Terrain, based on the examples here.

DYING [CONDITION]

When a player character drops to 0 Hit Points, that character has the Dying condition, which replaces the following rules in the 2014 Player's Handbook (page 197): "Falling Unconscious," "Death Saving Throws," and "Stabilizing a Creature."

While Dying, you experience the following effects:

0 Hit Points. You have 0 Hit Points. If you regain any Hit Points while Dying, this condition ends on you.

Knocked Out. You have the Unconscious condition.

Death Saving Throws. At the start of each of your turns, you must make a death saving throw, a special save that isn't tied to any ability score. You're in the hands of fate now; roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. The successes and failures also don't need to be consecutive; keep track of both until you collect three of a kind, the effects of which are described below. When this condition ends on you, reset the number of success and failures to zero.

Rolling a 1 or 20. When you make a death save and roll a 1 on the d20, it counts as two failures. If you roll a 20, you regain 1 Hit Point.

Three Failures. On your third failure, you die.

Three Successes. On your third success, you regain 1 Hit Point. This condition ends on you as normal, but you are still Unconscious and start a Short Rest. You remain Unconscious until you regain any Hit Points or until another creature uses an action to administer first aid to you, which requires a successful DC 10 Wisdom (Medicine) check.

Damage. If you take any damage, you suffer one death saving throw failure. If you suffer a critical hit, you instead suffer two death saving throw failures.

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 travel 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 lack the Hover trait and have the Incapacitated or Prone condition or your Fly Speed is reduced to 0.

GAMING SET [TOOL]

Gaming Sets are a category of tool with which a character can gain 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 every foot of movement costs it 1 extra foot, unless you are Tiny or two or more sizes smaller than the grappler.

Escape. While Grappled, you can use your action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on yourself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between you and the grappler exceeds the grapple's range.

HELP [ACTION]

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

Assist Ability Check. Choose one of your skill or tool proficiencies and one ally who can perceive you. You give Advantage to the next ability check that ally makes with the chosen skill or tool. 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 ADVANTAGE

When you have Heroic Advantage (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 ADVANTAGE

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

Some game features, such as the Human, also award Heroic Advantage.

ONLY ONE AT A TIME

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

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so stealthily, you must succeed on a DC 15 Dexterity (Stealth) check 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 have the Invisible condition. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom (Perception) check.

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, or you cast a spell with a verbal component.

INCAPACITATED [CONDITION]

While Incapacitated, you experience the following effects:

Inactive. You can't take any action, Bonus Action, or Reaction.

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 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 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, 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:

Concealed. You aren't affected by any effect that requires its target to 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 magic or Blindsight, you don't gain this benefit against that creature.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to knock out a foe rather than deal a killing blow. When an attacker would reduce a creature to 0 Hit Points with a Melee Attack, the attacker can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

LIGHT [WEAPON PROPERTY]

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as part of the same action. That extra attack must be made with a different Light weapon, 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.

During the sleep, you have the Unconscious condition.

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 have the Exhausted condition, your level of exhaustion decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

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:

- Rolling initiative
- Casting a spell other than a 0-level spell
- Taking any damage
- 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 magic something by casting a spell that has a casting time of an action or by using a feature or 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, a creature that has the Incapacitated condition, 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 or your ally.

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

CHANGES TO YOUR SPEEDS

If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

MUSICAL INSTRUMENT [TOOL]

Musical Instruments are a category of tool with which a character can gain 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.

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.

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

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than eating, drinking, reading, dozing, and standing watch.

BENEFITS OF THE REST

To start a Short Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Spend Hit Dice. You can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend in this way, roll the die, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

INTERRUPTING THE REST

A Short Rest is stopped by the following interruptions:

- Rolling initiative
- Casting a spell other than a 0-level spell
- Taking any damage

An interrupted Short Rest confers no benefits, and it must be started over to confer any.

SHORTSWORD [WEAPON]

A Shortsword is now a Simple weapon rather than a Martial weapon.

DESIGN NOTE: WEAPON CHANGES

The upcoming article on Warrior classes will introduce new weapon options. Those options will differentiate weapons from each other more clearly. For example, the Shortsword (Simple) and the Scimitar (Martial) will have different roles to play in the game.

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

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact is broken as soon as the contacted creature is no longer within the

telepathy's range, if the telepath contacts a different creature within range, or if the telepath has the Incapacitated condition.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the nontelepath can communicate mentally to the telepath until the telepathic connection ends.

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.

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 a skill and a tool proficiency on the same ability check.

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 creatures that have the Invisible condition and objects that are obscured by magic.
- 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 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect:

- Damage.** You make an attack roll against the target. Your bonus to hit equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 + your Strength modifier.
- Grapple.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts 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 it.
- Shove.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push the target 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 + your Strength modifier + your Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

UNCONSCIOUS [CONDITION]

While Unconscious, you experience the following effects:

- Inert.** You have the Incapacitated and Prone conditions, and you drop whatever you are holding. When this condition ends, you remain Prone.
- Speed 0.** Your Speed is 0 and can't change.
- Attacks Affected.** Attack rolls against you have Advantage.
- Fail Str. and Dex. Saves.** You automatically fail Strength and Dexterity saving throws.
- Critical Hits.** Any attack roll that hits you is a critical hit if the attacker is within 5 feet of you.
- Unaware.** You are unaware of your surroundings.